

Breakout Game Workshop Documentation

Description

Build a small Browser game and learn the basic concepts of programming. Also host your browser game for free to show everyone what you managed to do in only one afternoon.

Language: JavaScript

Prerequisites

- GitHub account (can be created during the workshop)
- own Laptop(can be provided in offline sessions) with Visual Studio Code (<https://code.visualstudio.com/Download>) or a similar Text Editor the repository downloaded

Steps

1. Draw Gameboard
New: use a function
2. Create gameboard variables
New: create variables
3. Draw Circle
New: Use variables
4. Create Ball object
New: create an object
5. Move Ball
New: write functions, use an object
6. Create Ball-Wall Collision
New: use "if-conditions"
7. Set game over condition
8. Create paddle object and draw it
9. Read user input and move paddle
10. Paddle-Ball collision
11. Create brick template object
12. Create bricks and set positions
New: use of arrays and loops
13. Draw bricks
14. Brick-Ball collision
15. Update score and lives
16. Let bricks respawn

Available Functions

- function drawBoard (width, height, fillColor)
draw the gameboard
- function drawSquare (left, top, fillColor, borderColor)
draw a single square on the gameboard
- function drawScore (score)
draw the score
- function getRandomNumber (min, max)
get a random number between min and max
- function snake_body_movement (snake_body, snake_length, snake_head, fruit_eaten)
move the body of the snake around