Brick Breaker Game

Semester Project–Fall 2020

# CS209 – Data Structures & Algorithms (B)

## Project Supervisor: Mam Ayesha Rashid, CS Dept.

**Monday, October 26, 2020**

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**Project Description:**

Brick Breaker is a game in which the player must smash a wall of bricks by deflecting a bouncing ball with a paddle. The paddle may move horizontally and is controlled with the A, D keys A to move left and D to move right. The player gets 3 lives to start with; a life is lost if the ball hits the bottom of the screen. When all the bricks have been destroyed, the player advances to a new, harder level. There are 5 levels in Total. If all lives are lost, the game is over

**Features**

1. **Player can save his name with score.**
2. **Player can start new game.**
3. **Menu Driven.**
4. **Play can gain 10 points by breaking one brick break all the brick or maximum required one to complete the level**