

# Brick Breaker Game Documentation

## Game Overview

The Brick Breaker game involves a player-controlled paddle that moves left and right at the bottom of the screen to bounce a ball that breaks bricks at the top of the screen.

The player scores points by breaking bricks and must prevent the ball from falling below the paddle.

## Game Elements

1. Paddle: A rectangle controlled by the player that moves left and right.
  - Dimensions: Width = 100, Height = 20
2. Ball: A circle that moves around the screen, breaking bricks and bouncing off the paddle and walls.
3. Bricks: Rectangles that the ball must hit to be destroyed, earning points for the player.
  - Dimensions: Width = 75, Height = 30
4. Score: Tracks the number of bricks destroyed by the player.

## Implementation Steps

1. Initialize Pygame and set up the display.
2. Create game objects (paddle, ball, bricks).
3. Implement the game loop to handle events, update game objects, and check for collisions.
4. Render the game objects on the screen.
5. Display the player's score.