Brick Breaker Final

By Mason Caird

The work I did was mostly in the header file. I defined all the classes and the properties of each object. I helped Ben with some of the velocity issues with the userBox. I provided ideas for colliding, overlapping, and did the input/output as well.

**What did you use from class to design and implement your work?**

I used object orientation and pointers to define properties of each object. I also used pointer vectors to make the process of finding objects easier when I am having to compare. I also got used to using dynamic casting to compare objects.

**What concept(s) from class were made more?**

I used dynamic casting a lot more than I thought I would. Ben was able to help me grasp the reason why we were using it. From what I understand, Dynamic Casting will call a class then you can pick out which function you need.

**What did you need to learn outside of class?**

I learned a lot from creating keyboard inputs and implementing them into function to make our userBox move. Plus, I thought it was really cool how we can type the direction of our arrow keys without the game having to pause.

**What surprised you most about the work?**

I am most surprised about the work in the complexity of keyboard input. The moving of userBox was not cooperating and trying to debug it made it confusing but at the same time, really interesting.

**What would you do differently?**

If I had the chance, I would change out the characters and strings in the game with real sprites photos. Plus the Frames per second aren’t the best too so I would definitely work on that part for sure.

**What would you do in “version 2” of your project?**

For the version 2, I would like to make our game a legit windows application. We were originally going to start with that but then we realized we wanted to start small then get bigger later on. I would like to add a feature where you can change the setting of how fast you want the ball to move and adding AI to the userBox.