**Comprehensive Proposal for "DX-BALL" Game Project**

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I am presenting a detailed proposal for my project, **"DX-BALLZ: Legend Of The DragonBall"**. This game aims to deliver an exhilarating experience for players as they fight the adversely designed maze of bricks with only the help of a legendary Dragonball and a celestial paddle, trying to beat the maze by eliminating all possible bricks.

**Title:** “**DX-BALLZ: Legend Of The DragonBall”.**

**Description:** This is a brick breaking game set in a challenging environment. The player takes control of a legendary Dragonball with the help of a celestial paddle he’s provided, engaging in a battle to finish all the bricks he can eliminate with the hit of the dragonball. This is aimed to be a single player game where the player competes with mainly the challenging design of the brick built structure. The gameplay deals with multiple difficulty levels based on the speed of the Dragonball and the length of the celestial paddle, combining with the challenge to beat the time before the ball gets faster.

**Features with Elaboration:**

There are **three main features** in this game: **Bricks, Lives and Points, Power-ups.**

**1. Bricks:**

**Type:** Normal Bricks: Red, Blue, Pink, Green.

High Point Bricks: Striped Red, Striped Green and Striped Pink.

Three hit Bricks: Yellow(Dark with first hit, darker with second hit and killed with third hit).

Fire Bricks: Bricks made of fire that die with all the adjacent bricks.

**Impact Mechanism:** When the ball collides with a brick, it vanishes (except Yellow bricks) and the ball returns after collision in a direction opposite to its previous heading. Each hit will have a sound effect.

**Speed Increase with Collision:** After a number of collisions, the dragonball’s speed increases and makes it harder to keep on the paddle. The sound effect also changes.

**2. Lives and Points:**

**Life System:** The main purpose is to kill all bricks while keeping the ball on the celestial paddle. If the ball can’t be caught by the paddle, the life of the paddle is ended. A player will have two extra paddles, meaning he has in total three lives. After they all end, his game will be over.

**Point System:** For each normal brick destroyed, the player gets 25 points and for high point bricks, he gets 50 points. Yellow bricks will earn 25 points with each hit. A firebrick will earn 150 points, so will every brick killed with a fireball. Every powerup absorbed will earn 100 points. After the game is over, the player will be shown his earned points

**3. Power-ups:**

**Four types of power-ups** are randomly generated after every 10 hits.

**FireBall:** This power-up upon absorbed by the celestial paddle, turns the DragonBall into a fiery ball of wrath, making every brick it faces die in the blink of an eye, bagging 150 points for each, and not even the slightest hesitation in movement.

**Zap Brick:** This power-up upon absorption makes every yellow block killable with one shot.

**Kill Paddle:** This power-up kills the paddle if taken.

**Slow Ball:** This power-up upon absorption sets the default speed of the ball to slowest.

**Basic concept for implementing these ideas:** Everything mentioned above is related to the x and y coordinates on the iGraphics project. The ball movement can be controlled with basic geometry and the point of touching the paddle should impact the ball’s direction. Bricks or brick images can be turned off upon the ball hitting. Rand values are expected to determine the powerups. Arrow keys will be used for paddle movement. At the beginning, one left button click will start the game.

**This is the main plan for this game. Further modifications and updates can be done while building the game.**