

# CSCI-P 532: Object Oriented Software Development

## Assignment #1: Breakout Game

### Design Document

**Team Members:** Ankit Sadana and Harini Rangarajan

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### Description:

We have implemented a simple version of the Breakout Game with a horizontal paddle. The main components of the game are:

- Game Frame
- Clock Frame
- Ball
- Paddle
- Brick

The game consists of a bouncing ball which bounces off the left, top and right of the window but needs to be caught with the paddle before it goes below it. The paddle is controlled with either the keyboard Left/Right keys or with Left/Right movement of the mouse. The game is lost if the ball goes under the paddle or the countdown Clock runs out and it is won if the ball collides with the brick.

### Architecture:

