University of Evansville

Project 6

BreakOut

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EE356 Small Computer Software

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Description:

Plays two games of BreakOut, one for player 1 and another for player 2. After both games are over it displays their scores and announces the winner (or tie). The game consists of moving a paddle back and forth on the bottom of the screen to bounce the ball off the top of the screen, which is how you get points. The ball gets faster as your score increases making it more difficult as you play. The player’s score and number of lives left are displayed at the top of the screen during a game.

* Meets these Minimum Requirements:
  + Implements a basic version of the breakout game.
  + Allows two players to play
  + Keeps a score based on the number of times the player can hit the ball into the top
  + Each player is given 3 lives
  + The player with the higher score at the end of the game is announced as the winner
* And these Extra Features:
  + Displays a splash screen before starting a new game, and waits for user to press joystick.
  + Waits for each player to press joystick to indicate they are ready before starting their turn.
  + At the start of every round, the user must move the joystick slightly to indicate they are ready.
  + Ball speeds up a small amount every 3 points scored.