

## User Manual for Breakout E-scape

This game is an adaptation of Atari's Breakout game made in C and using SDL2 and OpenGL libraries. Once you have run the program, you will be prompted to type in numbers 1, 2, or 3 and hitting enter will start the game. Hits required to break bricks increases in difficulty if you are above level 1. You can control the paddle using keys A for moving the paddle at the bottom of the screen left or D for moving it to the right. You can also use the arrow keys left and right for their respective direction movements. However, the paddle's y coordinates are locked so as the ball moves to your paddle, you need to use these keys to have the paddle and the orange ball collide. You will see at the top of the starting once you have selected a level and hit enter the title of this iteration of Breakout, "Breakout E-scape", the live count starting at 3, points starting at 0, and the level choice. With each breaking of a block, you will gain points. Depending on how many points/ bricks you have broken, bonuses such as extra lives or increasing the paddle will be awarded automatically. If you hit the bottom of the screen with the ball, you will lose a life, all the lives(even the extra ones!), the game will end, and the window will close. Else, if you break all the bricks or find a hidden way to win automatically, then the game will close, and you will see a success message in the standard output window

### Basics (if you don't like reading that chunk :)

-Goal: break all the bricks

-How: using A,D or the left and right arrow keys

-Things to know: bonus are awarded based on number of bricks broken such as extra lives or increasing brick size

-Lives: you start with 3 lives, if your ball touches the bottom of the screen, it deduces a life

-Ending: You either lose all your lives or you break all the bricks, messages are displayed

-Hint: there may even be a secret way to avoid breaking any bricks and still win. Can you find it?

Play again: close the window and restart the game with level selection