Proposed Application

The proposed application is a brick breaker implementation. A basic implementation of such a program contains the following:

* Bricks
* Paddle + Ball
* Player lives
* Scoring system
* Collision
* Walls
* Menus (game over, begin, etc.)

Additional Features

There are many implementations of the application where developers have added their own twists into the game. Amongst many, there are recurring advanced features implemented:

* Powerups
* Levels (pre-coded / random-generation)
* Multi-hit bricks
* Special bricks (increase ball speed, cant be destroyed, etc.)
* Pause capabilities

Main Feature

To our own twist, the proposed application will have all the aforementioned basic features but also incorporate an educational aspect to it. Observing the central interaction in the game, it can be seen that to be the player breaking bricks. As such, it would be ideal to inject the educational aspect in that process. I propose that we create special bricks and that one of those bricks will ask a question to the user, and give an advantage or disadvantage to the user depending on their answer. The quiz system should compile the inputted questions by the user in folders. And the game will simply pick one of the numerous questions in a selected folder.