**Latthe Education Society’s**

**Polytechnic,Sangli**



**Advanced Java**

Proposal for Micro-Project

**BrickBreaker Game**

Presented By

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**BrickBreaker Game**

1. **Introduction:**

Java is a set of computer software and specifications developed by James Gosling at Sun Microsystems, which was later acquired by the Oracle Corporation that provides a system for developing application software and deploying it in a cross-platform computing environment. Java is used in a wide variety of computing platforms from embedded devices and mobile phones to enterprise servers and supercomputers. Java applets, which are less common than standalone Java applications, were commonly run in secure, sandboxed environments to provide many features of native applications through being embedded in HTML pages.

The BrickBreaker game is a computer based application for entertainment .It consist of some bricks , ball and a paddle if all bricks are broken by ball and then you will be winner else you lose the game and score will be displayed on the screen .

1. **Aim of project:**

* To develop a BrickBreaker game in advanced java
* To implement ActionListener and KeyListener
* To implement different methods of graphics package.

1. **Intended course outcomes:**

* Handle events of AWT and GUI component
* Develop programs for handling events in java.
* Develop Java Programs using GUI Framework (Swing).

1. **Literature review:**

* <https://en.wikipedia.org/wiki/Java_(software_platform)>

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* <https://en.wikipedia.org/wiki/Brick_Breaker>

Brick Breaker is a [Breakout clone](https://en.wikipedia.org/wiki/Breakout_clone) which the player must smash a wall of bricks by deflecting a [bouncing ball](https://en.wikipedia.org/wiki/Bouncing_ball) with a paddle. The paddle may move horizontally and is controlled with the BlackBerry's track wheel, the computer's mouse or the touch of a finger (in the case of touchscreen). The player gets 3 lives to start with; a life is lost if the ball hits the bottom of the screen. When all the bricks have been destroyed, the player advances to a new, harder level. There are 34 levels. Many levels have unbreakable silver bricks. If all lives are lost, the game is over. There are many versions of brick breaker, some in which you can shoot flaming fireballs or play with more than one ball if the player gets a power up.

1. **Proposed Methodology:**
   1. Packages:

The all required packages are imported throughout the project the packages such as AWT,Swing.

5.2 The main() Function :

The main function is important for setting the starting point in the program. The constructor is created in the main function along with visibility and size of the frame.

5.3 Implement Event Handling:

Event handling will be implemented in the program for handling events and interacting g with user more conveniently

5.4: Implement The Appropriate Methods:

Implementing the appropriate methods for the operations such as moveright() moveright() etc.

5.5: Declaring variables and different functions:

Different variables requires for project are declared in program such as score, totalbricks etc. and also the functions such as move right() , moveleft () are declared in program.

1. **Actual Resources Used :**

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| --- | --- | --- | --- |
| Sr. No | Name of the Resource/Material | Specifications | Remarks |
| 1. | Computer System | Intel ® Core ™ i3-6402P CPU @ 2.80 GHz  RAM – 4GB 32 bit OS |  |
| 2. | Software | Eclipse Ide 2018-19 |  |
| 3. | Other Resources Used | Printer |  |