**ICS4U Final Project – Defining the Problem**

For my final project I would like to make a Python program that uses PyGame to recreate the 1976 arcade game Breakout. This software I chose to make would be used for anyone who wants to play it as the fun and addicting game it is. I chose Breakout over my previous ideas of Paintball and Pacman because it would be easier to incorporate all of the concepts learned this year. This game will involve one user controlling a single paddle at the bottom of the screen, while the layers of blocks at the top of the screen bounce the ball back. If a block is hit, it disappears and adds one point to the players score. I will have a text file including the top 5 scores of all time and if they are beat, the text file will be updated and you will be notified. The text file might look as follows:

High\_Scores.txt

43

36

23

20

9

I plan to implement lists to keep track of the blocks and how many are remaining. Strings and looping will be used throughout the entire program to move the ball and block graphics. This will be an interesting and challenging project and a fun game for all.

<http://en.wikipedia.org/wiki/Breakout_(arcade_game)#History_and_development>