

# PortendsGreatness

Taaseen Ali, Richard Wong, Eddie Zhu

## Swipe Brick Breaker

This is a clone of the hit game “Swipe Brick Breaker” Users will control a chain of balls as they attempt to clear the board of bricks that appear on the screen. As the user progresses through the game, bricks require more hits to break and the user attains more balls to shoot out. The game ends when the wall of bricks reaches the edge of the screen.

### Target Goals:

- Have a clean working version of the game
  - Variable difficulty bricks
  - Accurate brick breaker-esque physics
  - Intuitive user interface

### Reach Goals:

- Power up
- Two player mode
- Ability to save and exit from game and come to it later.