Programming project II

\*\*Ball colliding with paddle, three different ways (diagonal left, straight up, diagonal right)

Ball needs to collide with bricks and bounce back to the paddle

Ball goes out of bounds restarts ball position

Ball needs to be clamped left, right and top bounds (not bottom)

When block is hit adds points to score

When ball out of bounds lives are removed

Bricks need to be looped to be added on the stage.

Sounds needs to be added when ball collides with paddle

Sound needs to be added when ball hits brick

When ball falls out of bounds a sound is played

Add music to the game

Adding levels to the game

Ball gradually gets faster if nothing is hit

Ball speed remains same speed when brick is hit