Number: #11

Title of work: Breakout

Designer: Junming He

Medium: Visual studio

Date of completion: August 2023

I developed my game using Visual Studio, which essentially serves as a practical application after learning OpenGL. In my game, I've not only implemented moving the paddle to catch the ball in my game but also added various items to enhance the gameplay. These items include both positive and negative effects, adding some extra excitement and challenges. To enhance user experience, I've also used particle effects and screen shake for the ball. Additionally, I added sound effects and background music to improve the overall experience.

Through this project, I've learned numerous valuable concepts such as object collision, singletons, and object velocity. This has given me a foundation in understanding the code logic behind the game, making it easier for me to comprehend functions in Unity and UE5 for future projects.

(https://github.com/LE7ELS001/OpenGL.git | in the TestClass/GameBreakout here is the related code)

(https://space.bilibili.com/2480975/video Here is my homepage and you can find the entire process of my practice.