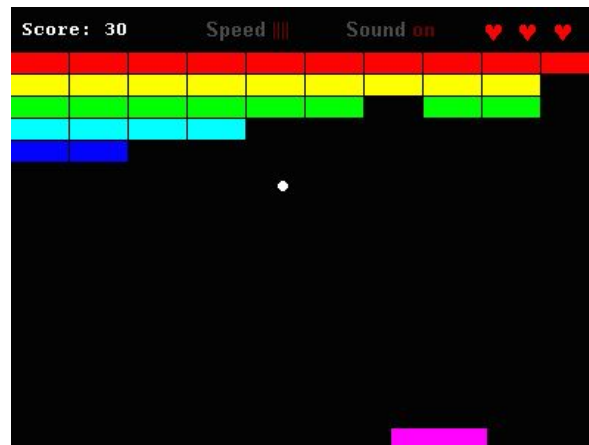# Breakout Clone



The assignment: Create a Breakout clone.

The block formation should read from a CSV-file at runtime. The CSV file can look as below, but can be any number in width and height. When building the level, the blocks should scale according to the number of blocks. In other words more blocks means smaller blocks.

| 1 | 1 | 1 | 1 | 1 |
|---|---|---|---|---|
| 2 | 2 | x | 2 | 2 |
| 1 | 1 | 3 | 2 | 2 |
|   |   | 3 |   |   |

A *number* defines how many times a block must be hit to break and *x* is a block that spawns a powerup when broken. You decide what the powerup should do, but preferably something awesome. Please feel free to create as much eye candy as possible. E.g. animations and other various effects.

The game should include 2 scenes: A "Menu"-scene and a "Game"-scene.
The Menu-scene contains a Start-button that loads the Game-scene. After each playthrough the player should be returned to the Menu-scene.

The assignment should be created in Unity, using C# and is to be delivered as 2 builds (PC and Mac) with full source - so we can look at your code and nitpick :)

We look forward to playing your game.