

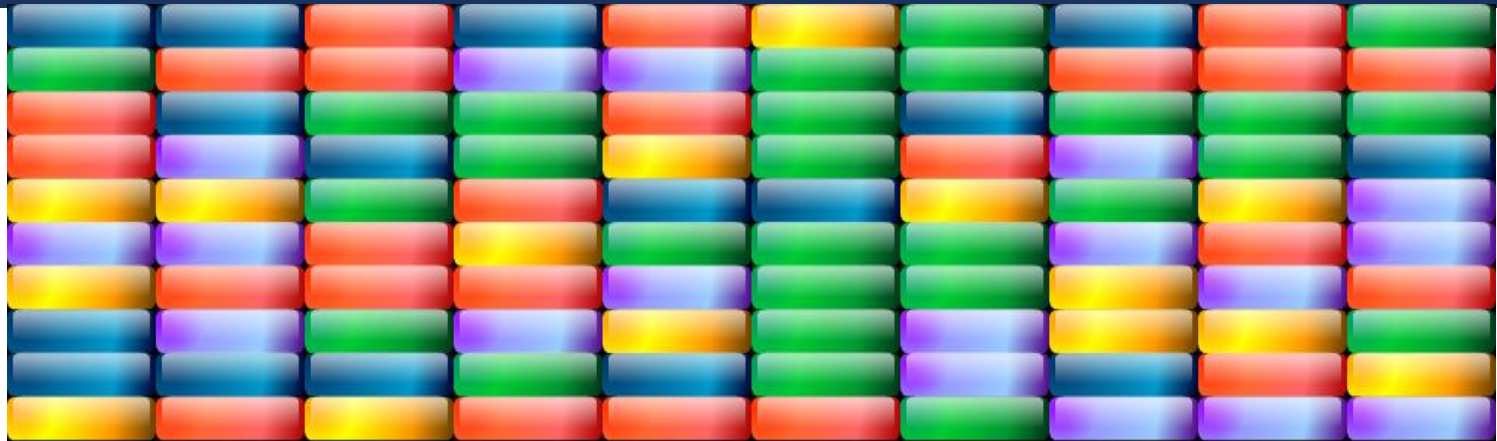
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# BRICK BREAKER

UNIVERSITY OF CRETE - COMPUTER SCIENCE DEPARTMENT  
PROJECT FOR THE MULTIMEDIA COURSE (HY474)

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# GAME OVERVIEW



Start

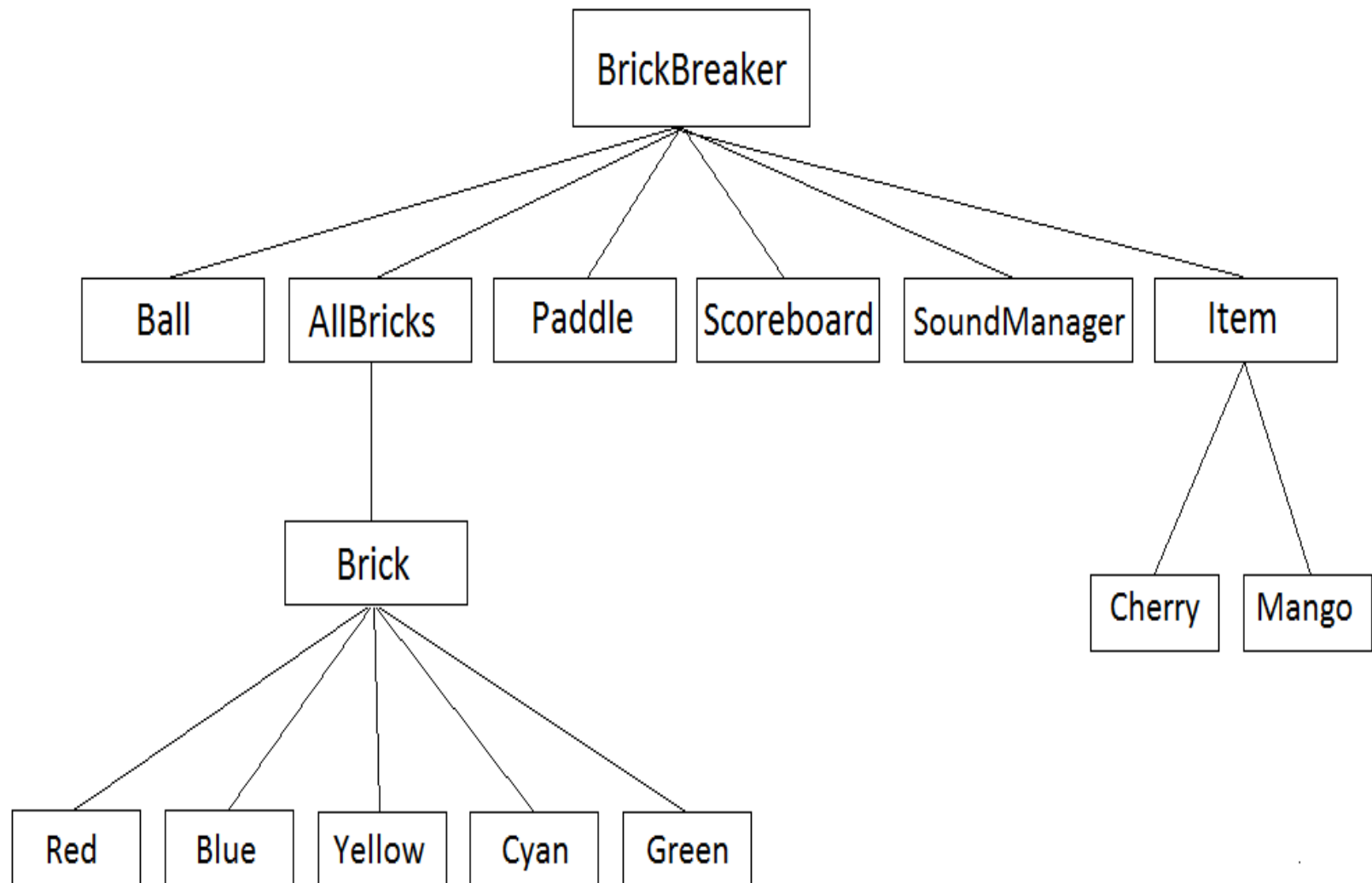


# IMPLEMENTATION PROGRESS

The Implementation progress goes as follows:

1. Searched and found graphics for the game
2. Bricks, paddle & start button during initialization
3. Added listeners (mouse & keyboard) for the paddle
4. Inserted the ball and collision detection for it
5. Created the scoreboard (score & lives count)
6. Added fruits and anything related with score and life
7. Added losing & winning screens
8. Added extra features like pause, soundtrack & restart game

# ACTIONSCRIPT CLASSES





THAT'S ALL FOLKS

THANK YOU