

# Game Engines Game 2 Task 2

## - DESIGN BRIEF -

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# The Target Device (incl. screen resolution, input methods)

- Target Device: **Web**
- Screen Resolution: **1024\*768**
- Input Methods: **Key Board Arrow Keys**

## Game Summary

The goal of the user is to try to destroy all the bricks without dying. This will be achieved by deflecting the ball with the paddle that the user will be controlling through the whole game. The user will win if he destroys all the bricks but he will lose if he/she fails to prevent the ball from touching the ground. 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 their durability for a more challenging gameplay.

## Controls methods and Game mechanics

### Control Methods

- The ball is not able to go beyond the screen. (left or right boundaries)
- If the ball goes under the screen, -1 hp deducted from the player.
- The player has control of the paddle. Movement is controlled using the arrow keys.

### Game Mechanics

- **Example 1:** Brick strength (There are bricks which are easier to break than others)
- **Example 2:** Health Power ups (+1 hp to player)

## Game Screen

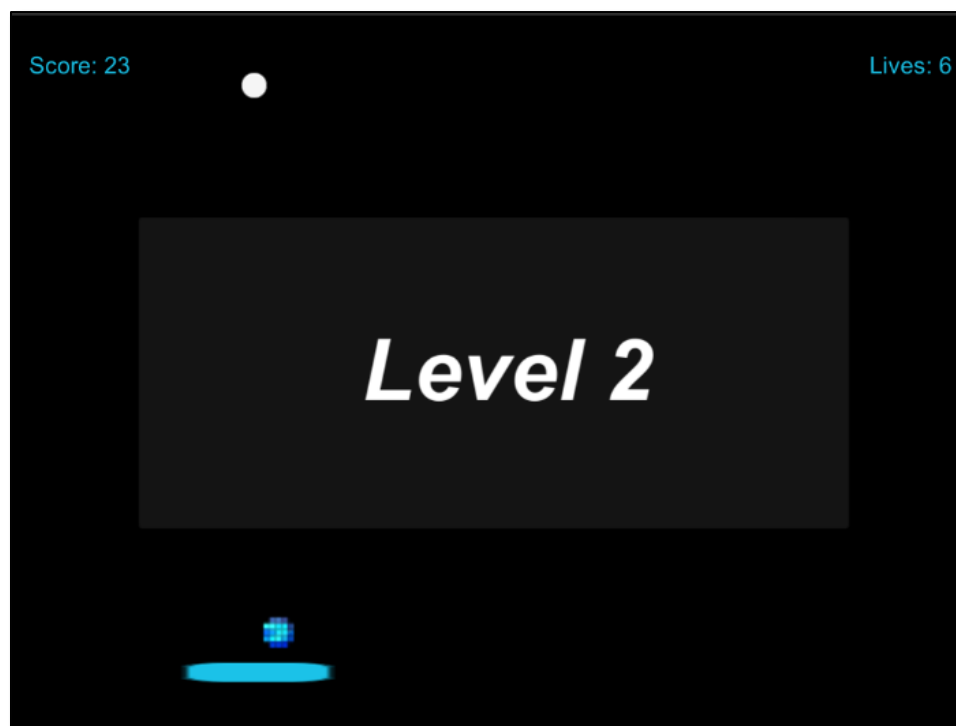
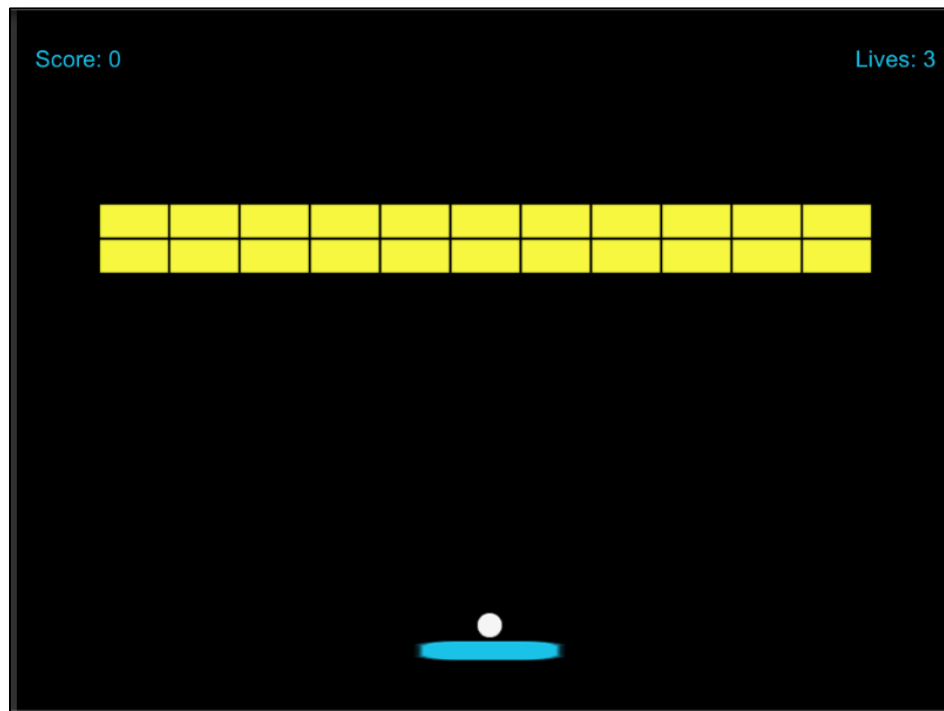
# Brick Mania

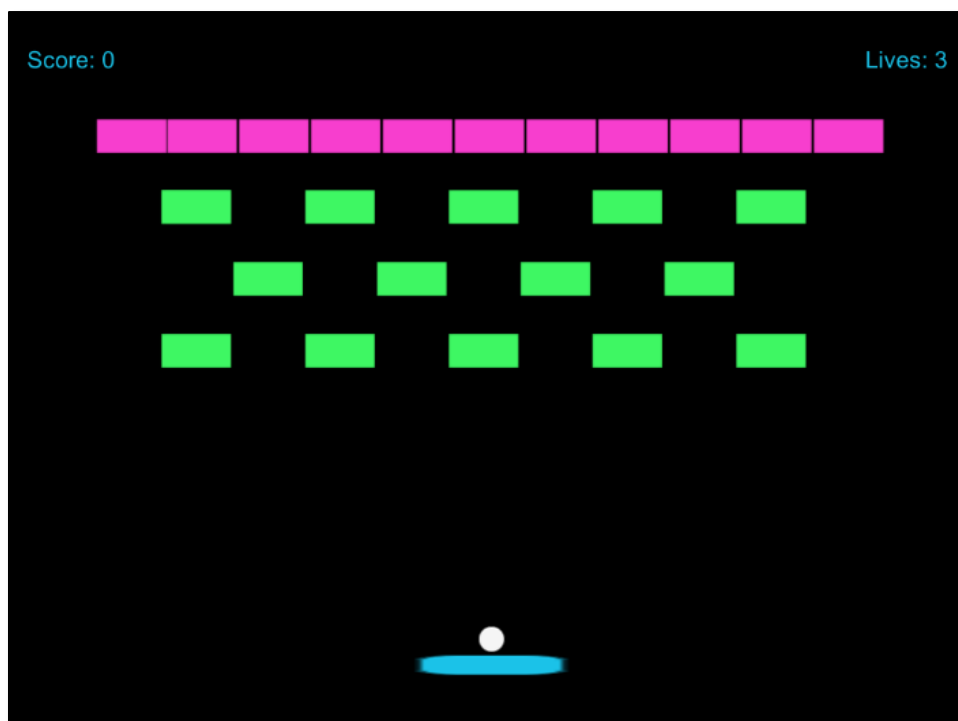
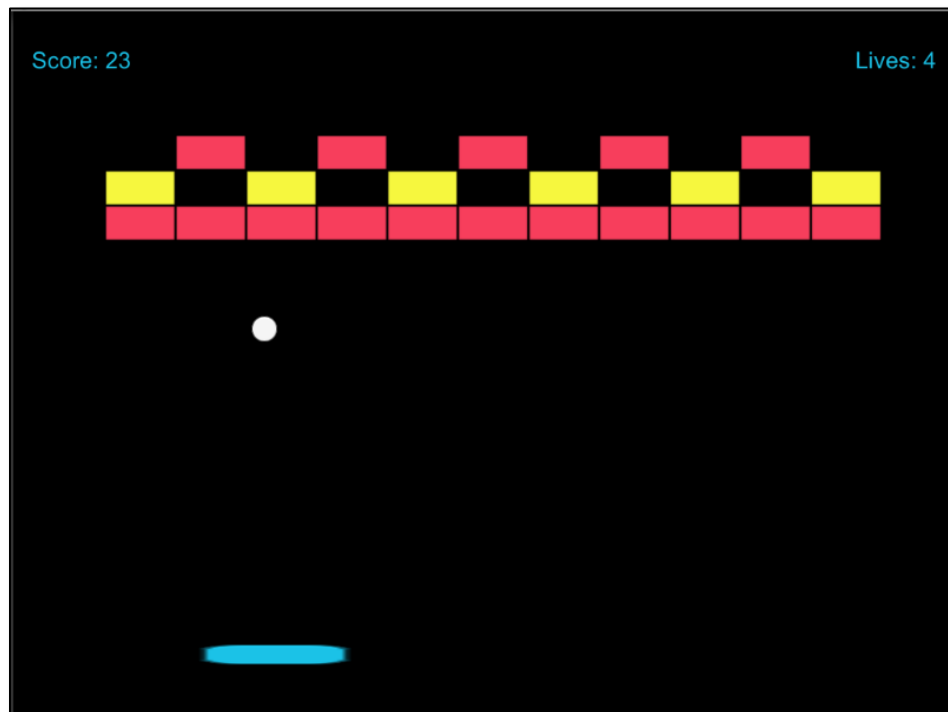
Start Game

Quit Game

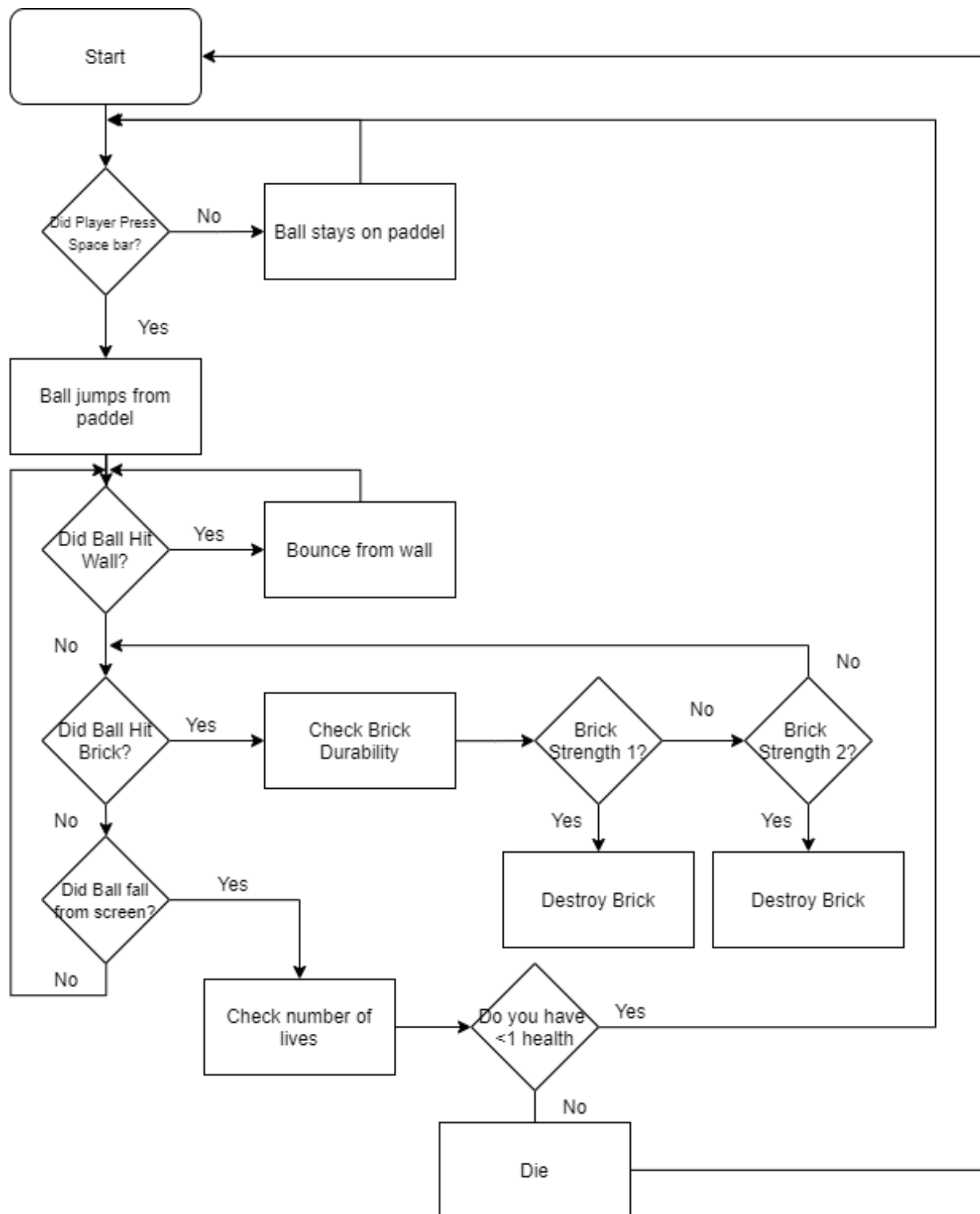
How to Play:

Left and right arrow key to move the paddel  
Spacebar to launch ball



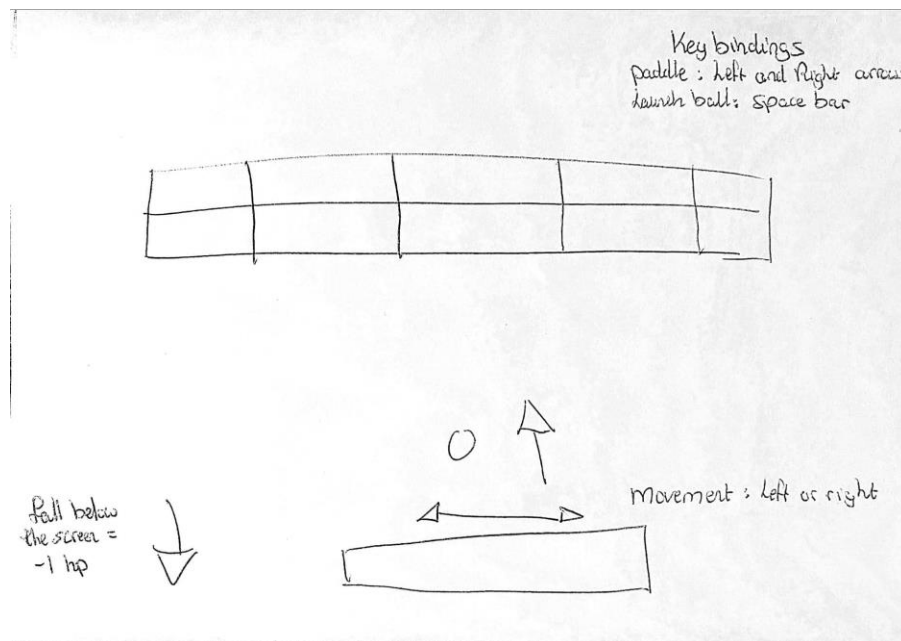


# Gameplay flowcharts

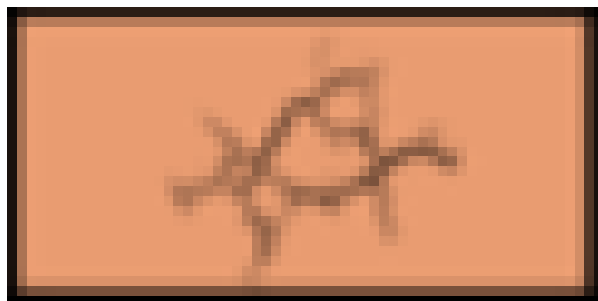
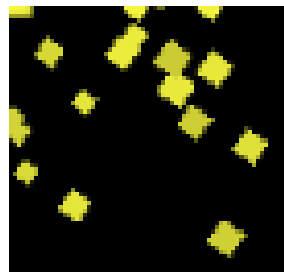
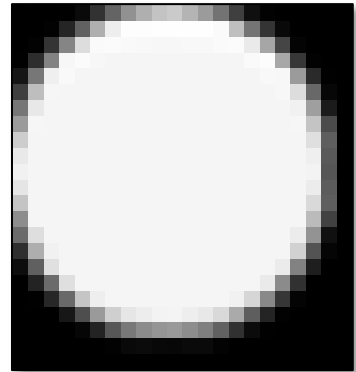
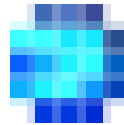
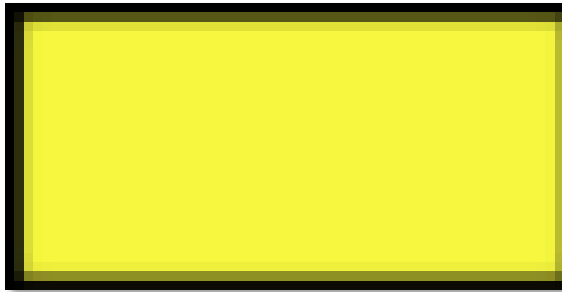


# Game objectives

Try to destroy all the bricks without dying.



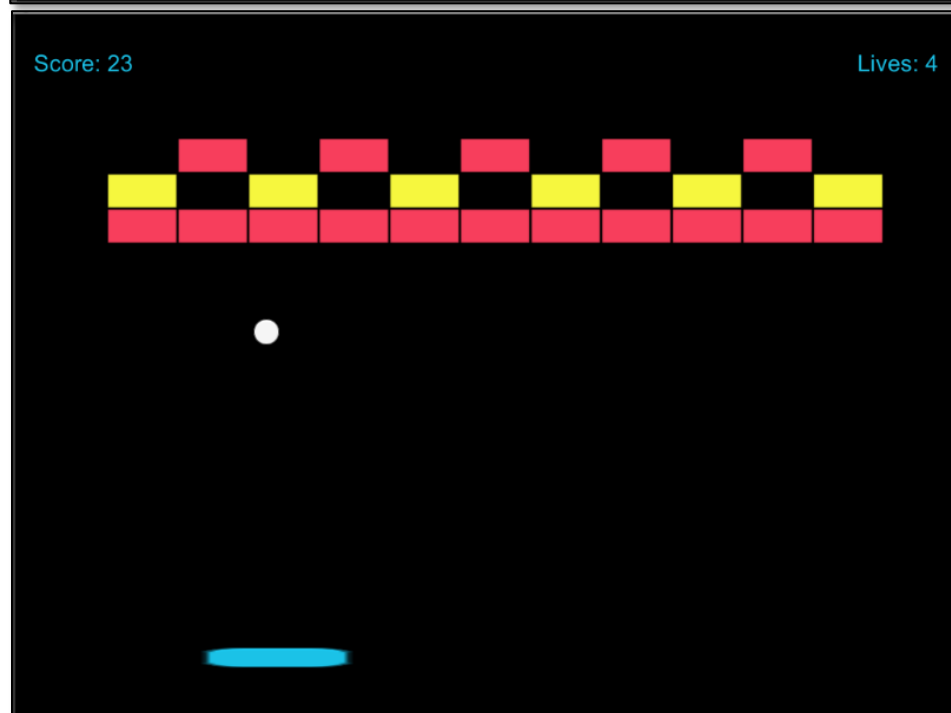
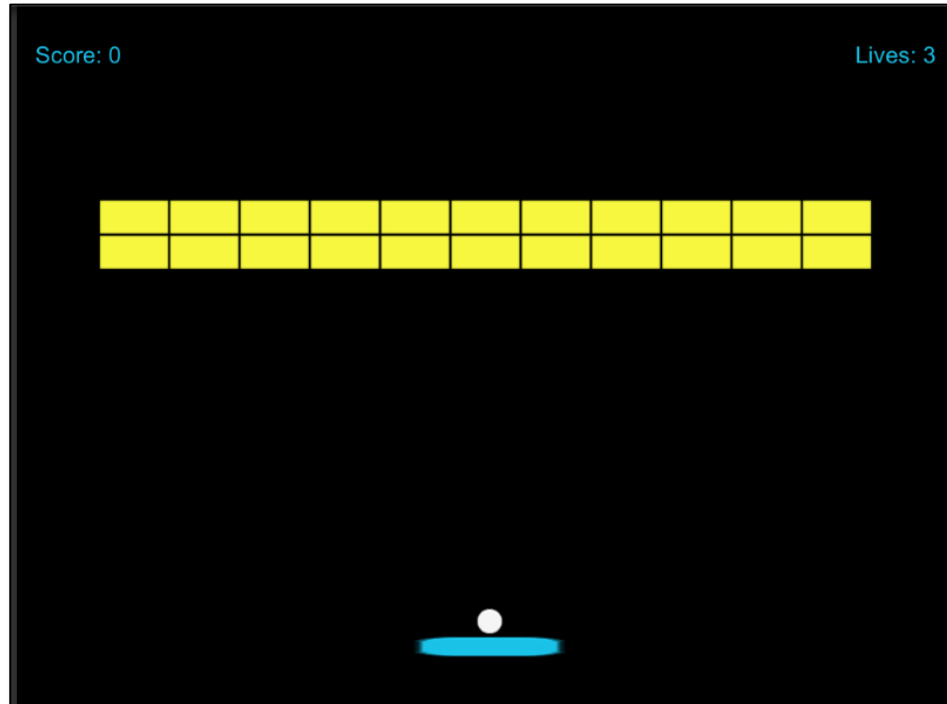
## Art assets (2D)

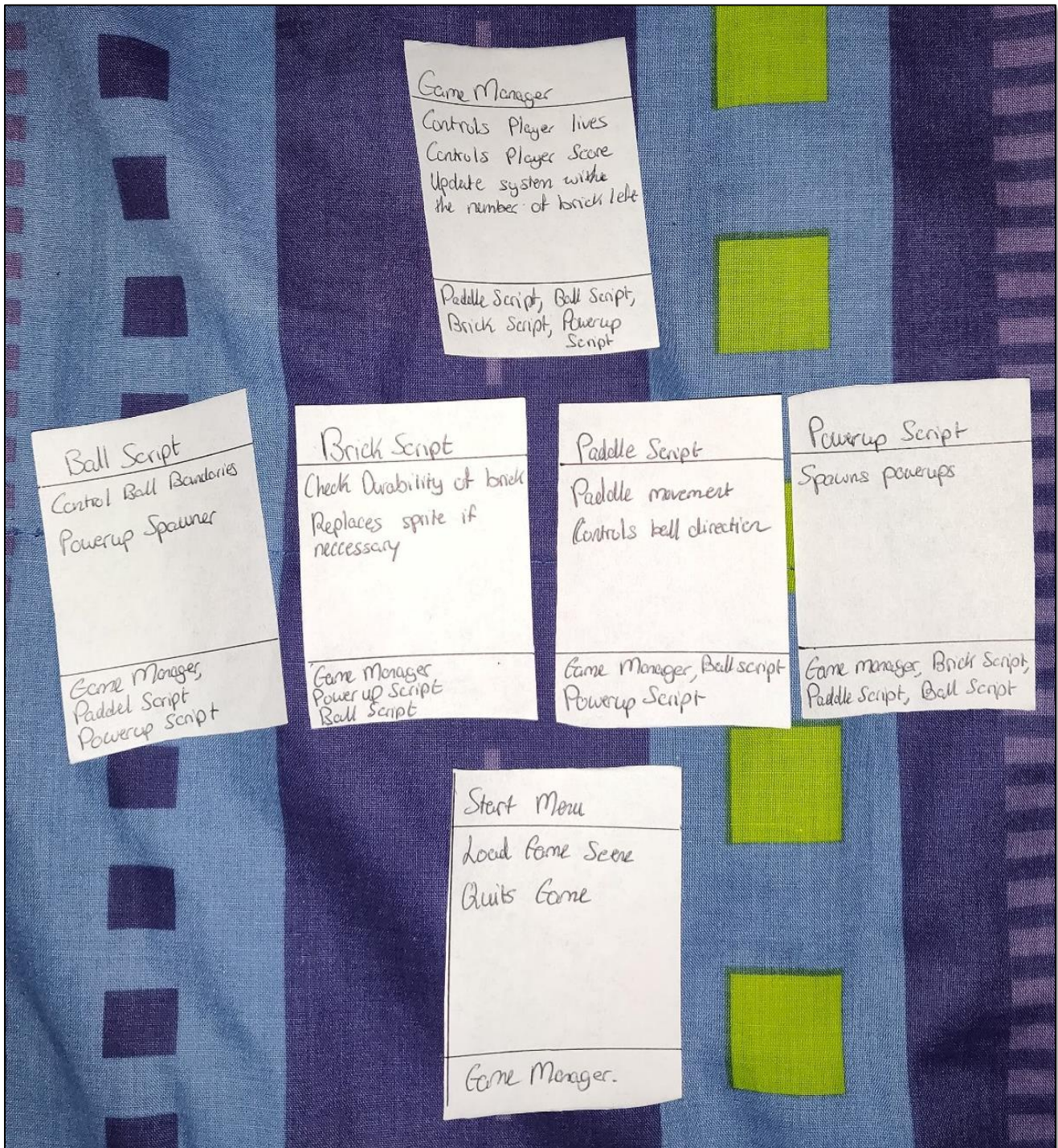




## User Interface outlines







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