Swipe Brick Breaker Flow

PortendsGreatness

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APCS2 pd 1

HW #56: Orienting Your Up Goer

If dead, ask player if they want to restart

control returns to BrickBreaker score is updated, and

Board is checked to see if player is still alive

BrickBreaker

If alive, user aims (with mouse)
Board is first updated

Board

control returns to Board,

brick layouts are updated

necessary conversions and computations handled, balls are launched

Launcher

control returns to Launcher, balls are reset

Ball

Balls take up a life of their own & interact with

board elements until the play sequence is over