Brick Breaker Final

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Project Proposal:

Ben and I thought about making a brick breaker game that will consist with the same logic as the original brick breaker. This game will have a ball, still boxes, and user box. Each of those objects will have be inherited by game object because most of these objects will share the same properties like a constant velocity, position, reflection, and drawing.

Our game will only have character and sets of strings to showcase our three objects. Character *O* will be the ball. [/////////] will be the still boxes. [|||||||] will be the user box. There will not be any sprites or 2d clip arts. Im thinking our challenge for getting this game going is creating input from the keyboard instantaneously while the ball is in play.