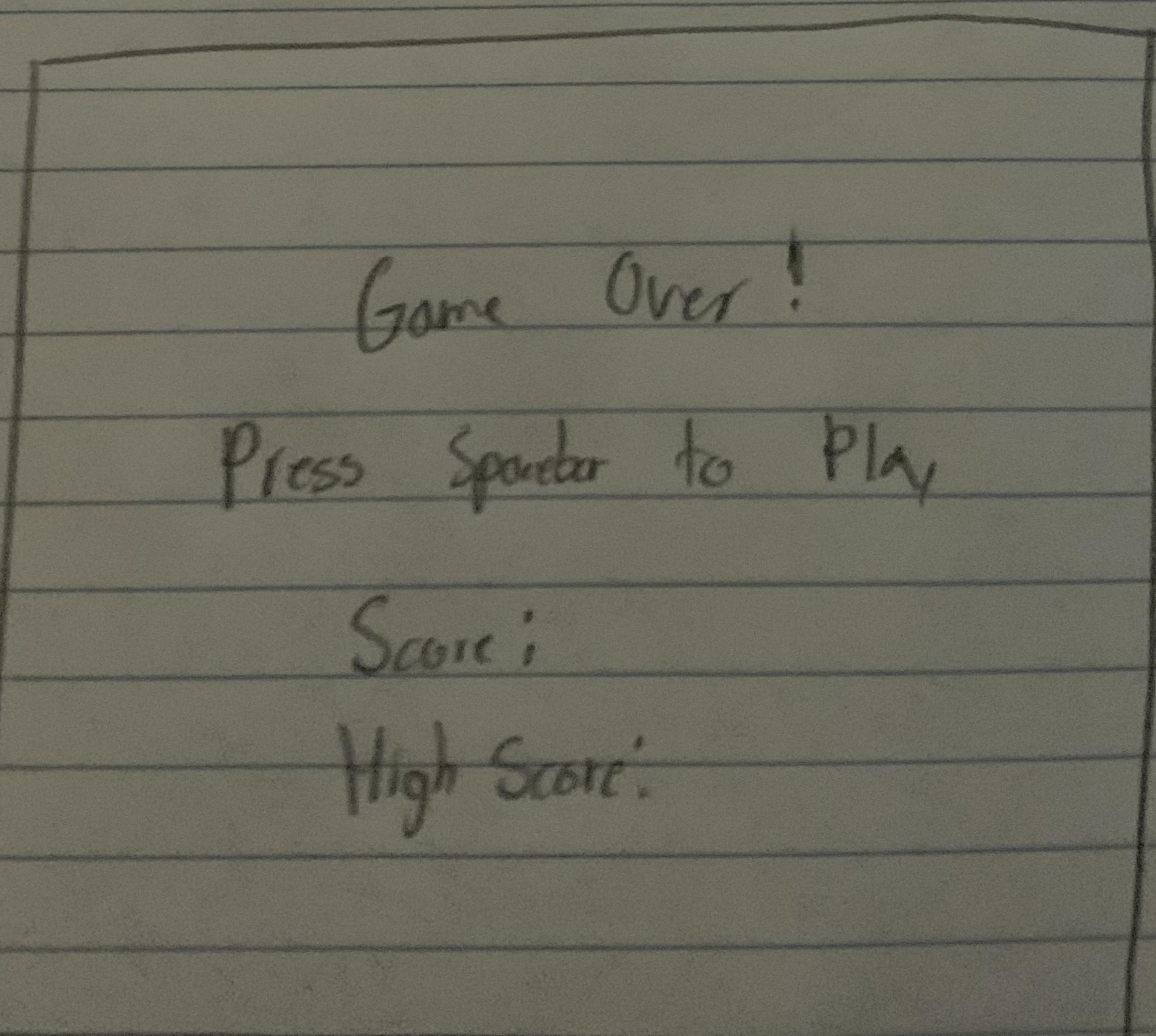


## Game Idea Revision:

- Bricks spawn at random
- Once you break a brick another spawns randomly
- You play until your ball falls off screen

## Game Over Screen:



## Game Idea:

- Breakout Clone
- Game Boy colour aesthetic

- Rows of Bricks to break
- When all broken you win

## Potential Ideas:

- Score Counter ✓
- High Score ✓
- Game Over Screen ✓
- Items fall from bricks X
- Double bricks that take two hits X

## Idea change:

- Random Powerups ↗
- Play until you lose ↗

## Classes:

### Ball:

- Collision w/ boarder
- Collision w/ paddle
- Collision w/ borders
- Motion
- Draw

### Paddle:

- Draw
- Motion
- < Collision w/ ball


### Boarder:

- Draw
- Collision w/ ball

### Bricks:

- Draw
- Collision w/ ball

0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750 800



Potential Ideas:

- Bricks that take more than 3 hits to break
- Power-Ups (+1 Life)
- Bricks worth more than others  
(Golden Brick)

Pixel Paper - 800 x 600  
Graph Paper for Screen Coordinates