

# Game Engines Game 2 Task 1

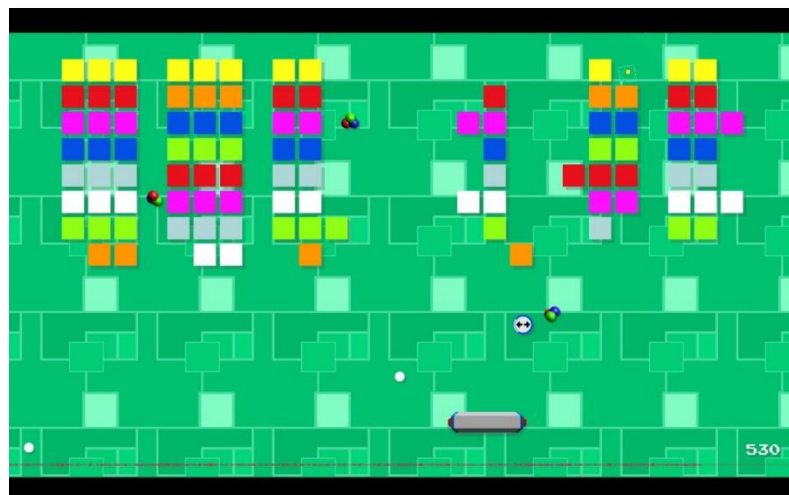
## - RESEARCH -

BY: Manuel Vassallo

# 1 Game Idea

My game idea is based around a game in which the main goal of the player is to break the most amount of bricks. The player will start out with 3 lives, there will be +1hp lives dropping in by random after destroying certain bricks. There will also be different bricks varying there durability for a more challenging gameplay. The user will win if he destroys all the bricks but he will lose if he/she fails to prevent the ball from the touching the ground.

## Visual Inspiration



# Core Mechanics

- **Example 1:** Brick strength (There are bricks which are easier to break than others)
  - 1 Hp Bricks
  - 2 Hp Bricks
- **Example 2:** Health Power ups (+1 hp to player)
  - **Example 3:** The Paddle (Firing and deflecting ball)

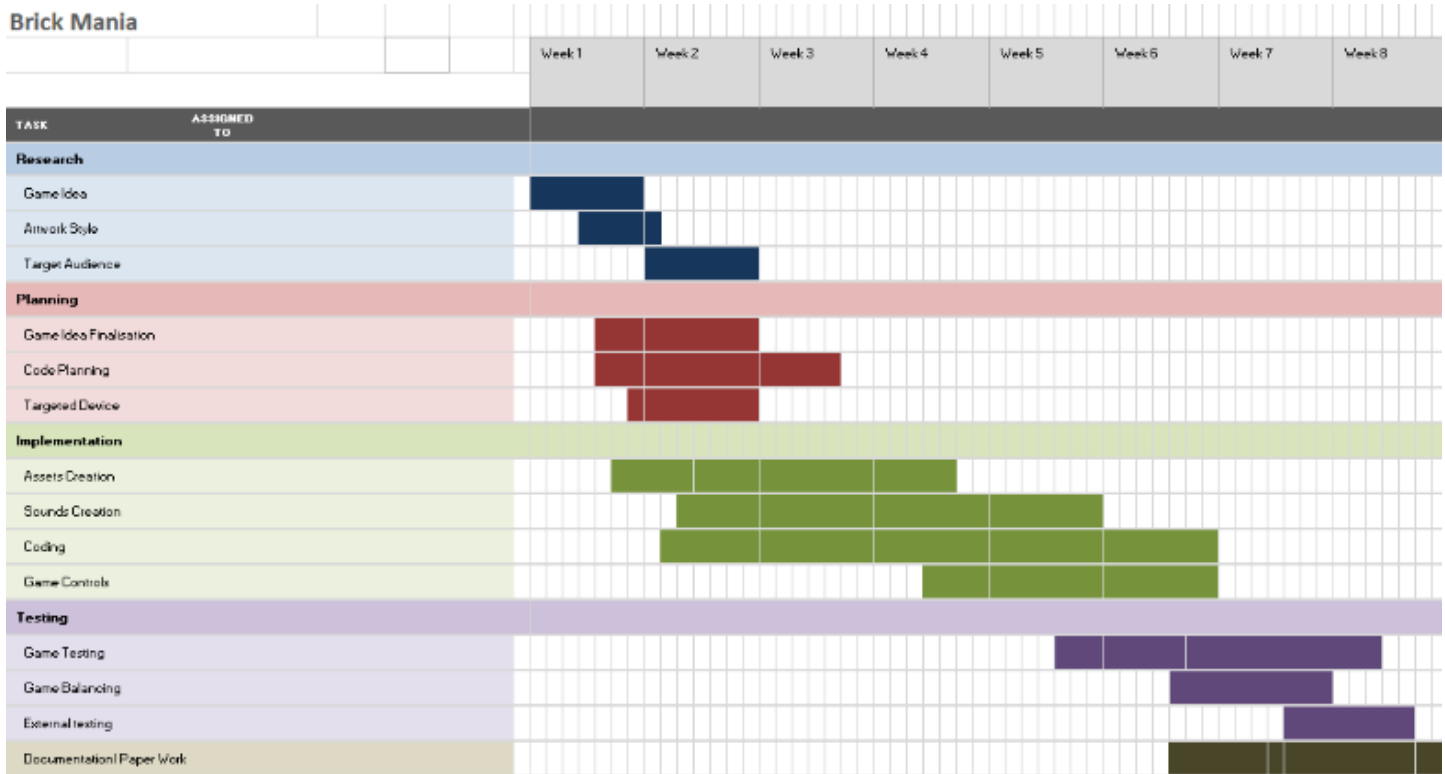
# Music

Sounds are used throughout all parts of the game, there will be a cheerful 8-bit background music playing throughout all of the game but then there will be also sounds which will be used only during certain actions such as; ball and colliding with the bricks.

# Art Style

The art style of my game will be mainly minimalist/cartoon style based.

# 2 Timeline



# 3 CRC CARDS

