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Week: 4 Internship task

BRICK BREAKER GAME

PROGRAM

import javax.swing.\*;

import java.awt.\*;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import java.awt.event.KeyEvent;

import java.awt.event.KeyListener;

public class BrickBreaker extends JPanel implements KeyListener, ActionListener {

private boolean play = false;

private int score = 0;

private int totalBricks = 21;

private Timer timer;

private int delay = 8;

private int playerX = 310; // Paddle starting position

private int ballPosX = 120;

private int ballPosY = 350;

private int ballXDir = -1;

private int ballYDir = -2;

private MapGenerator map;

public BrickBreaker() {

map = new MapGenerator(3, 7);

addKeyListener(this);

setFocusable(true);

setFocusTraversalKeysEnabled(false);

timer = new Timer(delay, this);

timer.start();

}

public void paint(Graphics g) {

// Background

g.setColor(Color.black);

g.fillRect(1, 1, 692, 592);

// Drawing map

map.draw((Graphics2D) g);

// Borders

g.setColor(Color.yellow);

g.fillRect(0, 0, 3, 592);

g.fillRect(0, 0, 692, 3);

g.fillRect(691, 0, 3, 592);

// Scores

g.setColor(Color.white);

g.setFont(new Font("serif", Font.BOLD, 25));

g.drawString("Score: " + score, 560, 30);

// Paddle

g.setColor(Color.green);

g.fillRect(playerX, 550, 100, 8);

// Ball

g.setColor(Color.yellow);

g.fillOval(ballPosX, ballPosY, 20, 20);

// Game over conditions

if (totalBricks <= 0) {

play = false;

ballXDir = 0;

ballYDir = 0;

g.setColor(Color.red);

g.setFont(new Font("serif", Font.BOLD, 30));

g.drawString("You Won!", 260, 300);

g.setFont(new Font("serif", Font.BOLD, 20));

g.drawString("Press Enter to Restart", 230, 350);

}

if (ballPosY > 570) {

play = false;

ballXDir = 0;

ballYDir = 0;

g.setColor(Color.red);

g.setFont(new Font("serif", Font.BOLD, 30));

g.drawString("Game Over, Scores: " + score, 190, 300);

g.setFont(new Font("serif", Font.BOLD

OUTPUT:

You Won!

Press Enter to Restart Game Over, Scores: <final score>

Press Enter to Restart