Coursework 1- Game Website

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WEBSITE

Introduction

First of all, the website I am designing is called "Brick Breaker". My web-based Brick Breaker game, built with HTML, CSS, and JavaScript, offers a simple yet addictive challenge. Break the bricks using a bouncing ball, test your reflexes, and have some fun. It consists of Login, Sign Up page where player can create their account. In game window user can navigate to Play, Help and view Leaderboards where highest scores will be displayed. It also has navigation bar to check other pages like About us, how to play and Home button. In footer section, DMCA, Contact Us links are provided.

Inspiration

I cherished this game throughout high school, and that love has fueled my passion to design it myself. Bringing back those nostalgic memories inspires me for this game.

Structure of the report

Brief Introduction: Introduction includes a concise description of the website and the inspiration behind recreating the game.

Wireframe Labeling: A comprehensive examination of the different wireframes, complete with labels and detailed descriptions.

Tools: Languages and frameworks that I'm going to use.

Conclusion: The report concludes with a brief summary of the findings and insights.

About the game

Brick Breaker, a beloved video game, originally developed by Canadian developer Ali Asaria, has etched its name in the annals of gaming history. Originating as a preloaded game on select BlackBerry devices, this iconic title has now found a new home on the iOS App Store, where it continues to captivate and challenge gamers around the world.

In its early days, Brick Breaker was an integral part of the BlackBerry experience, providing a delightful diversion for users navigating the world of mobile communication. Its simple yet addictive gameplay, involving the destruction of bricks with a bouncing ball, resonated with players of all ages.
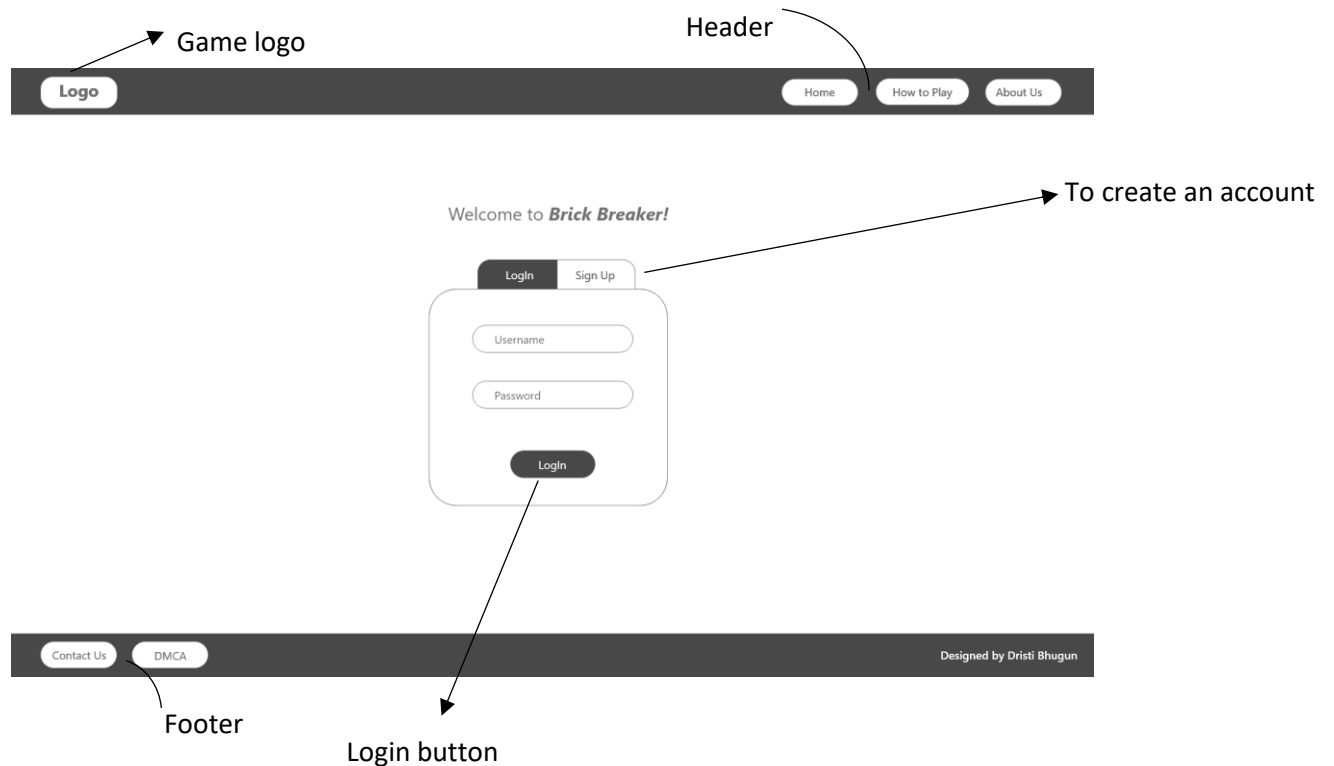
Now, the spirit of Brick Breaker lives on, adapted for modern audiences on the iOS platform. Asaria's creation has been revamped and revitalized, breathing new life into the classic formula while retaining the core elements that made it an enduring favorite. With intuitive touch controls, vibrant visuals, and a plethora of levels, this mobile version offers both nostalgia and novelty.

How to play?

Player has to smash bricks using a deflecting ball and prevent it from falling using a paddle controlled by mouse.

WIREFRAMES

<u>Welcome page and login page</u>

Game logo

Header

Logo   Home   How to Play   About Us

Welcome to *Brick Breaker!*

To create an account

Login   Sign Up

Username

Password

Login

Contact Us   DMCA   Designed by Dristi Bhugun

Footer

Login button

This is login page where user can select Login or Sign-Up option. If user already has an account user can directly enter username and password and proceed to play by clicking on Login button.

<u>Sign-up page</u>

Sign-Up button

Sign-up button will redirect to a page where user can create new account by entering username and password. After confirming password, user can click on Sign Up button and then login by clicking on login button.
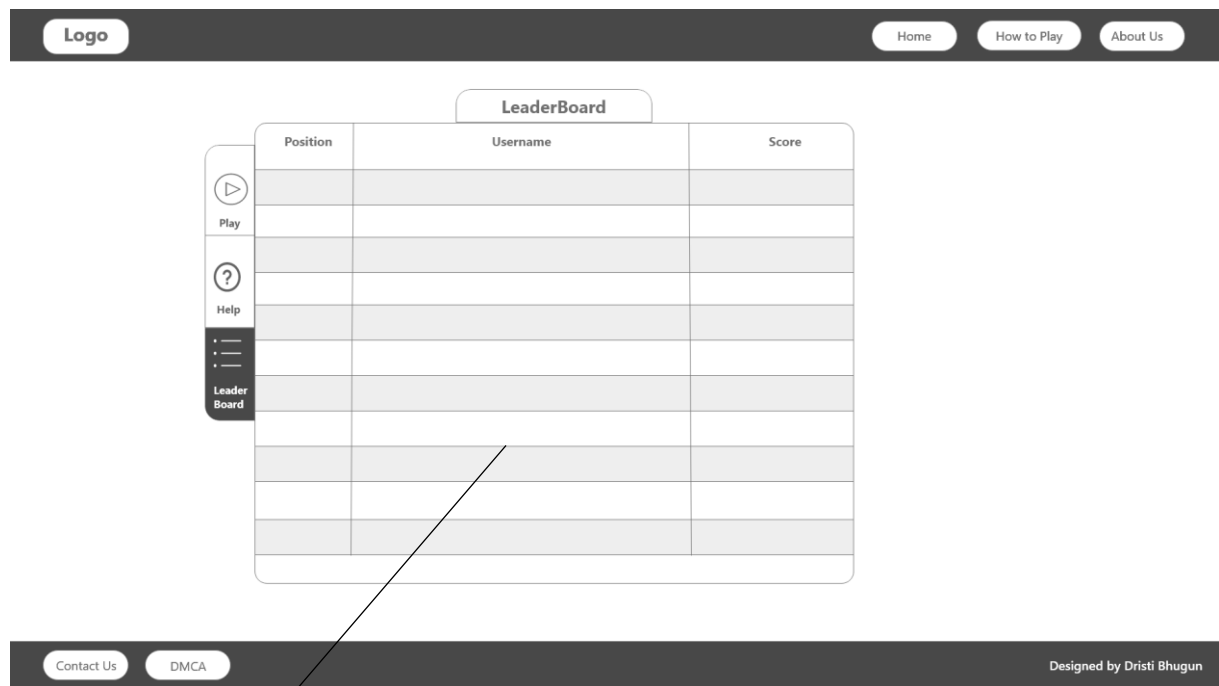
Game page
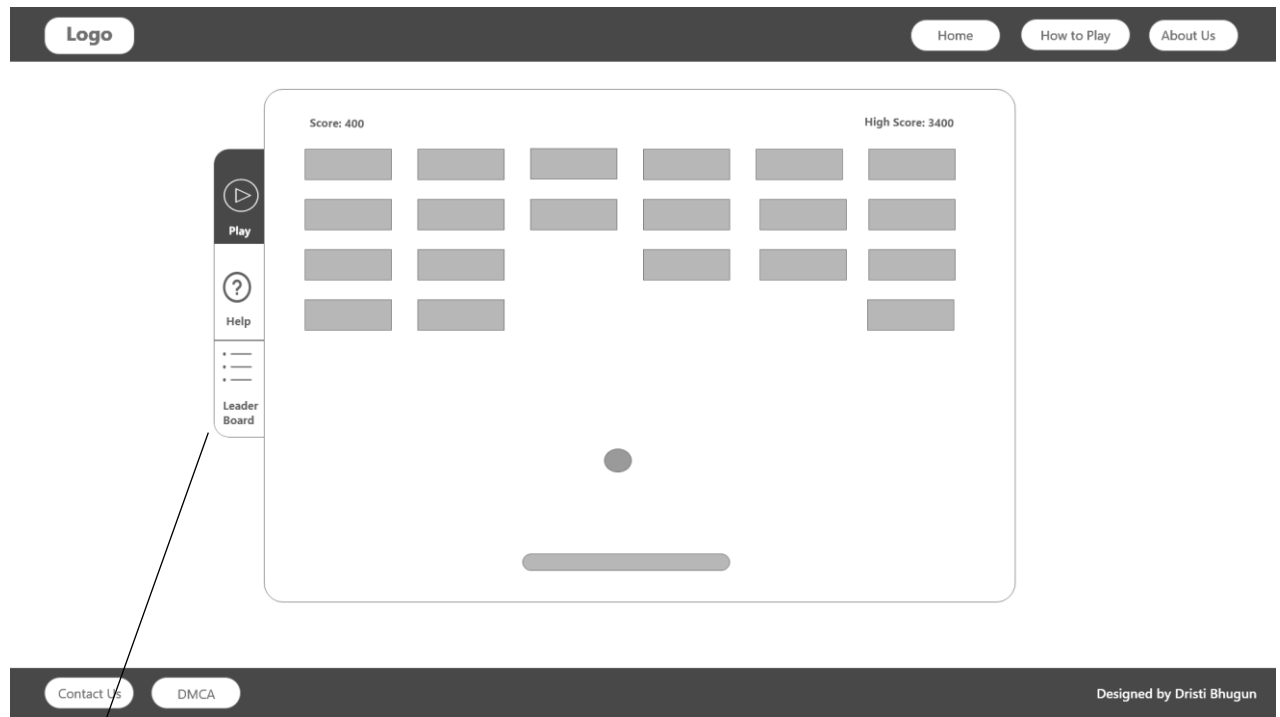
Leaderboard button

User can navigate through Play, Help and Leaderboard buttons. User has to smash bricks and prevent it from falling using mouse. By smashing every brick, user get points.

Leaderboard page

Username and score of highest users

Player can view scores of all top players in a descending order.

Tools

HTML5, JavaScript and Tailwind CSS will be used for this website.

Conclusion

In conclusion, the website will be very attractive, fast and user-friendly.