

BRICK BREAKER GAME IN JAVA

INTRODUCTION

In this game, the player moves a slider on the screen using the arrow keys and bounces a ball. The objective is to destroy bricks in the top of the window.

As a part of the game, I have made one slider, one ball and 21 bricks. 10 points are scored for each brick broken. Game ends when all the bricks are broken or when the ball touches the bottom of the window.

The game consists of three classes – Main.java, Gameplay.java, MapGenerator.java.

This project uses Java Swing, built on top of the Abstract Windowing Toolkit API and is entirely written in Java language. Here, different components used are –

1. The main component used is the JFrame class of Java Swing. The javax.swing.JFrame class is a type of container which inherits the java.awt.Frame class. JFrame works like the main window where components like labels, buttons, textfields are added to create a GUI.
2. Another class used is the JPanel class. The JPanel is a simplest container class. It provides space in which an application can attach any other component. It inherits the JComponents class.
3. Other components of javax.awt are also used.

METHODOLOGY

The project code contains 3 classes. These are –

1. Main.java
This class contains the main method and is used to create the main window frame of the game. All the main window properties are specified in this class by creating a JFrame object.
2. Gameplay.java
This class is the base class for all the objects in the window. It contains methods to create all the objects like slider and the ball, and to make the whole game work. The game does not work with angles, we simply change direction of the ball and slider to make them move.
3. Mapgenerator.java
This class helps create the whole brick map. The bricks are created as a 2D array of size 3x7. The drawing and setting of all the bricks is done in this class.

