**Une image contenant capture d’écran, texte, Rectangle, conception

Description générée automatiquementbreakout game**

**description:**

Traditionally, the player controls some sort of racket that he can only move on a horizontal axis at the bottom of the screen, and the goal is to prevent the ball from crossing this line by intercepting it with the racket. If he succeeds, the ball is sent back towards the bricks; otherwise, the player loses the ball,he loses the party. The difficulty therefore consists of catching the ball when it moves quickly.

basically this is the game that I suggest after my research. I found tutorials on the steps to follow from A to Z for the implementation using javascript and in addition the HTML code is available on github and accessible to everyone. We can add some ideas to personalize it to avoid plagiarism.

you will find in the annex the links to the necessary sites

**the steps for implementation**

In this step-by-step tutorial we create a simple **Breakout** game written entirely in pure JavaScript and rendered on HTML

Une image contenant texte, capture d’écran, Police

Description générée automatiquement

<https://www.youtube.com/watch?v=_VLmMgMnkZ4>

<https://www.youtube.com/watch?v=-BopsuNZ3-w>

<https://developer.mozilla.org/fr/docs/Games/Tutorials/2D_Breakout_game_pure_JavaScript>