CCJP COURSE PROJECT

TOPIC: Brick breaker game

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INTRODUCTION

We have developed the the simple Brick breaker game using the concepts of Java like JFrame and JPanel.

We have developed this game to get familiar with the basic concepts of an OOP. Frame and JPanel are used for drawing different graphics to make this game work perfectly.

AIM and OBJECTIVE

AIM:

The aim of the project is to build a user friendly game using Object oriented programming language.

OBJECTIVE:

To implement the OOPS concept and build a game out of it. Our project should have interactive control to the user by which, the user get the good experience.

User should be able to see his/her score.

Feasibility of the project

Feasibility study includes consideration of all possible ways to provide a solution to the given problem. The proposed solution should satisfy all the user requirements and should be flexible enough so that future changes can be easily done based on the future upcoming requirements.

Score :15

GameOver!!, Score : 15

Press Enter to Restart!!
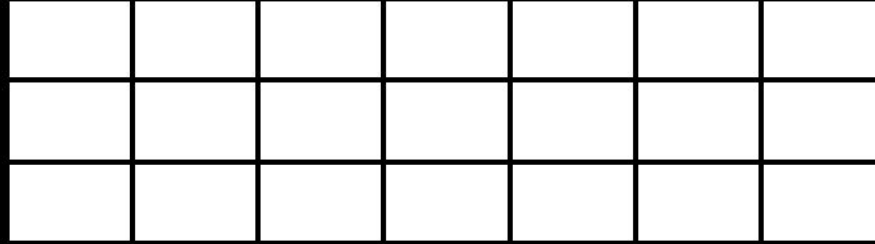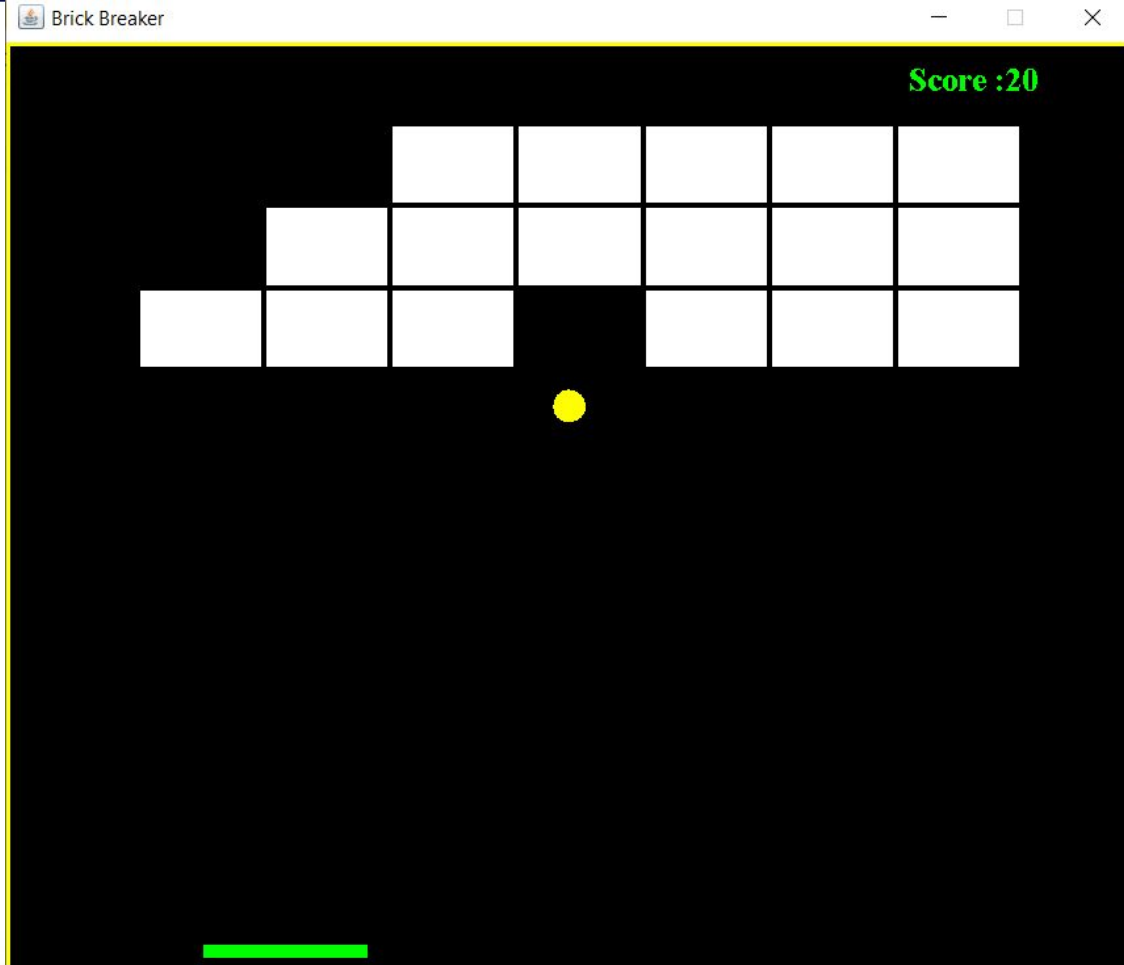
CONCLUSION

In all, We had a lot of fun creating and playing Brick Breaker. It is a simple game which is very easy to play. Brick Breaker demonstrated our learning and new found expertise in java coding.

The game is complete, But there is always a scope for improvement and enhancement. During the development of this,coding standards are followed for easy maintainability and extensibility.