Block Breaker – Assignment 1  
Name: Sarah Tavares Taufner

***Manual:***

*Block Breaker is a game that you steer a ball to hit precise blocks, each level ends when all the breakable blocks has been broken.*

***Main Menu:***

*On the Main Menu, you can choose 3 options:*

1. *START: If you click on this button, the game will start.*
2. *OPTIONS: Inside of options, you can change the volume of the soundtrack (Music) or the sound effects (SFX), you can also change the quality of the game, which will adjust the image to have a better or worse quality.*
3. *If you click in EXIT, you will quit from the application.*

***Starting the game:***

*To start the bouncy, you must click on* ***space*** *on your keyboard, after that you just must click on the little white ball in the bottom of the scene, keeping it clicked while you move the paddle. The paddle can be also moved by clicking on the* ***arrows*** *(on your keyboard) to right or left.*

*During the game, there are 3 types of blocks:*

* *The colored will break in one hit.*
* *The white underlined with some color will break in 2 hits.*
* *And the gray wont break.*

*Destroying all white and colored block, the level will finish.*

***Menu Pause:***

*The game can be paused if you click on the key* ***ESC*** *from your keyboard.*

*With the game paused, you can choose 3 options:*

1. *RESUME: It will start the game exactly where you stopped.*
2. *MAIN MENU: It will return to main menu.*
3. *EXIT: It will exit the game.*

***Game Over:***

*The game starts with 3 lifes, if you lose all of them, a menu will open, there you have 3 options:*

1. *RETRY: It will start again from the level that you’ve died, but it will lose all your score.*
2. *START OVER: It will start from the beginning and you will lose your score.*
3. *EXIT: It will quit the application.*

***Power ups:***

*The game has power ups, that means that when you break a block, there is a possibility to it throws a small square that is the power up, and it can have different effects, they are:*

* *Fast ball: The ball goes faster for 7 seconds.*
* *Slow ball: The ball goes slower for 7 seconds.*
* *Big Paddle: The paddle grows and stays bigger for 7 seconds.*
* *Small Paddle: The paddle reduces its size and stays smaller for 7 seconds.*
* *Death Protection: The game creates a block blocking the end of the game so your ball can’t cross it and die.*

**User Stories that have been done:**

# ***User Story 1*** *- As a player I want to be able to steer the ball, so I can hit precise blocks. (In class)*

# ***User Story 2*** *- As a player, I want a gameplay manager, so the game as a flow and scoring system. (In class)*

# **User Story 3** - As a player I want a UI, so I can restart a new game and exit the game when game over.

# Tasks:

1. button RETRY
2. button EXIT
3. button START OVER

# **User Story 4** - As a player I want a Powerup, so the game is more interesting to play.

Tasks:

A) A projectile falls when a block breaks (40% chance).

# **User Story 6** - As a player I want different block, so the game is more interesting to play.

Tasks:

A) Blocks that break with two hits: Totally white or underlined with other colors.

B) Blocks that don’t break: Gray Block.

C) Blocks that break in one hit: Colored Block.

D) Different levels designed.

# **User Story 7** - As a player I want different Powerups (minimum 4), so the game is more interesting to play.

Tasks:

1. Protection powerup
2. Mega paddle powerup
3. Mini paddle power down
4. Speedup power down
5. Speed down power up

# **User Story 8** - As a player I want menus, so the game seems more professional.

Tasks:

1. Loading screen
2. Main menu
3. Game over menu
4. Pre-loader menu
5. In-game menu

# **User Story 9 -** As an audiophile I want music, audio effect and volume options, so I can enjoy the game more.

Tasks:

1. One soundtrack in each level (music)
2. Menu Option
3. Audio Effects (audio mixer) when the ball hits the paddle

# **User Story 14** - As an artist I want themes in different levels, so the game look always evolving.

Tasks:

1. Background(s) theme(s)

D) Add new sprites.

**References:**

**General:**

**Sprites:** I drew on the website <https://www.pixilart.com/draw>

**Fonts:** <https://www.dafont.com/search.php?q=neon&page=2> and 8-bit

**Bouncy sound:** <https://freesound.org/people/jeckkech/sounds/391658/>

**Breaking sound:** https://freesound.org/people/JohanDeecke/sounds/368333/ <https://freesound.org/people/original_sound/sounds/376819/>

https://freesound.org/people/Anthousai/sounds/406270/

**Dead sound**: <https://freesound.org/people/notchfilter/sounds/43696/>

**Victory sound:** https://freesound.org/people/gvgmedia/sounds/321656/

**Main Menu:**

**Menu Background**: https://www.pinterest.ca/pin/452893306264016071/?lp=true

**Song Intro**: <https://freesound.org/people/Tristan_Lohengrin/sounds/273539/>

**Part1:**

**Background**: https://wallup.net/pixel-art-mountains/

**Soundtrack:** <https://freesound.org/people/Mrthenoronha/sounds/370294/>

**Part2:**

Soundtrack: https://freesound.org/people/Setuniman/sounds/207637/

**Part3:**

**Background**: https://www.pinterest.ca/pin/566398090622276338/?lp=true

**Soundtrack:** <https://freesound.org/people/B_Lamerichs/sounds/220327/>

**Part4:**

**Background:** https://www.pinterest.de/pin/444871269420021509/

Soundtrack: https://freesound.org/people/eardeer/sounds/402955/