

BREAKOUT GAME

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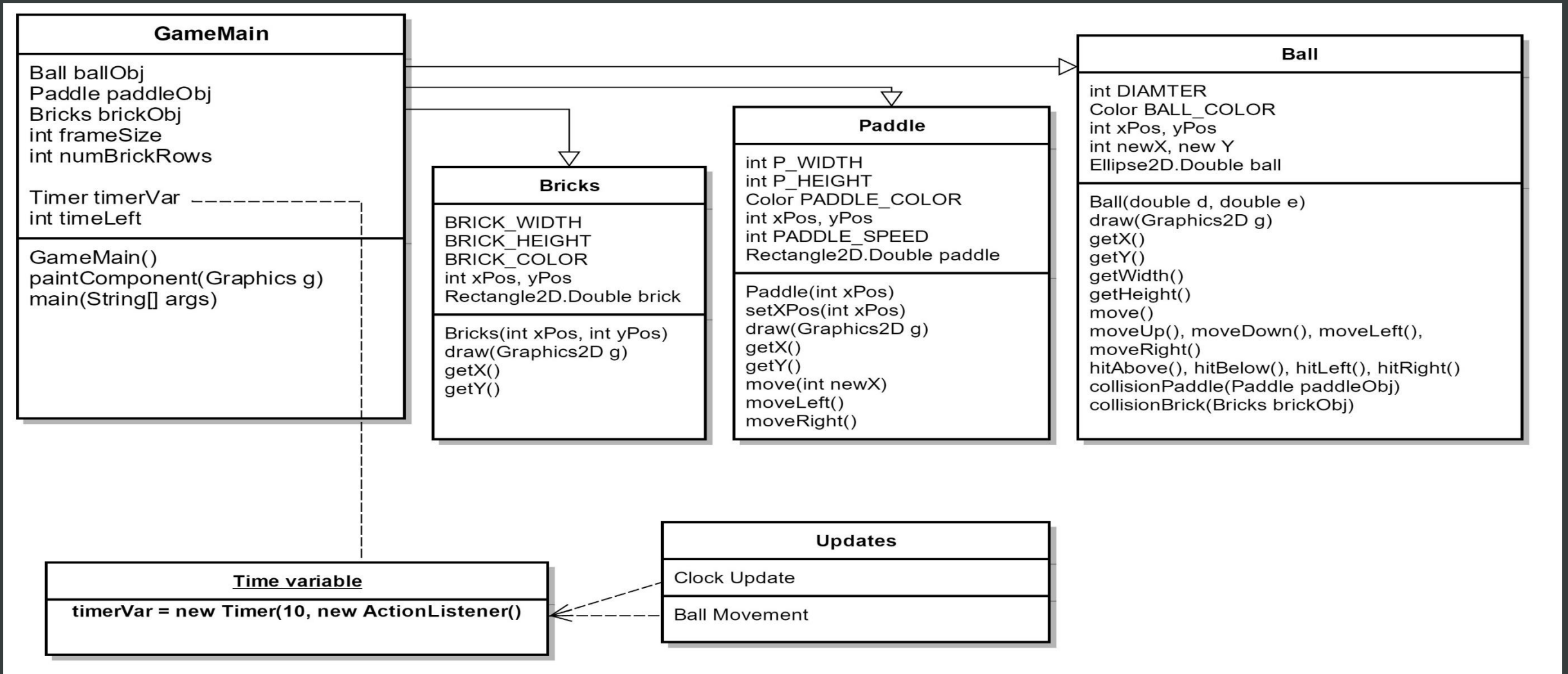
Breakout Game: Features

- Game consists of:
 - Ball
 - Brick
 - Horizontal Paddle
 - Countdown Clock
- Game starts with a bouncing ball inside the window
- Game ends if Clock runs out, Ball goes under the Paddle or Ball hits Brick

Breakout Game: Work Division

- Frame Design : Harini
- Clock Design : Ankit
- Ball, Brick and Paddle Design : Harini
- Movement Logic : Ankit
- Collision Logic : Harini and Ankit
- Integration and Testing : Harini and Ankit
- Code Documentation : Ankit

Breakout Game: Architecture



Breakout Game: Tools Used

- Eclipse IDE (Mars) Code Development and Testing
- GitHub Online code collaboration
- Gliffy Architecture Flow chart

Breakout: DEMO