

# Assignment 3 Planning for GD Foundations

## ***Idea***

- Atari Breakout-like game
- Use bar to hit rectangles with a ball

## ***Steps***

1. Create Repository
2. Create Background
3. Create bar/bumper and ball
4. Add movement for ball
5. Add collision to make game functional

## ***Dimensions***

600 x 800 Window

- Ball at 610 height
- Bumper at 620 height
- Obstacle count: 10

Background Colour - Black

Obstacle Hex Code - FE019A (Neon Pink)

Ball Colour - White

## ***Errors***

- Rectangle Obstacles will take too long, changing to Circle Obstacles
- Error, ball keeps resetting near top (fixed after rearranging some code)

- Error, ball stuck along X axis of start point (& symbol was used incorrectly, now fixed)
- Error, ball now stuck in diamond formation, invisible barrier on bottom making the ball bounce in the same diamond shape continuously in a loop (circle radius was off, now fixed)