**README**

1. **ID of AMI**

* ami-7ce86d14

1. **Location of source files**

* /var/www/html/csc309/index.html
* /var/www/html/csc309/style.css
* /var/www/html/csc309/breakout.js

1. **Browser Information**

* Up-to-date Apple Safari or Google Chrome

1. **Documentation**

* **Introduction**
  1. Click on the canvas to start the game. The ball will start to move after click.
  2. Move the mouse to control the paddle, in order to hit the ball.
  3. The player will gain one point for hitting each brick.
  4. In terms of **ball speed**,
     1. If the ball hits the blue bricks, the speed is slow;
     2. Red bricks will set the speed faster than blue;
     3. Yellow bricks will set the ball speed to the fastest.
  5. If the ball hits the top boundary, the paddle will **shrink to half width** as original.
  6. If the player misses the ball and the ball does not hit the paddle, the game will be restarted, and the score will be reset to 0.
* **Objects – No pictures are used, all objects are drawn in the canvas.**

1. Paddle object
   1. Property of coordinates.
   2. Prototype functions of move and draw.
2. Ball object
   1. Properties of size, coordinates, delta distance to move, etc.
   2. Prototype functions of hitPaddle, hitTopBoundary, hitLeftBoundary, hitRightBoudary, hitBricks, hitGameOver, draw, etc.
3. Brick object
   1. Properties of coordinates, color, and visibility.
   2. **Data structures:** an array of all bricks, which contains of 3 arrays: blue, red and yellow bricks.
   3. Prototype functions of ballHitBrick, draw, etc.
4. Scoreboard object
   1. Property of score.
   2. Prototype functions of addPoint, reset and draw.