Block Breaker Extreme VS Mode

It’s a multiplayer vs game with a block breaker element with two themed levels (Halloween and Xmas) in which each player controls a small paddle which can be used to bounce a ball towards breakable blocks, consisting of scoring and power up blocks (including larger paddle/faster ball) above them, as well as toward their opponent’s side of the screen which trying stop it from going off the bottom of their side.

Core gameplay would consist of the player using their swiping finger to control their paddle to keep the ball on screen and break all of the blocks in the level as well as getting your ball past the opponents paddle to win and utilizing the power up blocks along the way. These include a larger paddle which would double the width of the paddle and a faster ball which would increase the speed of the ball(s) by a factor of 2. These power ups will be hidden until the player activates them by hitting them with the ball. The level will be completed when all blocks have been cleared from the screen or the player has gotten their ball past their opponents’ defense, upon completion of the first level the player will be presented with the outcome of the match with a congratulations or commiserations depending on the result along with a return to menu, replay or quit prompt. The winner will be the player with the highest score when all blocks are broken or the first player to get their ball or their opponents ball past their opponents’ paddle.

We will be using LOVE2D™, a free open source game creation platform to develop our game. The game will contain 6 main game states Menu, Halloween Stage, Xmas Stage, Option Menu, Pause Menu and Outcome Stage. The menu stage will contain options to enter the Halloween and Xmas levels. The options menu will contain options related to sound and music etc. The Outcome screen will provide the players with the results of the match and an option to return to the menu screen or quit the game. A pause option will also be present in case the players need to stop the game at any time. Collisions will occur between both the sides of the screen and the paddle and blocks for the main scoring mechanics and collision with the bottom and top of the screen will result in a game over.

Menu>Halloween/Xmas>Outcome>Loop(Outcome>Menu/Replay)>Menu/Quit