

# Assembly Project: Breakout

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## 1 Instruction and Summary

### 1. Which milestones were implemented?

We implemented Milestone 5. We chose to have 1 hard feature and 5 easy features.

Hard feature:

- (a) There is a block that requires three hits to break it.

Easy features:

- (a) the speed of the ball increases as you hit the block
- (b) User can type p on the keyboard to pause the game
- (c) There is an unbreakable block
- (d) It allows the user to launch the ball by pressing the space bar
- (e) A player has three lives, and if you die, you will restart from what you had when you died

### 2. How to view the game:

- (a) Unit width in pixels: 4
- (b) Unit width in pixels: 4
- (c) Display width in pixels: 256
- (d) Display height in pixels: 256

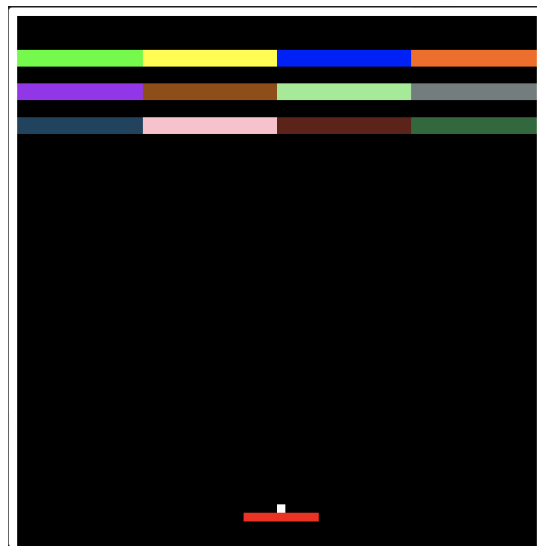


Figure 1: static screen of the game

### 3. Game Summary:

- The player has three lives and every time the player dies, it restarts from the same screen when you died as long as the player has a life. A player can move the panel by pressing a and d to move left and right respectively
- The player can win the game by breaking all the blocks except unbreakable block before the player loses three lives.

## 2 Attribution Table

Yasutaka Hisano: 1007739093	Danny Lu: 1007934130
Milestone 3 collision detection	Milestone 1 (creating a static page)
hard feature (making a block that requires three hits to break)	Moving the panel
Allows the user to launch the ball	Allow a player to pause the game
Make a block that is unbreakable	change the speed of the ball
Allow a player to have three lives and restart with the same screen	Allows the player to quit the game by typing q