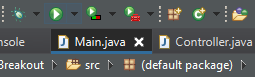
Breakout Evaluation Document

Introduction

In this document I will explain the additions I have made to the breakout game coursework. I will also be detailing the challenges I faced and solutions I implemented, along with an explanation and presentation of the tests I have completed to ensure my program is running as intended. As this is an overview of an entire program, I will be mainly explaining the code at a high level so that it is easier to understand and summarise.

How to use the program

The program itself is very simple in operation. Using Eclipse, navigate to the main class and hit the run button to run the program.

Once run the game begins instantly, you can choose to either use the right and left arrows or the mouse to control the bat and hit the ball against the bricks above, whilst attempting to prevent the ball from hitting the bottom of the screen. If the ball hits the bottom of the screen 100 points are deducted from the score. Each time a brick is hit, you gain 100 points. The coloured bricks have 3 lives thanks to the PersistentGameObj class which I will explain further later in the document.

The coloured bricks have three levels. They start off green, then go yellow when hit once, then yellow when hit twice and then red on their last life before being destroyed and playing a breaking sound, each hit previous plays a cracking sound to show that they have been damaged.

Features I added

In the following section I will detail the features I added to the game, and how they work.

This is the code in the Model class that creates the standard black bricks. As you can see, instead of using numbers for the brick’s x and y location I use the brick variables declared at the start of the class. Doing it this way means that I can easily change the size and location of the bricks later instead of changing each object individually.



