Break out
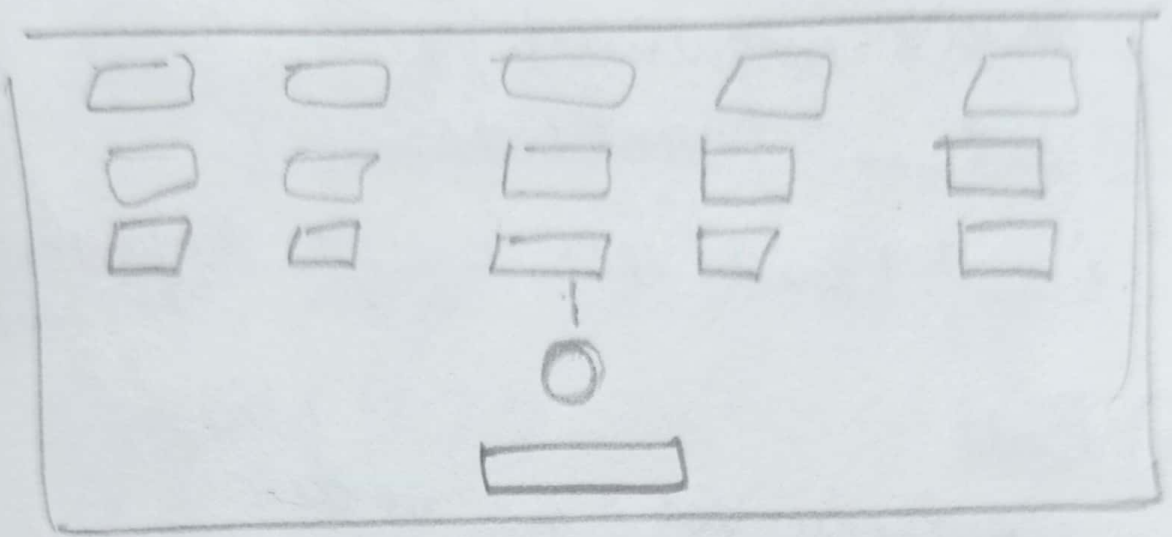

What to do first?

- o Github ✓
- o Paddle movement ✓
- o Ball movement ✓
- o Bricks ✓
- o Bricks Destruction ✓
- o Game Over ✓
- o You Win ✓
- o Levels ✗ (I don't have time)
- o Scores ✓
- o Background ✓
- o Lives ✗ (Didn't feel the need to)

Main codes to use?

•) Paddle movement??

float ___ = Input.GetAxis();

transf. Transl (Vec3. right * ___ * speed * time . delta);

•) Ball

rigidbody. Vel = me vector??

check module

•) Collision . gameobj. CompareTag();

•) Code for scom?

•) Code for game over

•) IDK check module

★What's not working??

• Game Over on screen all the
  tim ?? ✓ done

• Game Over on screen once
  and the disappear after 1st lose ???
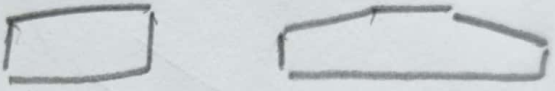
- How to make lives? ✗
- Score not changing? ??? ✓
- Ball keeps going out of canvas??? ✓
- I have to keep replaying the game. ✓
- The ball only jumps straight ???? ✓
- How to make this more ?
  pretty ??? ✗ ✗
  ?

⭐ Feedbacks I got after playtest
and Final thoughts ???

•) The paddle has slanted
ends so that ball can ~~more~~
bounce sideways but
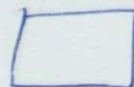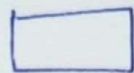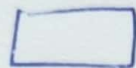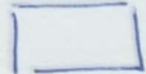my picture does not show
that, □ ⬭

So make that visible.

⭐ So I added a sprite to show
that visually ⭐

•) Add a keyboard key to the
code to just press and the
game in 11 restart again.

⭐ So I added "Enter" key
as restart key.

score actually changes

Score : 00

a
GAME
OVER
screen
as well

A
RESTART
button
too

//Added a//
bg

Added sprite
← for padch