

JAVA PROJECT

Brick Breaker Game

Brick Breaker is a simple Java-based 2D arcade game where players control a paddle to bounce a ball and break bricks. The game ends when the player clears all the bricks or loses the ball.

Features

- Responsive gameplay with paddle movement and ball physics
- Multiple rows and columns of bricks to break
- Tracks the player's score
- Displays "Game Over" or "You Won" messages with options to restart
- Clean and simple user interface using **Swing** for graphics

Technologies Used

- **Java:** Core programming language
- **Swing:** For graphical user interface (GUI) elements
- **AWT:** For rendering 2D graphics

Project Structure

📁 src/	
├─ App.java	# Main class that initializes the JFrame and starts the game
├─ Gameplay.java	# Handles game logic, key events, and rendering
├─ MapGenerator.java	# Generates the brick layout and handles brick rendering
📁 bin/	# Compiled <code>.class`</code> files (auto-generated after build)
📁 lib/	# (Optional) External libraries (if used)
📄 README.md	# Project documentation

How to Play

1. Use the **left** and **right arrow keys** to move the paddle
2. Bounce the ball to break bricks
3. Earn **5 points** for every brick you break
4. The game ends when:
 - a. You clear all the bricks (win)
 - b. The ball falls below the paddle (game over)

Controls

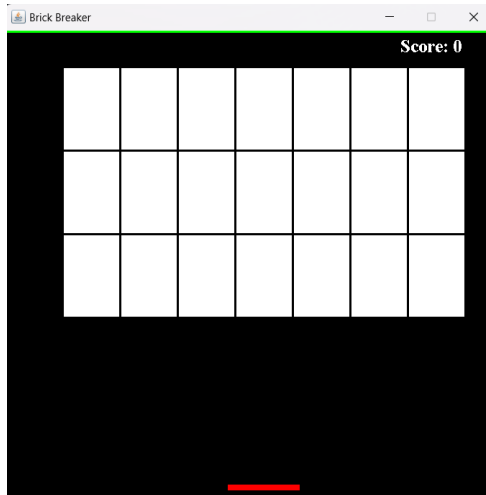
Key Action ← Move paddle left → Move paddle right [Enter] Restart the game

Game Rules

1. The ball bounces off walls, the paddle, and bricks
2. If the ball hits the paddle, its direction changes based on where it lands
3. Breaking all the bricks wins the game
4. If the ball falls below the paddle, the game ends

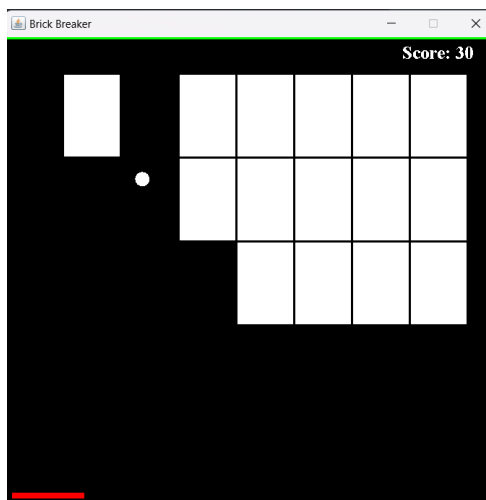
Gameplay Screenshots

Main Game Screen



Initial game screen with full set of bricks

Mid-Game



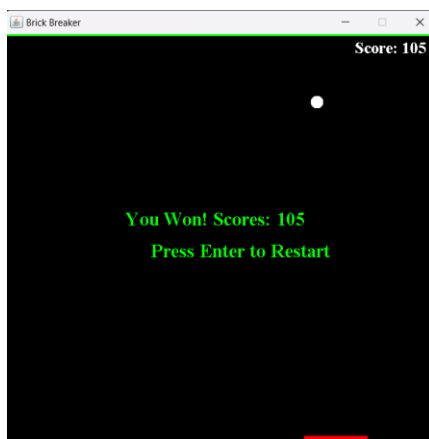
Game in progress with some bricks broken

Game Over



Game over screen when ball is lost

Victory Screen



Victory screen after clearing all bricks