

**About** 

draw(), reset(), makeCrack() Methods.

nextLevel(), hasLevel() Methods.

isCheck(), getMessage(), setMessage(), getInput(), setInput(), isRun(), setRun(), setCheck() Methods.

move(), getBrickCount(), resetBallCount(), isBallLost(),isDone(), isBallEnd(),getBallCount(), impactBorder(),setBallCount()

moveLeft(), movRight(), stop(), getWidth(), getHeight(), getX(), getY(), moveTo() Methods.

, setBrickCount(), setBallXSpeed(), setBallYSpeed(),makeBall(),ballReset(),wallReset() Methods.

Created Jar Files for BrickDestroy Application. (Only Used shaded.jar version)

Added a button to show high score in main menu by reading a prepared txt file.

User is able to press "R" on the keyboard to have a High Score Pop Up to appear in game.

Implemented scoring into to game by destroying bricks.

Added two levels made of all steel and cement brick respectively.

Additional Playable Level (5%)

Added a relevant Main Menu Picture.

Simple Additions(5%)

Use Maven as it can add all dependencies required for the project automatically by reading pom file.

**GameBoardModel Class** 

Level Class

Player Class

**SteelBrick Class** 

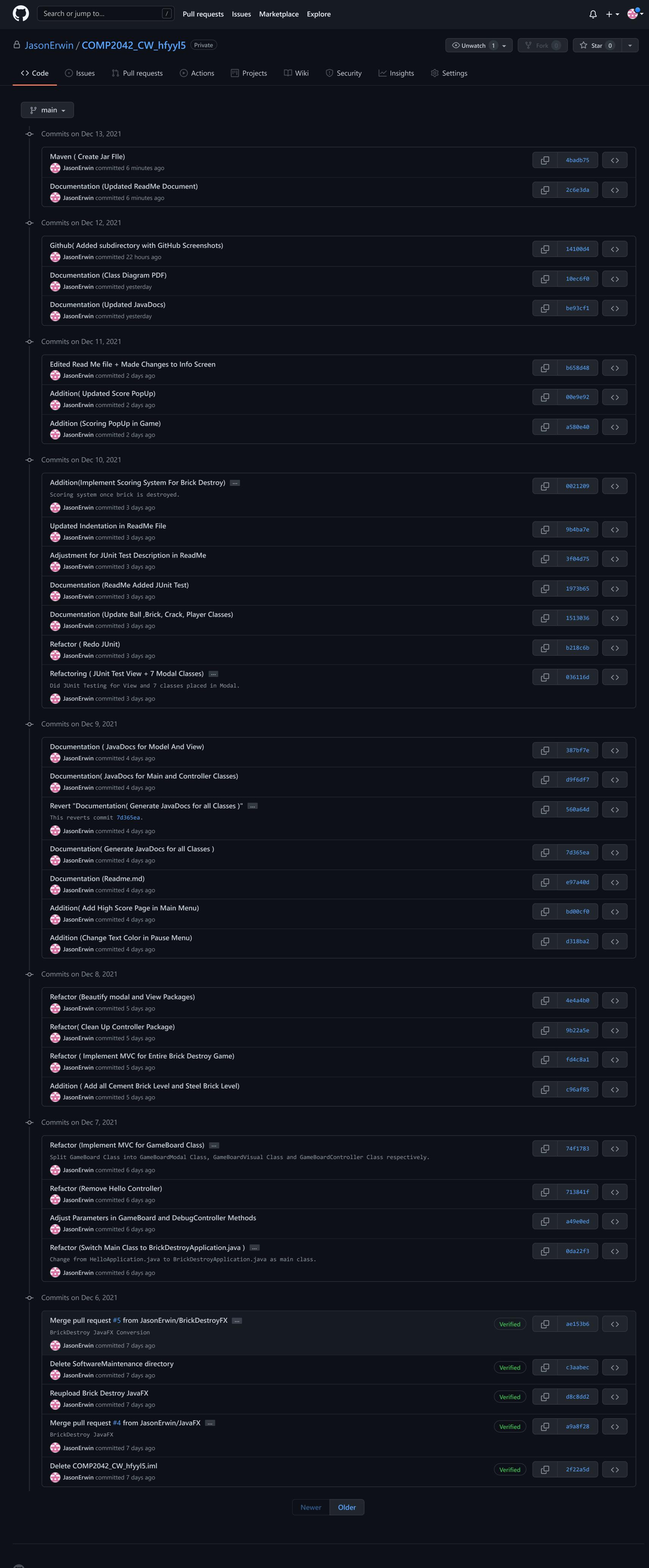
impact() Method.

**Maven** (2%)

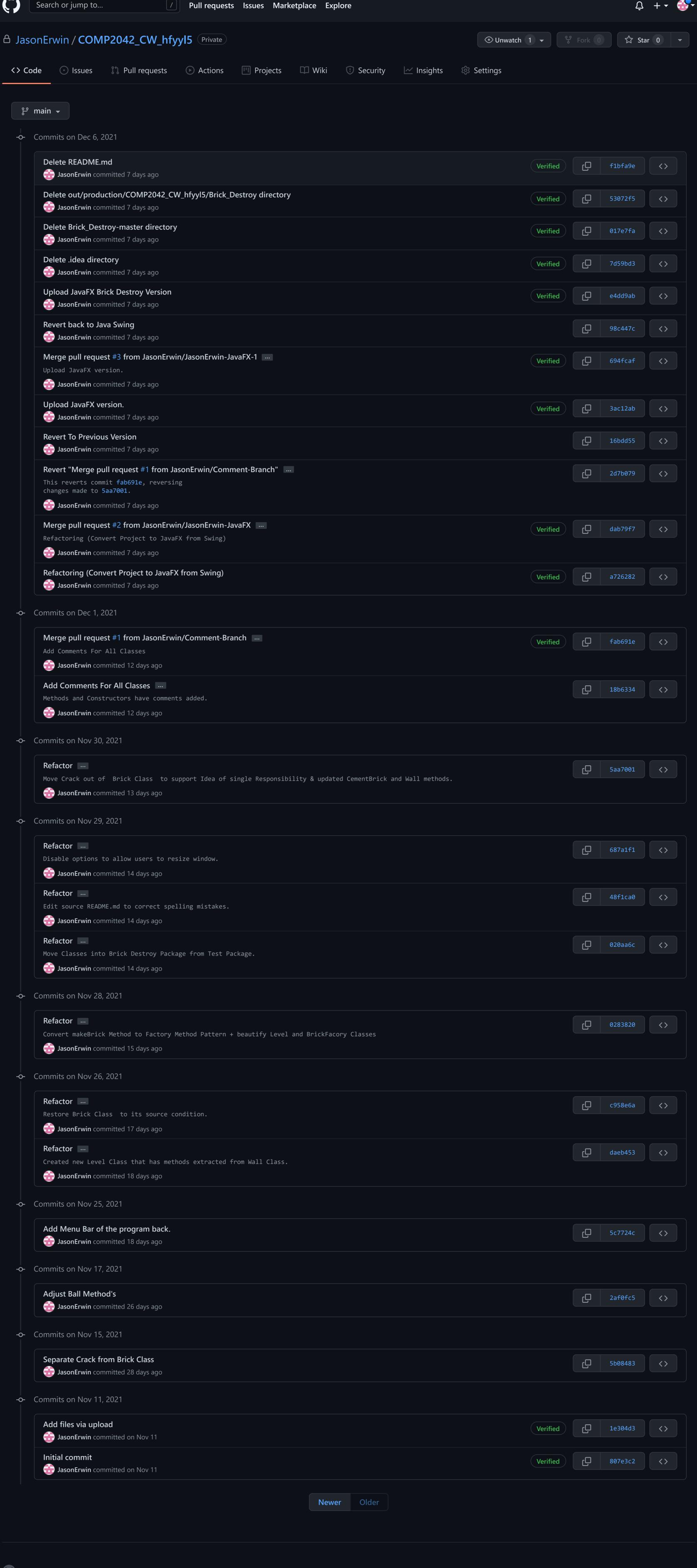
**Addition** 

**Score** (10%)

Wall Class



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