Project Overview: Brick Breaker Game

Brick Breaker is a classic arcade game where the player controls a paddle at the bottom of the screen, moving it horizontally to bounce a ball towards a wall of bricks at the top. The goal is to break all the bricks by hitting them with the ball while preventing the ball from falling off the bottom of the screen. The game typically includes the following elements:

1. Paddle: The player controls a paddle at the bottom of the screen, which can move horizontally to bounce the ball.
2. Ball: A ball starts at the top of the screen and moves downward, bouncing off the walls, paddle, and bricks. The player loses a life if the ball falls off the bottom of the screen. He can also choose between 1 or 2 balls.
3. Bricks: A wall of bricks is positioned at the top of the screen. The player's objective is to break all the bricks by hitting them with the ball. Each brick that is hit disappears, and the player earns points.
4. Lives: The player typically starts with a certain number of lives. Losing a life occurs when the ball falls off the bottom of the screen. The game ends when all lives are lost.
5. Score: The player earns points by breaking bricks. The score increases with each brick hit.
6. Difficulty Levels: The game may offer different difficulty levels, which can affect factors such as ball speed, paddle size, and the layout of the bricks.

Overall, Brick Breaker is a simple yet addictive game that challenges players' reflexes and coordination as they attempt to clear each level by breaking all the bricks while keeping the ball in play.