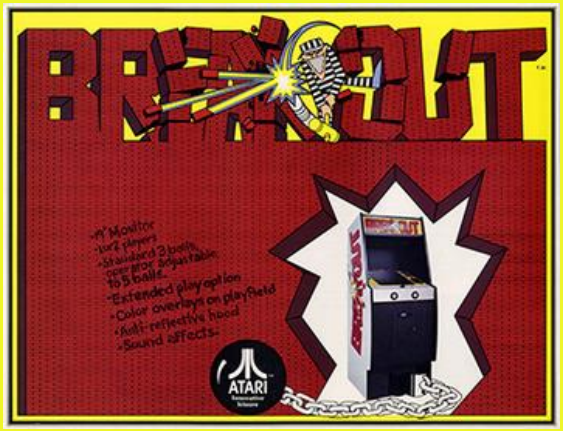
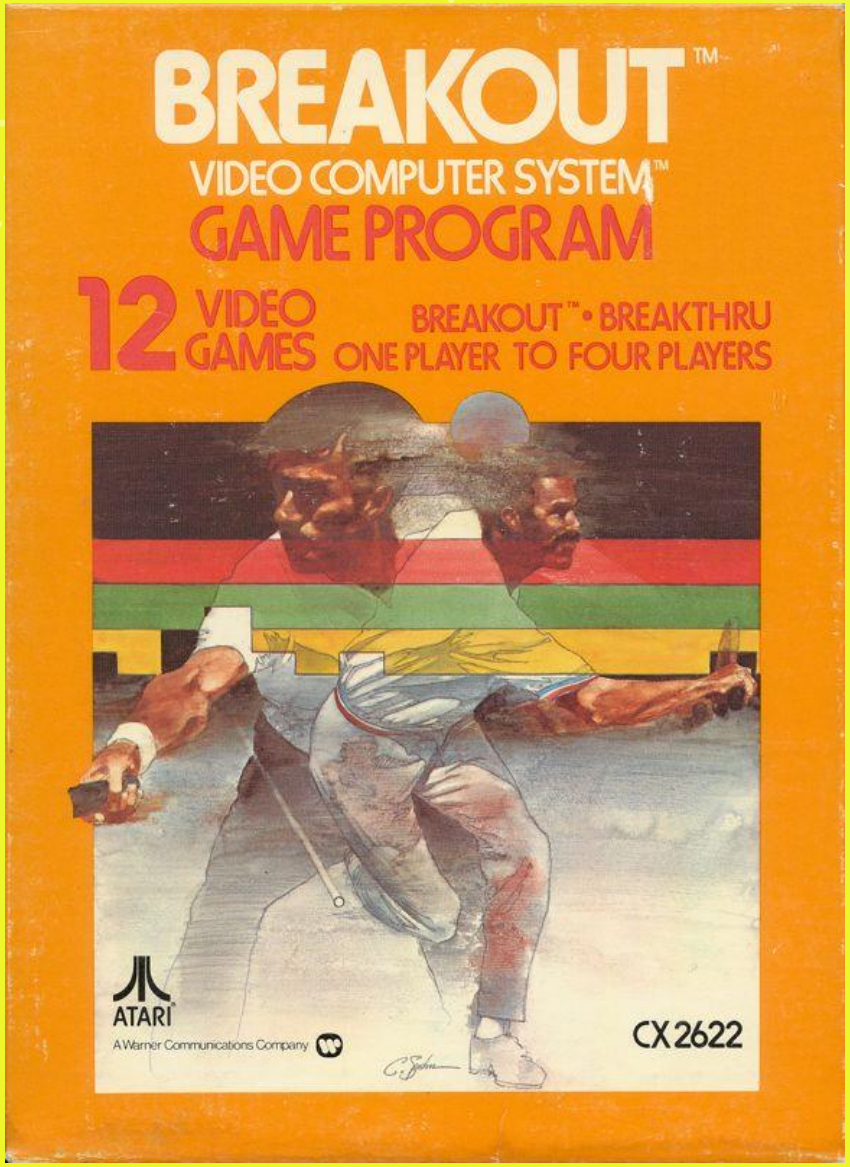
Breakout

Ben Brozek (103594768)

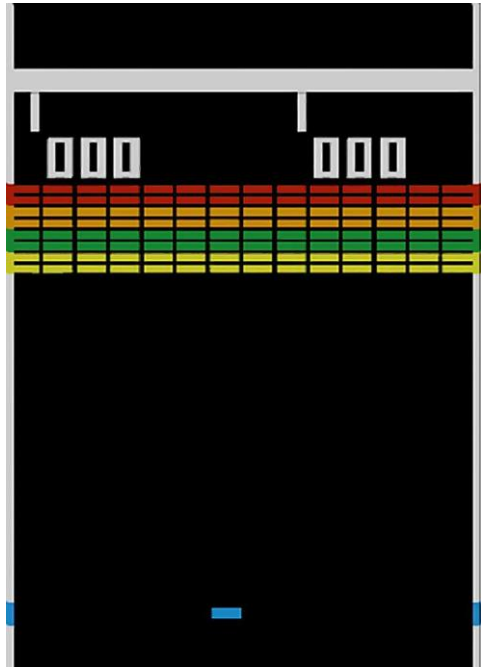
Jessica Harmer (103060612)





https://lirp.cdn-website.com/52756d52/dms3rep/multi/opt/Breakout-Cabinet-TH-480w.jpg

http://www.pinballrebel.com/arcade/atari/breakout/breakout_3.jpg



https://spectrum.ieee.org/atari-breakout

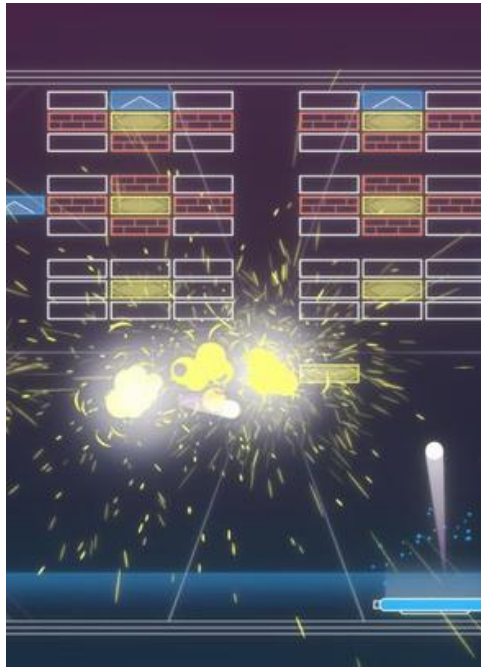
https://i.ytimg.com/vi/BNqA7MTDUY8/maxresdefault.jpg

https://i.pinimg.com/originals/bd/3e/e1/bd3ee15eb2934fabafd151058624a197.jpg

The Original Breakout

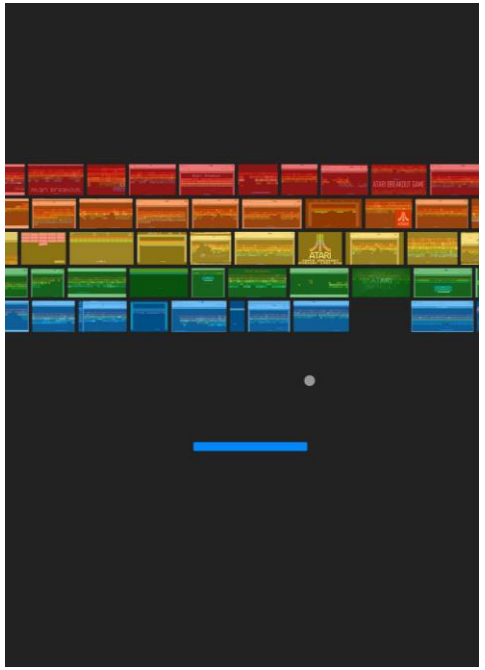
https://deepnight.net/games/motion-twin/alphabounce-dsi/

https://purenintendo.com/nervous-brickdown-ds/



https://www.forbes.com/sites/mattgardner1/2022/02/07/breakout-recharged-review-old-dog-new-bricks/?sh=5e5cf97d14b5

https://www.giantbomb.com/bricks4ever/3030-26185/



https://elgoog.im/breakout/

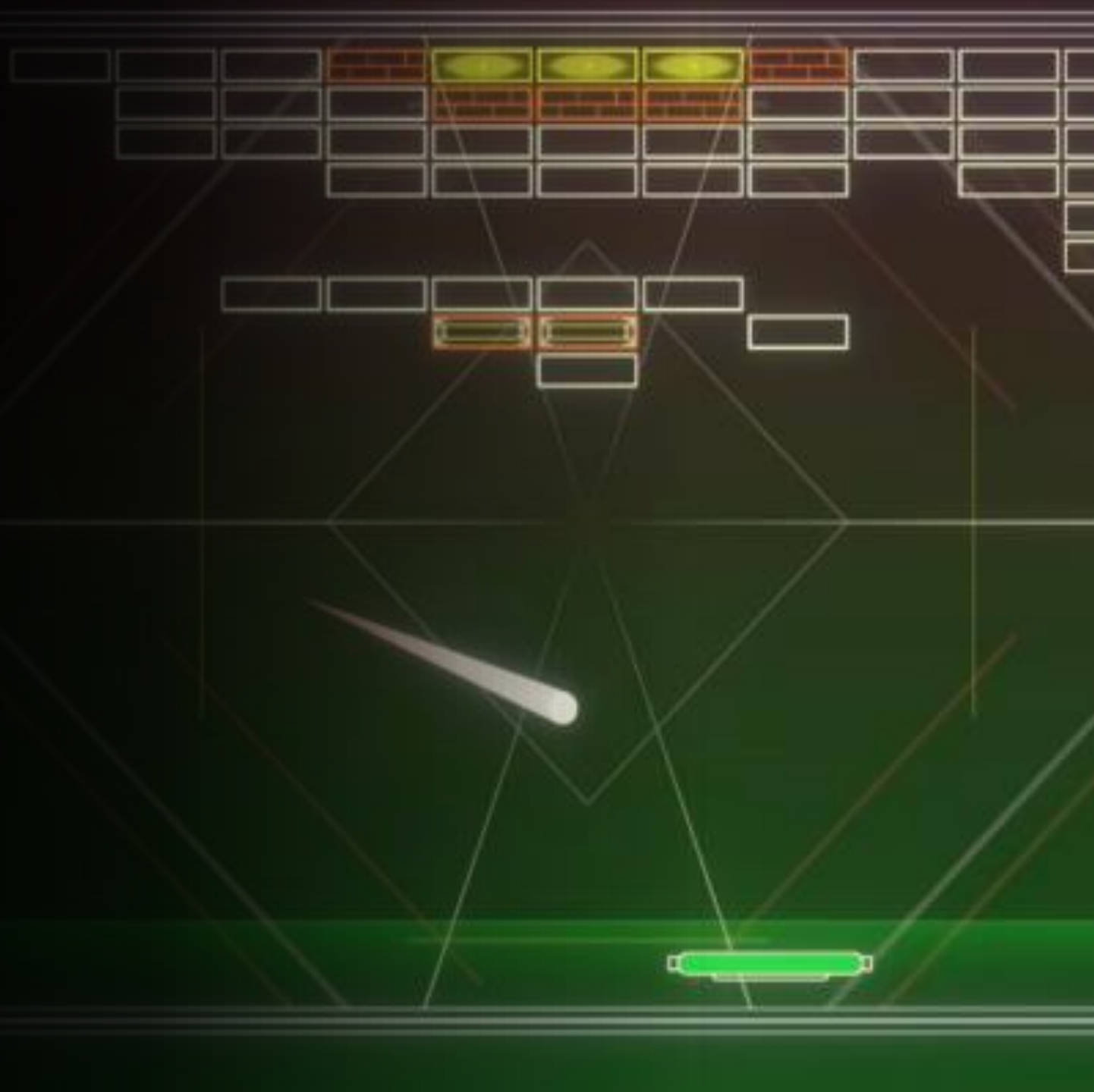
Breakout Iterations

Breakout Iterations Gameplay Videos

Breakout: Recharged Nintendo Switch Gameplay

https://www.youtube.com/watch?v=gNstM3K4QCA

'Handheld Players' explores various game modes of *Breakout: Recharged* on the Nintendo Switch in a comprehensive no-commentary demonstration of the 2022 Breakdown-inspired game.



Breakout Iterations Gameplay Videos

CGR Undertow - NERVOUS BRICKDOWN review for Nintendo DS

https://www.youtube.com/watch?v=PUqUUf9lEwc

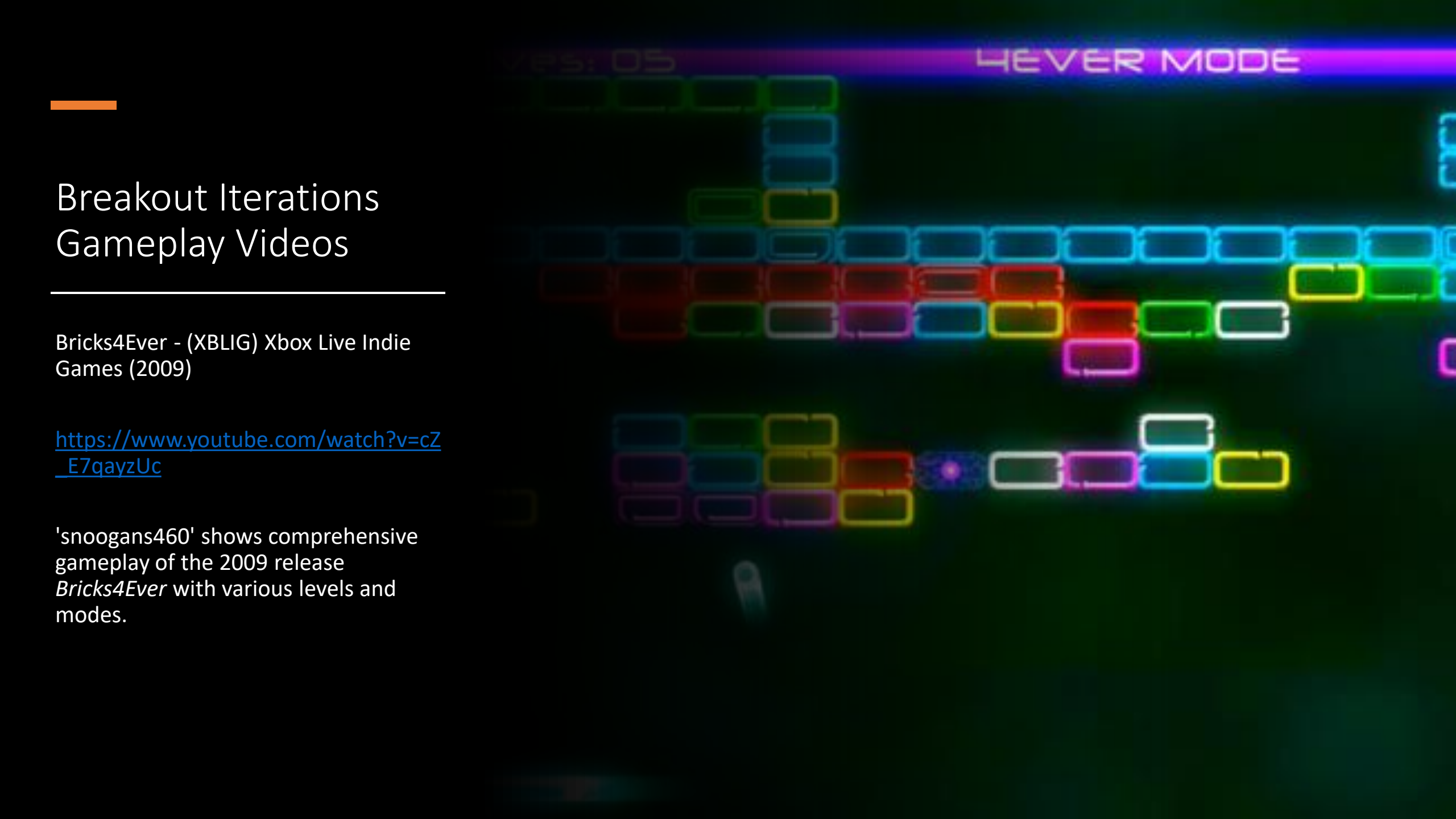
'CGRundertow' humorously details the creative take that Arkedo Studios takes in their version of the classic Breakdown, *Nervous Brickdown* (2007).

Breakout Iterations Gameplay Videos

Bricks4Ever - (XBLIG) Xbox Live Indie Games (2009)

https://www.youtube.com/watch?v=cZ_E7qayzUc

'snoogans460' shows comprehensive gameplay of the 2009 release *Bricks4Ever* with various levels and modes.



Original Breakout Gameplay Videos

Atari Super Breakout - 1978 - Original Dedicated Arcade Review

https://www.youtube.com/watch?v=hWCM7Gf7LMM

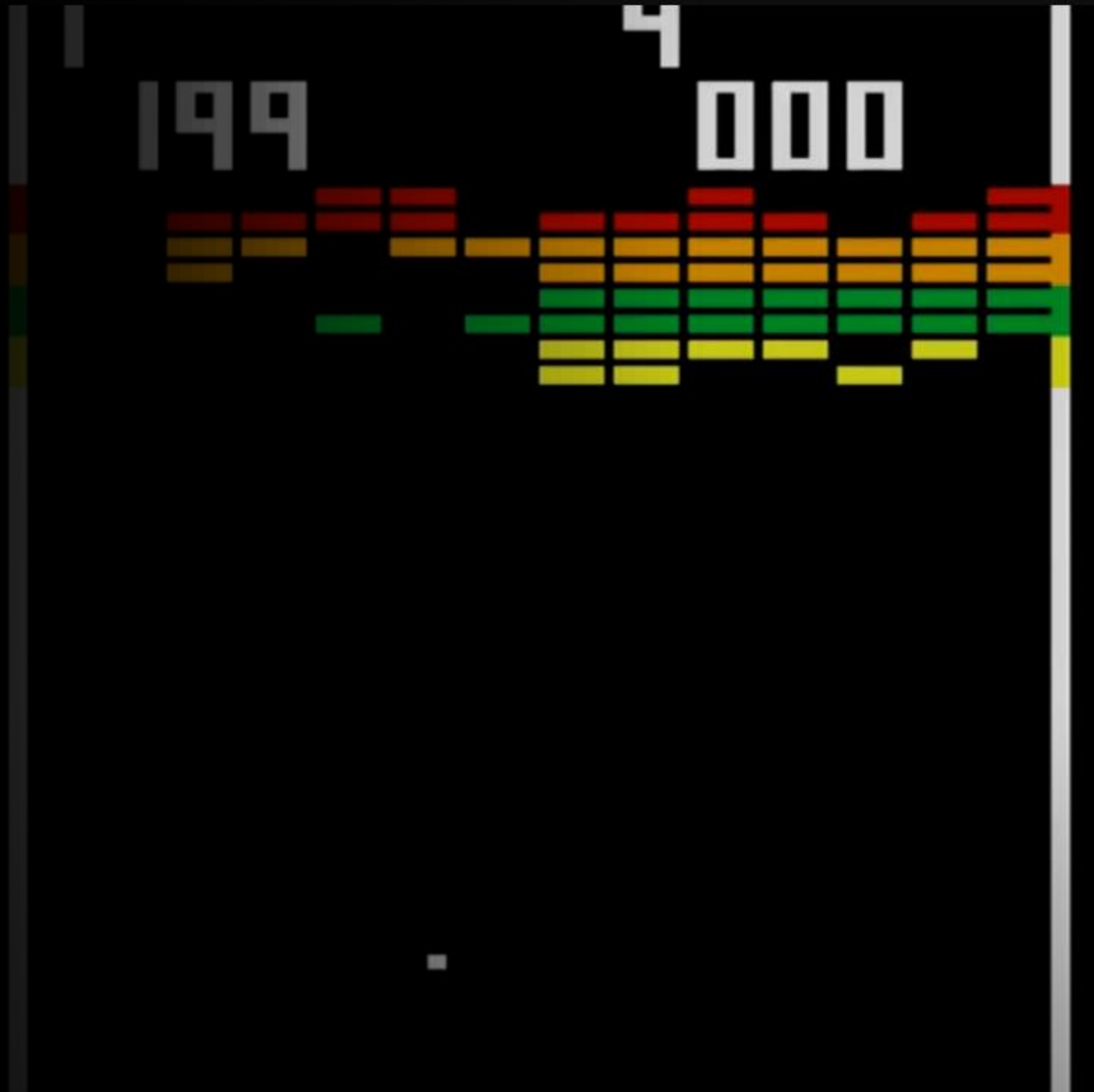
A long review with gameplay, history, internal mechanics and an entertaining voiceover.

Original Breakout Gameplay Videos

Breakout - (1976) - Arcade - gameplay HD

https://www.youtube.com/watch?v=AMUv8KvVt08

Straight gameplay of a version from 1976.



Original Breakout Gameplay Videos

Atari Breakout (1976), arcade PCB

https://www.youtube.com/watch?v=IpVIufJ4qoU

Old footage uploaded 12 years ago that has a nice nostalgic quality.

Written Research: Original Breakout

50 Years of Video Games: Breakout (Arcade)

https://thegamehoard.com/2022/04/06/50-years-of-video-games-breakout-arcade/

- This article is a critical review of the original arcade game using fifty years of time to provide a retrospective rating.

Atari's Breakout is 40 today – all gamers need to know how it came to be

https://www.digitalspy.com/videogames/a790432/atari-breakout-40-today-all-gamers-need-to-know-how-it-came-to-be/

- Damien McFerren's article comprehensively describes the history, technology, and people behind Atari's 1976 hit.

Atari Breakout: The Best Video Game of All Time?

https://spectrum.ieee.org/atari-breakout

- This archived 1982 article describes the design challenges Jobs and Wozniak faced and the production of Breakout and their financial compensations for their efficient use of resources.

How Steve Wozniak's Breakout Defined Apple's Future

https://www.gameinformer.com/b/features/archive/2015/10/09/how-steve-wozniak-s-breakout-defined-apple-s-future.aspx

- This article is a written interview with Steve Wozniak regarding the development of Breakout and his relationship with Steve Jobs.

Written Research: Breakout Iterations

Indie Retro News: Death's Hangover

https://www.indieretronews.com/2016/08/deaths-hangover-new-take-on-breakout.html

- This article highlights this game ‘Death’s Hangover’ as being a fun iteration on Breakout. It comes from a website (https://www.indieretronews.com/search/label/BREAKOUT) which is populated with reviews of arcade style remakes.

Breakout roundup

https://obscuritory.com/arcade/breakout-roundup/

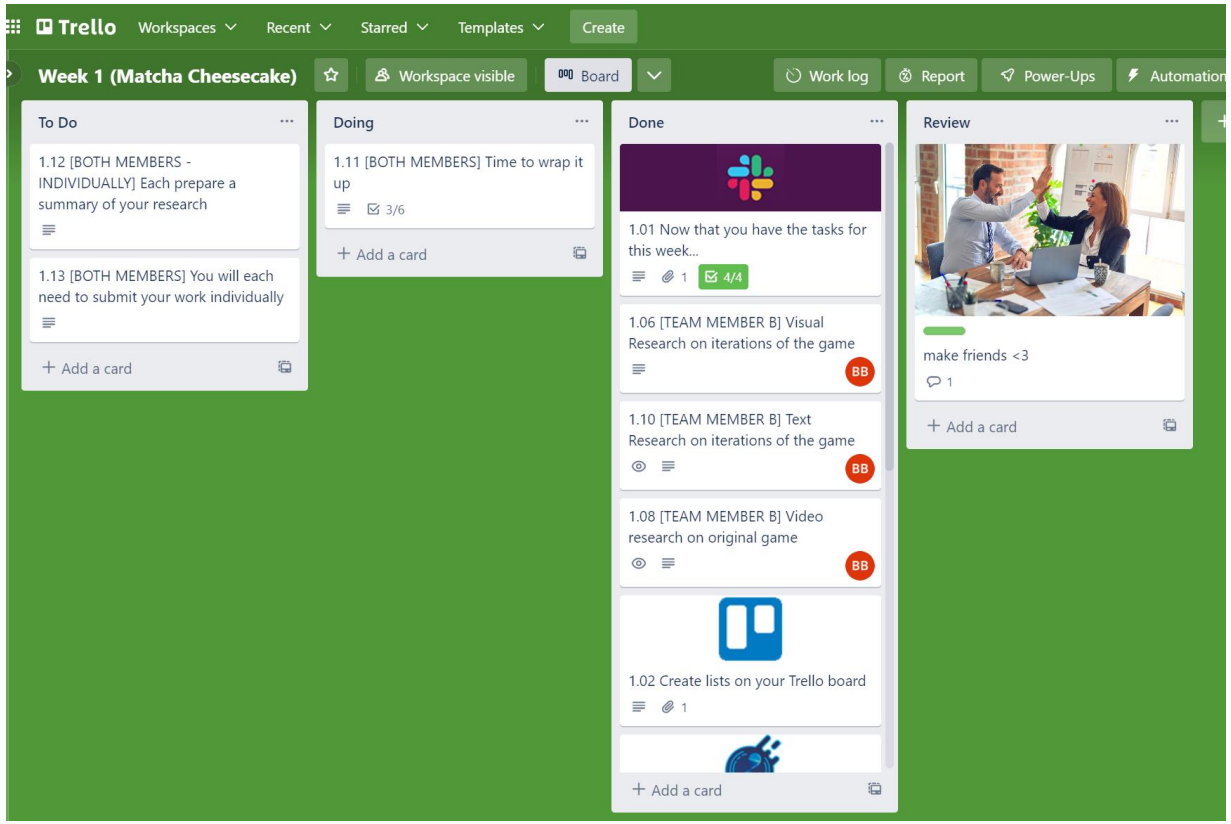
- An article talking of a few different Breakout clones which in some way change the formula.

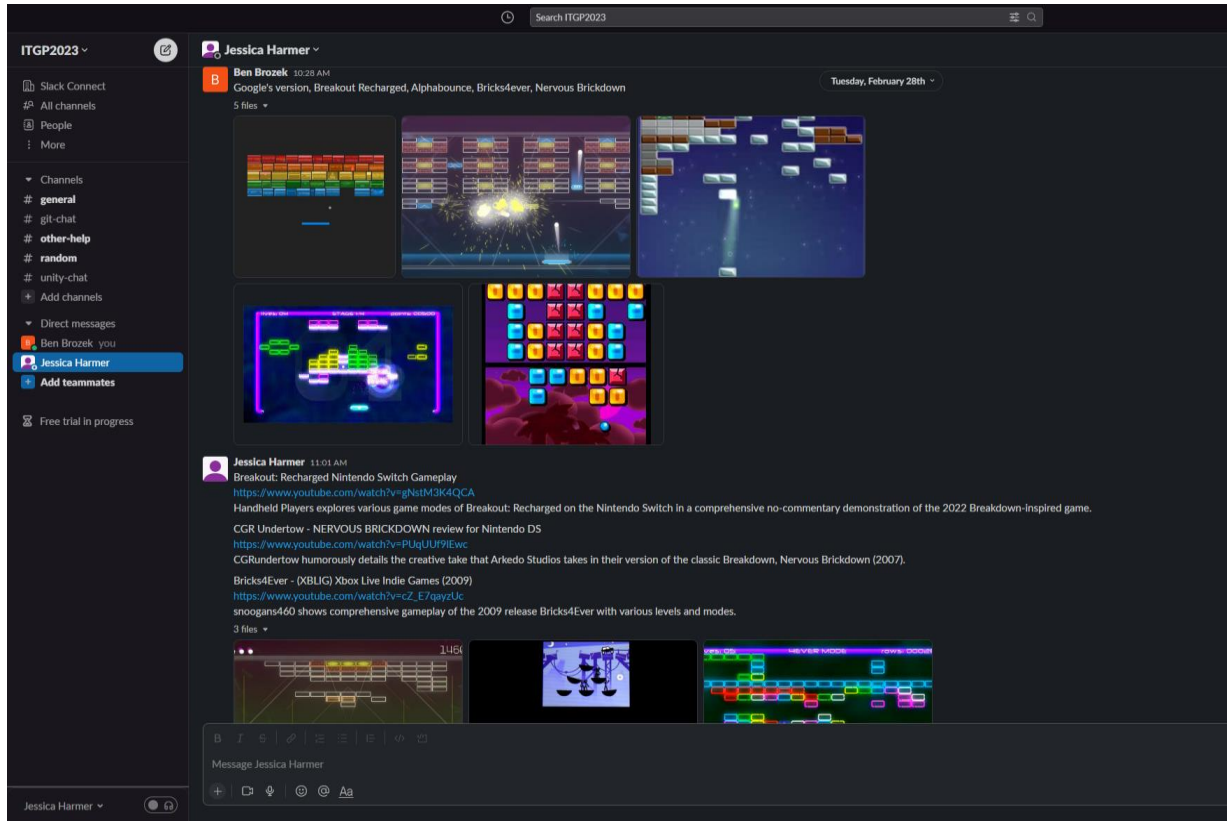
Breaking Down Breakout: System And Level Design For Breakout-style Games

https://www.gamedeveloper.com/design/breaking-down-breakout-system-and-level-design-for-breakout-style-games

- A deep-dive from the perspective of a game developer into the design of Breakout and the mechanics which make a game a ‘breakout’ game including many of which did not come from the original game but from its iterations.

Proof of Research





Thanks for Watching