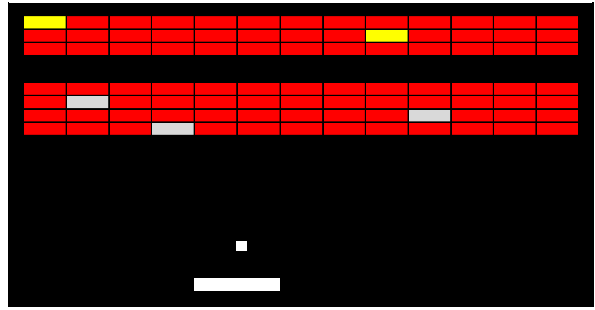# SUPER BREAKOUT

OVERVIEW

Using the paddle, you direct a ball that is bouncing around the screen in order to break the blocks out of the wall above you.

It's been a long time since I played the original, but here are the basic rules that I remember.

BASIC RULES
1. If the ball hits the bottom of the screen you loose a life.
2. The blocks have different levels of toughness, and if aren't destroyed on the first hit will change colors each time they're hit.
3. The wall will advance on you every so often, with more wall being generated behind it, indefinitely.   Since we're required to have 3 levels it might be better not to generate more wall. The wall will not advance below a certain point, but being so close to the paddle makes it very hard to clear them.
4. The ball will react to the motion of the paddle.

VARIATIONS
1. Power Ups/Downs: Have some blocks drop power up and power downs. Here are some of the possible effects. They're all temporary effects.
   a. Multi-balls – Generates multiple balls on the screen, for maximum chaos. Balls can hit the bottom of the screen and you won't lose a life as long as there is one ball left on the screen.
   b. Sticky Paddle – The ball sticks to the paddle and you have to push a button to release it.
   c. Resize Paddle (shrink/grow) – Resizes the paddle, either growing it or shrinking it.
   d. Change Ball Velocity (fast/slow) – Changes the velocity of the ball.
   e. Exploding Ball – Ball is more powerful, and does an area of effect damage. E.g. It does 3 points of damage to the block it hits, and 1 point of damage to any blocks within a certain radius of the ball.

DIFFICULTY
Depending on the variations you add to the game, this could be a hard game given the following items.

   a. Physics engine involved.
   b. Control of speed/frame rate