

| Brick   |
|---|
| Can be different colors<br>Spawned when game starts |
| Paddle<br>Ball                                      |

| Paddle   |
|--|
| Can move left and right<br>Controlled by the mouse |
| Brick<br>Ball                                      |

| Ball   |
|--|
| Collides with bottom of screen = player loses<br>collides with other objects<br>bounces when collides with objects<br>bounces off sides of screen besides bottom<br>bounces off paddle at proportioned angle<br>velocity increases as game goes on |
| Paddle<br>Brick  |