

Reflection on Breakout Game Development

Vision

My goal was to create a fun and challenging version of the classic **Breakout** game. I wanted to include features like moving bricks, special power-ups, and faster ball speed as players cleared levels. This was a bit ambitious, but I aimed to make the game more dynamic and interesting while keeping it simple.

Achievement

I was able to build the core gameplay successfully. The paddle, ball, and bricks work well, and I added levels that get harder as you progress. I also included some power-ups and moving bricks, starting from the second level. While I had more ideas, like adding multiple balls, I focused on making the game work smoothly with the features I completed.

Technical Challenges

A key challenge was managing the ball speed. I needed to make sure the game got harder without becoming impossible. Adding special bricks with power-ups, like making the paddle bigger or destroying nearby bricks, took extra effort. Handling background music, sound effects, and game start/end sounds also required careful coding to ensure smooth transitions.

Design

I kept the visual design simple with bright colors to match the retro feel of the game. The ball and paddle stand out clearly, and the moving bricks add more excitement. I'm happy with how the colors and visual feedback make the game look and feel fun.

Requirements

I met the core project requirements. The game is fully playable, with sound effects, levels, and increasing difficulty. Although I didn't have time to include all my ideas, like more power-ups, the game is complete and runs smoothly.