Ari Bodaghee

[abodaghee@gmail.com](mailto:abodaghee@gmail.com)

Game Name: Breaker –(Working Title)

Genre: Pong/Brick Breaker

Screen Resolution: 640x480

Controls: Mouse Input {LEFT/RIGHT}/KeyBoard Input {WASD}

Description:

Player will use Input to travel the map and reflect back a ball. The Player is tasked will keeping the Ball away from his/her Goal. The Player will die if the Ball overtakes his defensive position. The Player Paddle will look like a futuristic Paddle from Space!

The Enemies are Asteroids (increase in amount w/ difficulty or time) that come on the map from random locations. They move, at a varied velocity, around the map and can be positioned to bounce the Ball back to the Player. They will, however, be destroyed once they have impacted with the Ball.

The only Weapon on the Map is a Ball. It moves aroundand can hit anything it comes in contact with. It will bounce in the opposite direction. You can have more Balls in Play. The Balls look like Comet's and may eventually have streaking Particles trailing them.

There are 3 power-ups. You can get an extra life to keep playing. You can also get a temporary shield on your Goal to reflect the Ball automatically. It lasts once. The final Power-Up is Multi-Ball. As long as the Player has Extra Lives to Spare, he can send another Ball in Play. This will increase your Multiplier for every ball in Play. The difficulty, however, is in the natural flow of the game where the player must manage the extra amount of Balls. (ie. Higher Risk, Higer Reward)

There is only one Level. It is in Space, and there is an armada of asteroids coming onto the screen. The level only lasts for however long the Player can keep the ball in play. The screen real estate is 640x480. You can view your High Score updating on the Right Hand Side of the Screen, along with Any Power-Ups you've acquired.