DESIGN DRAFT SUBSMISSSION

TO: UDARA

~~Abstract~~

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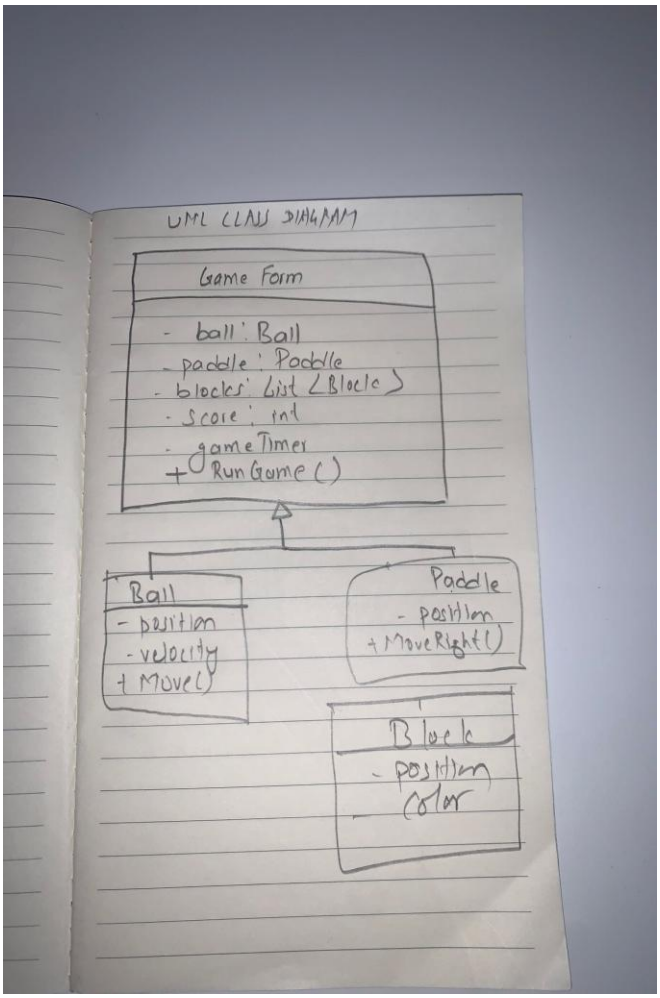
- **Top-Down Deconstruction:** It will be built on Main Form (Form1) which handles input, game loop, rendering, and game state. The game Elements will be Player paddle (player) , Ball (ball) and Blocks (blockArray). The Mechanics is based on collision detection (ball with blocks, player, walls), scoring ,reset and over logic.

- **Form Design Summary:** The design includes a timer control for running the game loop and PictureBoxe for the paddle , ball and the blocks. And there will be Label/TextBox to show score (txtScore).

- **UML Class Design**
  Here's a basic UML-style design:



Iterative Refinement of Methods

Refinements could include:

- Split gameTimer_Tick into smaller methods: e.g., CheckCollision(), MoveBall(), UpdateScore().
- Use OOP for game objects: Block with a Destroy() method, etc.
- Decouple logic from UI for easier testing.

Algorithm Design – Collision Detection

Collision logic will be:

- Loop through controls with Tag == "blocks"
- Use Bounds.IntersectsWith() to check collision
- Change direction & update score.

Resources : I have used some online sites , some help of Chatgpt and my friend's help to make the draft.