Brick Breaker Game

This is a simple Brick Breaker game implemented in Java using Swing. The objective of the game is to break all the bricks by bouncing a ball off a slider.

Brief Introduction

Brick Breaker Game is a classic arcade-style game implemented in Java using Swing. Players control a slider at the bottom of the screen to bounce a ball and break a wall of bricks. The objective is to clear all the bricks by deflecting the ball with the slider, while preventing the ball from falling off the bottom of the screen. The game features dynamic ball movement, interactive controls, randomly generated brick layouts, and score tracking. It provides an engaging and nostalgic gaming experience for users of all ages.

Features

- Dynamic ball movement with collision detection.
- Interactive slider to control the ball's direction.
- Randomly generated brick layout for each game.
- Score tracking and game over detection.

Getting Started

To run the game, make sure you have Java installed on your system. Then, compile and run the `MainClass.java` file

How to Play

- Use the left and right arrow keys to move the slider.
- Try to hit the ball with the slider to bounce it off and break the bricks.
- Break all the bricks to win the game.

Contributing

Contributions are welcome! If you find any issues or have suggestions for improvements, please open an issue or submit a pull request.