Work Breakdown Structure for Breakout/Arkanoid in Godot 4.0 Engine:

Setup Godot Engine 4.0

1.1. Download and install Godot Engine 4.0

1.2. Create a new project

Game Objects

2.1. Paddle

2.1.1. Create paddle node and sprite

2.1.2. Implement paddle movement script

2.2. Ball

2.2.1. Create ball node and sprite

2.2.2. Implement ball physics script

2.2.3. Implement ball-paddle collision script

2.3. Bricks

2.3.1. Create brick node and sprites

2.3.2. Implement different brick types

2.3.3. Implement brick destruction script

Level Design

3.1. Create level template

3.2. Implement multiple level layouts

3.3. Create level transition logic

Power-ups

4.1. Create power-up nodes and sprites

4.2. Implement power-up spawn logic

4.3. Implement power-up effects

4.3.1. Multi-ball

4.3.2. Expanded paddle

4.3.3. Sticky paddle

4.3.4. Extra life

4.3.5. Shooting paddle

Scoring System

5.1. Implement point system

5.2. Display and update score

5.3. Save and display high scores

Lives System

6.1. Implement life counter

6.2. Display and update lives

6.3. Implement game over logic

Progressive Difficulty

7.1. Implement ball speed increase

7.2. Introduce complex brick arrangements

7.3. Add new brick types and power-ups

Customization

8.1. Implement color customization for paddle and ball

8.2. Implement brick pattern customization

8.3. Implement background theme customization

Audio and Visual Effects

9.1. Import and implement sound effects

9.2. Import and implement music

9.3. Create brick destruction animations

9.4. Implement particle effects for power-ups

Testing and Debugging

10.1. Test game features

10.2. Debug and fix any issues

10.3. Optimize performance

Finalization and Packaging

11.1. Prepare game for export

11.2. Export for target platforms

11.3. Test exported game builds