Gameplay Manual:

Game Concept – Our game is a spin on the classic Brick Breaker. The core of the game plays similarly to most other versions of brick breaker, where you control a paddle at the bottom of the screen and keep a ball in motion to eliminate all the bricks on the screen to score points. In addition, we have added two other game modes: a head to head mode and a cooperative mode. In the head to head mode, players on opposite ends of the screen will each control their paddle to destroy bricks between the players and force the ball to reach the screen behind their opponent’s paddle. In a sense, this game mode will be a hybrid between Pong and Brick Breaker. The cooperative mode will feature two paddles playing the classic style game trying to complete levels.

How to Play:

Game Menu - The user can navigate through menus by using the mouse to click the individual boxes on the initial screens. Once the player has selected the desired game mode, the game will begin immediately

Playing the Game (Single Player) – The user can begin the gameplay by pressing the “Up” Arrow key on the keyboard while the pointer line is directed at the correct angle for the ball to go. This will give the ball an equivalent initial trajectory. The ball will begin to move around the screen, colliding with either the walls, a brick, or the paddle. The player goal is to keep the ball from reaching the bottom of the screen as long as possible and eliminate every brick in the level. The player can accomplish this by using the “left” and “right” arrow keys to move the paddle to a position that redirects the ball away from the bottom of the screen. While playing, the user may encounter bricks that have a power up in them. Upon destruction, the power up brick will drop a random power up, that the player can reach with their paddle. If grabbed, the user will receive a brief boost in ability. This system will be discussed further in the Power Ups section. When all bricks are destroyed, the level is completed.

Playing the Game (Multiplayer Coop) – In this game mode, two users will play in a game mode very similar to single player. The main difference is that there will now be two paddles, one controlled by a player using the “left” and “right” arrow keys, and one controlled using “A” and “D” keys. The two paddles will both behave similarly, and the player using the arrow keys can press “Up” to begin the level.

Playing the Game (Multiplayer Head to Head)- In this game mode, players will compete against each other in a game similar to Pong. One player will control a paddle on the bottom of the screen, and another will control a paddle on the top of the screen. The movement for each paddle will be the same as the Coop mode, however, the goal will now be to make your opponent miss a ball. When this happens, the opposite player will receive a point. The key difference between this and ‘Pong’ will be a set of bricks initially separating the two players. Players can then destroy blocks to create an opening to send extra balls to their opponent’s side.

Power Ups- There will be 5 power ups in our game, each with different effects. The effects will be as follows:

1 - Longer paddle- The player that receives this bonus will get a larger sized paddle for 10 seconds or until they miss a ball.

2 - Faster paddle- The player that receives this bonus will receive a boost in paddle speed for 10 seconds or until they miss a ball.

3 - Galaga mode- The player that receives this bonus will be able to use ‘space bar’ in order to shoot a projectile that will damage bricks for 10 seconds or until they miss a ball. This power up will be disabled in head to head mode.

4 - Multi-ball- This power up will split the current ball in play in to 5 balls with different upward trajectories from the original. In this case the last ball to reach the bottom of the screen will count as a loss.

5 – Fireball- All bricks in the path of the current ball will be destroyed and not affect the ball’s trajectory. This power up lasts until the ball touches the player paddle next.

High Score – If the player receives one of the highest scores, they will get a chance to enter their initials on a high score screen, which will be recorded for future play through of the application.