

Paranoia - Brick&Ball game:

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- It is a single player game where player moves a Paddle from side-to-side to hit a ball.
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- Game's objective is to eliminate all of the Bricks at the top of the screen by hitting them with the ball.
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- If the ball hits the bottom enclosure, the player loses and game ends!
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- Code is returned by the team in Java with help of swing and awt libraries using many concepts of OOP.