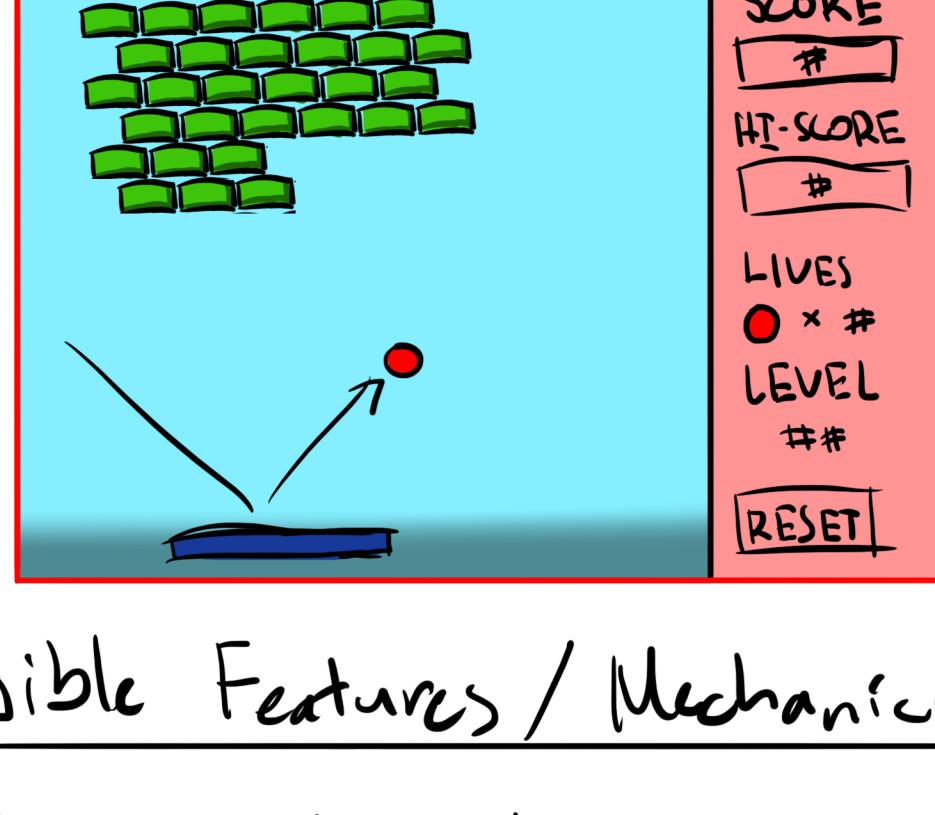


Planning & Features

Final Product Mockup

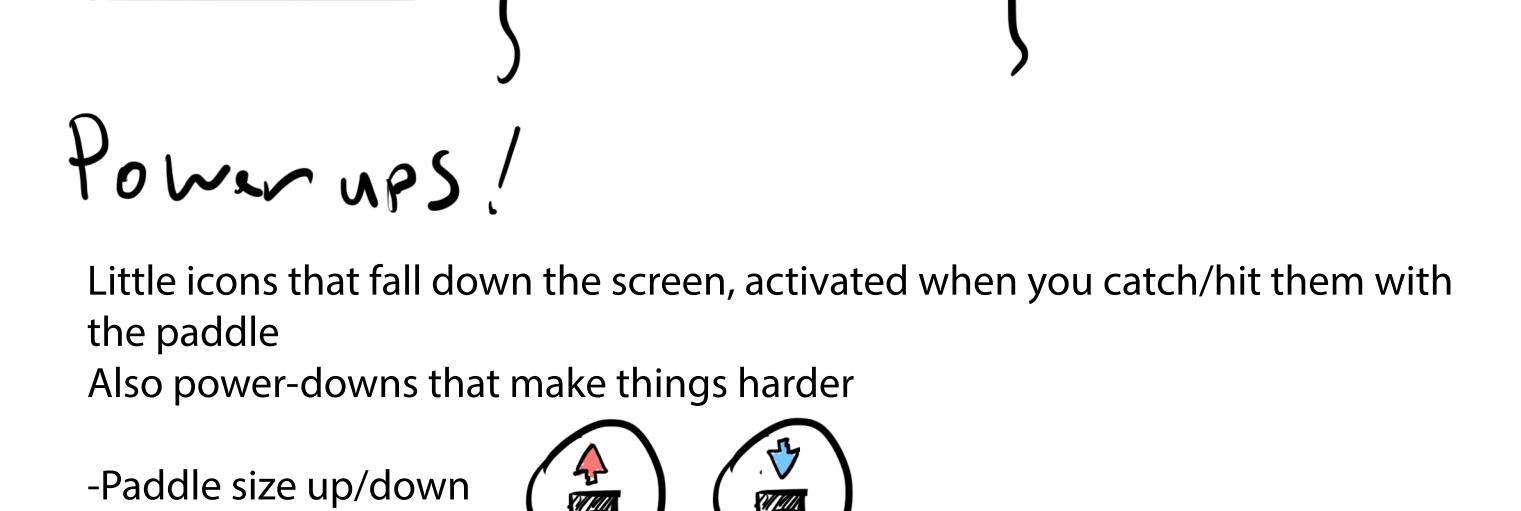


Possible Features / Mechanics

Bounce Control

The location on the paddle where the ball hits affects the angle that the ball bounces off at

This is the mechanic that makes most breakout type games feel better

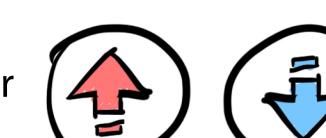


Power ups!

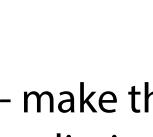
Little icons that fall down the screen, activated when you catch/hit them with the paddle

Also power-downs that make things harder

-Paddle size up/down



-Extra lives



-Number of balls onscreen up

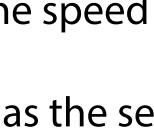
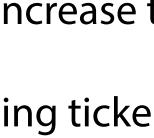


-Slippery paddle - paddle has momentum/inertia so its harder to control

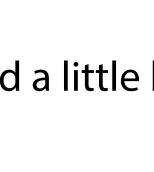


-Sticky paddle - ball sticks to paddle on hit, input from player makes the ball move off the paddle

-Ball moves faster/slower



-Fireball(s) - make the ball do more 'damage' to bricks for a limited time



-Paddle Paralysis - stop the paddle from moving or makes it move slowly for a limited time



Ball Speed

The simplest way to increase or decrease difficulty with this genre is by adjusting the speed of the ball(s).

There are several ways to increase the speed of the ball, including;

-Just have a slowly increasing ticker as the session goes on

-Have every collision/bounce increase the speed a little bit

-The speed is increased at set time intervals

-Each screen or level just has a different base ball speed

Stronger Bricks

Different brick types will mix things up;

-Reinforced Bricks that take several hits before finally disappearing



-Invincible Bricks that cannot be gotten rid of and act as a barrier or obstacle



-Armoured Bricks that will only take damage if a certain powerup or switch is active E.g. a wooden brick that burns up or becomes a regular brick when hit with a 'ball on fire' powerup



-Spawner Bricks that spawn more bricks around them when they are hit or destroyed

