



iOS Application Development

Breakout App

[Breakout](#) is a popular game developed originally in early 1980s by Atari, with the goal of using a bouncing object - often a ball - to hit and eliminate all the blocks on a screen.

MVP: As a user, I want a game that follows the same rules as [Breakout](#). There needs to be multiple column/row format which span the width of the screen. The game should begin when a button is pushed. The ball should be given a push and the ball should bounce off sides and the paddle. When the ball hits a Block, the Block should be removed from the screen.

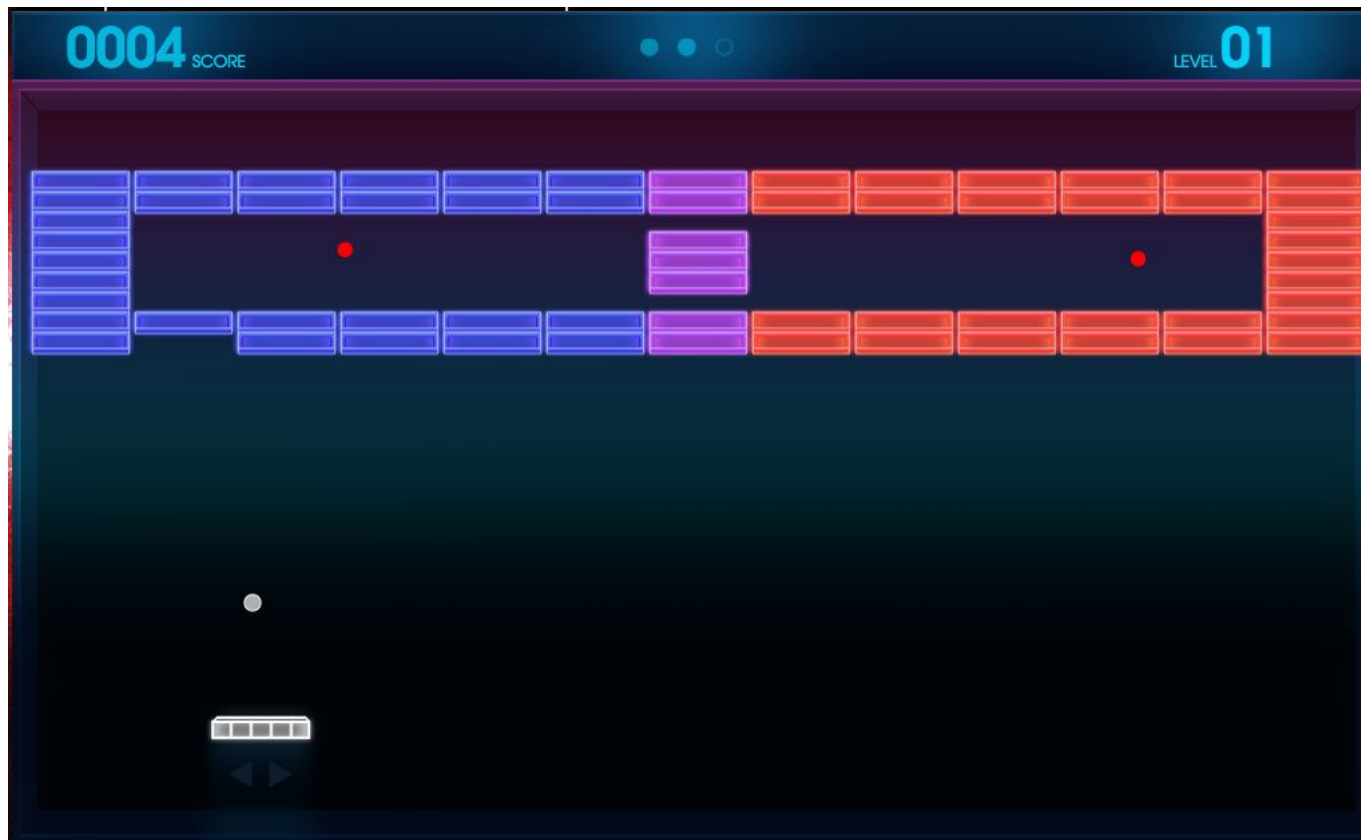
Stretch #1: As a user, I want to display a message when the level is complete or 3 balls have been lost.

Stretch #2: As a user, I want to display the number of lives/balls and a score for the game



Stretch #3: As a user, I want to create a better UI experience. This may include animations, images in place of SKNode shapes, sound, etc.

Stretch #4: As a user, I want multiple levels, different block patterns, multiple balls, increased speed, etc.



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