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**---Breakout Game Report---**

**Main aim of the game :** In the game, a layer of bricks lines the top third of the screen. A ball travels across the screen, bouncing off the top and side walls of the screen. When a brick is hit, the ball bounces away and the brick is destroyed. The player loses a turn when the ball touches the bottom of the screen. To prevent this from happening, the player has a movable paddle to bounce the ball upward, keeping it in play.

**How Players are Engaged to the Game :** *Breakout* begins with 4 rows of bricks, with each rows a same color. The color is turqoiuse blue. Using a single ball, the player must knock down as many bricks as possible by using the walls and/or the paddle below to ricochet the ball against the bricks and eliminate them. If the player's paddle misses the ball's rebound, he or she will lose a turn. The player has three turns to try to clear one screens of bricks.Each bricks earn 10 points.. Ball speed increases at each collision..

The highest score achievable for one player is 240;. Once the second screen of bricks is destroyed, the ball.After youwon the game if your ball collision the water you lose lives and

You lose and gameover.

**Ai:**I use the follow script and spawner script and These scripts show the enemy movements at what intervals the enemy will come and what kind of characteristics it will possess.

**Ui:**

I used some objects at the interface, these objects show the game entry and exit and the score table and the background canvas is blue.

**Design Choice:**

**Block and ball size variation** – larger blocks and balls generally make for a shorter, easier game since it becomes easier to get the ball to a specific target. Conversely smaller blocks and balls increase the level of difficulty (due to reduced target size and visibility).

**Paddle bump** – Funkiball Adventure was the first Breakout-style game to “break” the bounds of the bottom of the screen by allowing you to “bump” your paddle, raising it a small amount in order to strike the ball sooner and with increased force. Besides enabling super powered hits and splash damage to block formations, this simple control modification greatly increases your ability to manipulate the ball’s trajectory (<http://www.funkitron.com/games/funkiballadventure>).

**Paddle construction** – LEGO Bricktopia is the first game I’m aware of to let players significantly modify the structure of the paddle, in this case, by stacking it with LEGO blocks (<http://www.largeanimal.com/games/deluxe/lego-bricktopia>).

Here are two important rules to remember. (1) The greater the paddle’s horizontal movement speed, the easier it becomes for the player to reach the ball. (2) The wider the paddle striking surface, the easier it becomes for the player to hit the ball upon reaching it.

**Resources For Code :**

**1-https://www.youtube.com/watch?v=qpu-NhNH58I**

**2-https://www.youtube.com/watch?v=t\_ahbdB0AnI&t=2857s**

**3-https://www.youtube.com/watch?v=WGn1zvLSndk**

**4-https://www.youtube.com/watch?v=drTcfhULpLA**

**5-https://unity3d.com/learn/tutorials/topics/tips/documentation-shortcut**