

For this assignment, you will implement a game similar to the original breakout (or arkanoid). If you have never played either of these two games, please search “breakout” and “arkanoid” on the Internet and take a minute to watch the game play. The basic rule is that the ball must not touch the ground, and if you break all of the blocks you win the round.

The requirements specific to this HW is as follows:

- It should have TWO levels, using composer to help with the difference scenes.
- Level 1: should have boxes in a 6(across)x4(high) brick pattern:

There should be 4 different types of boxes, randomly assigned. The types are:

- Red: hit point 0 (disappears on first hit)
 - Blue: hit point 1, turns to red when you hit it the first time
 - Yellow: Out of the 24 boxes, there should be 2 yellow. When the yellow box is hit, all red boxes should turn blue, and all blue boxes should turn red. Hit points should reflect their new color.
 - Gray: Unbreakable. Out of the 24 boxes, include 6 at random. Place them such that second and fourth rows do not have any of these gray boxes.
- Level 2: Should have an interesting design of your choice, but you must use at least two of the each type of boxes listed above.
 - Level 1 to Level 2 transition should happen in two different ways:
 - User breaks all breakable boxes. Automatically transition.
 - There should be a button somewhere on the screen that let's the user skip Level 1 at any point and go to Level 2.

Instructions for submission and notes regarding grading are the same as the previous HW.

Enjoy!