



ULTIMATE BRICK BREAKER CSI01 PROJECT

Team ID -275

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Problem Statement

- Ultimate Brick Breaker is a single player game made in SIMPLE CPP Graphics Library for entertainment purpose.
- Writing the code for the game is relatively simple for beginners using basic C++.
- Our main aim was making the game interesting by making most out of the basic functions like loop and initCanvas.

Challenges

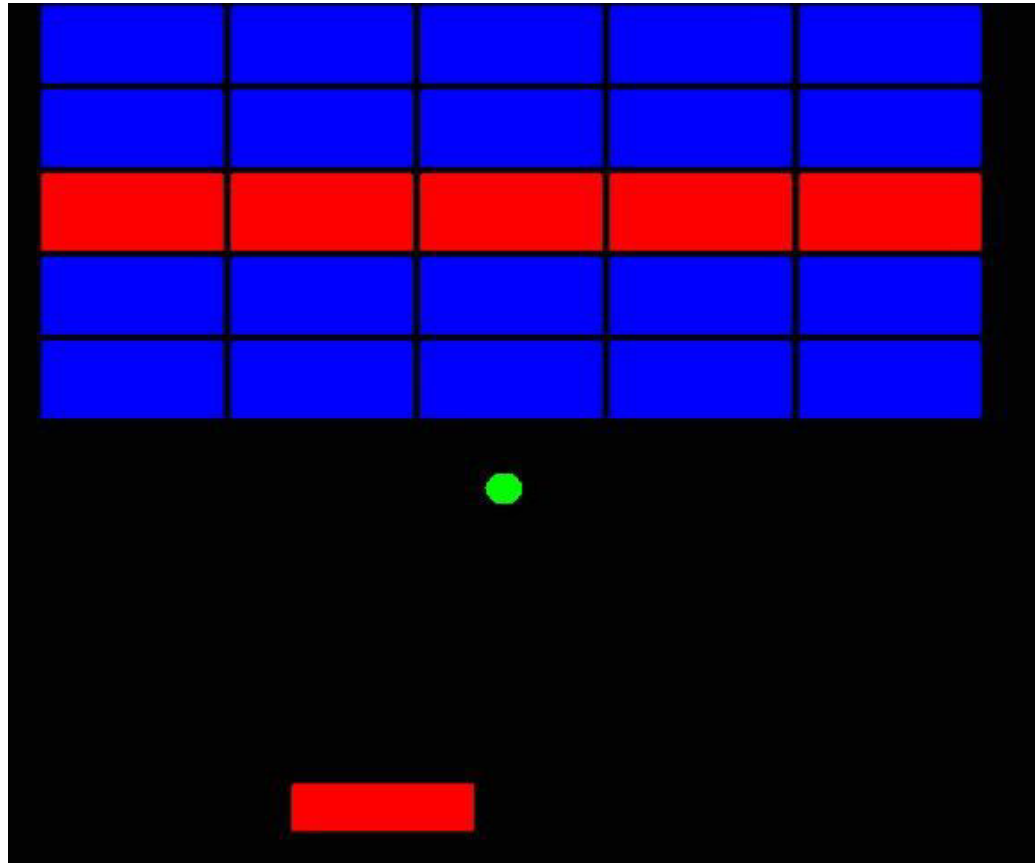
- The biggest challenge we faced was the simultaneous motion of 'the Board' and 'the Ball'.
- Initially we wrote two different programmes for the movement of Board and Ball using `while` loop, then we had to combine those loops.
- For this purpose we used the function `checkEvent`, which is predefined in SimpleCPP library.



Problem Tackling

- We divided our work into following elements:
 - 1) Writing basic structure of code using loops.
 - 2) Construction of different levels or pattern of bricks on the Arena.
 - 3) Movement of the Ball and the Board.
 - 4) Installing a hidden special power in some bricks.

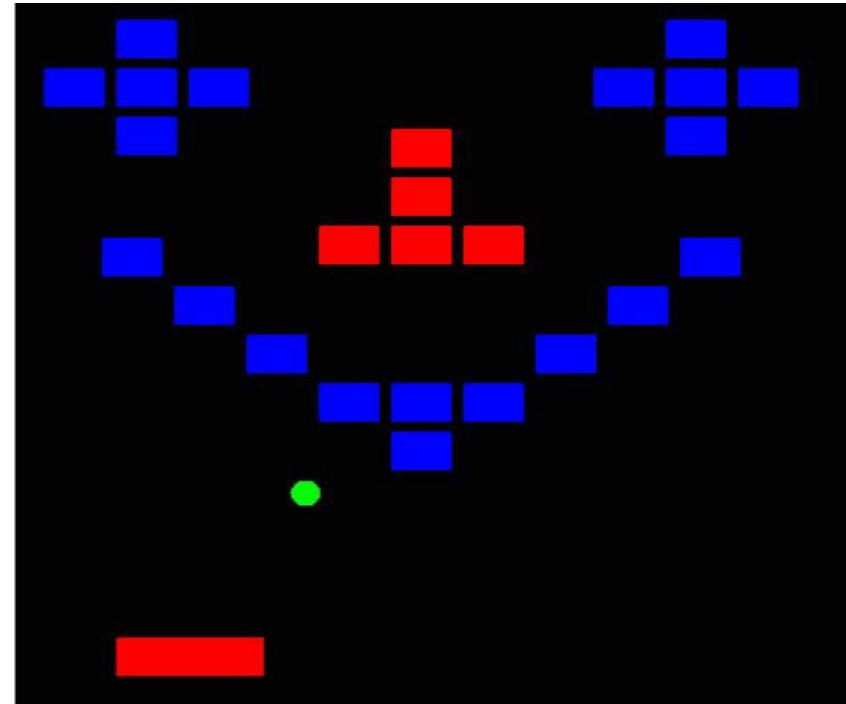
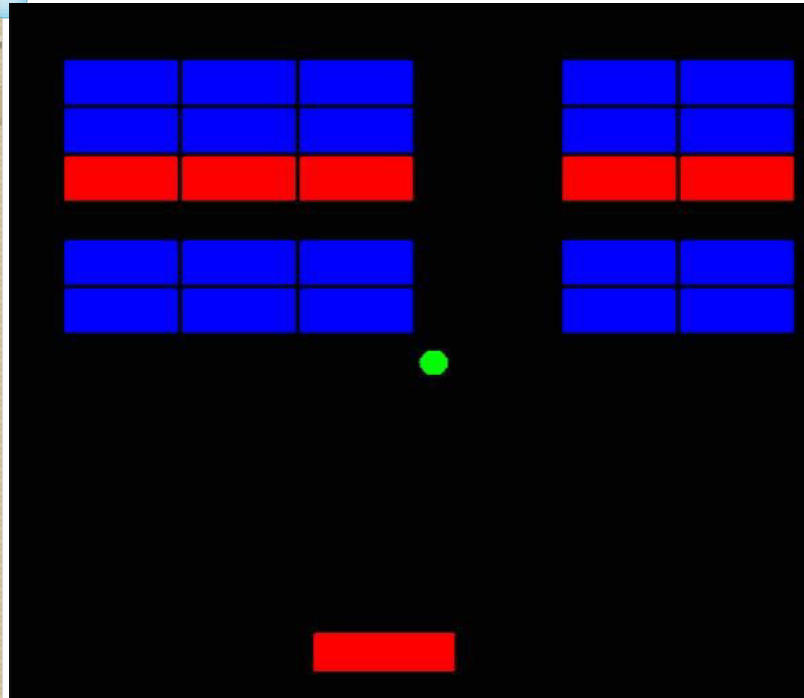
Arena



This is the screenshot of the first level of our game, we have made a total of 5 such levels having different bricks pattern.

This pattern was made by defining the centre of the bricks as a 2-D array.

Screenshots



Future Work

- 1) The first thing which we can do is obviously using some other graphics library.
- 2) Also we can randomize the brick pattern and try to make the game of more levels .
- 3) Adding more powers like having multiple balls on the screen , something which adds a gun to the paddle etc.



About the game

This game is a single player game which is very easy to play. To play this game you need system having Code::Blocks installed in it.

You need to press left and right arrow keys to move the board left and right respectively.

To win the game you need to break all the bricks and just don't let the Ball fall.

ThankYou