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**Title:** BreakoutOO

**Description:** A Java implementation of the classic Breakout video game where the player bounces a ball off of a paddle.

**Functionality:**

- Application will store high scores.
- Users can move the paddle to hit the ball.
- Game ends when all bricks are destroyed.
- Game will have a start screen that will display high scores stored in a database.
- Game will have background music.

**[OPTIONAL] Stretch Functionality:**

- Player can change settings like how many layers of bricks. Settings will be stored in a database.
- Multiple game levels.