BREAKOUT INSTRUCTIONS

On the screen there is a paddle with a ball hovering over it. When you press play, rows of bricks will generate, and your goal is to break all the bricks to win. You lose when your ball falls off the screen below the paddle. Score will be incremented when each brick is broken.

The paddle follows the mouse along a fixed height. When starting the game and when the ball resets, the ball will hover over the paddle and can be launched with left click. The paddle will reflect the ball’s trajectory if hit near the middle, the sides of the paddle will bounce the ball in a new direction based of the current direction of the ball.