## **Brick Breaker Guide**

In this document I will explain how this game works.

In this game we need to break all the bricks and not let the ball fall.

In the first level of the game, we have exactly 25 bricks.

When we break all the bricks, we have exactly 100 points.

In order to start the game, we need to press the enter button  $\mathbb{Q}$ .

When we want to restart the game, we need to press the enter button .

The user can move a paddle left of right.

Pressing the left arrow button the paddle moves to the left,

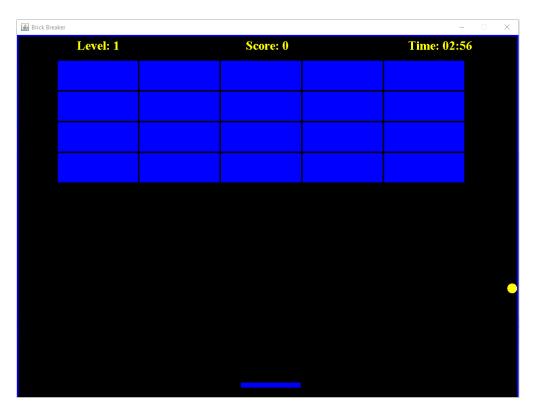
pressing the right arrow button the paddle moves to the right.

We have exactly 3 minutes for each level.

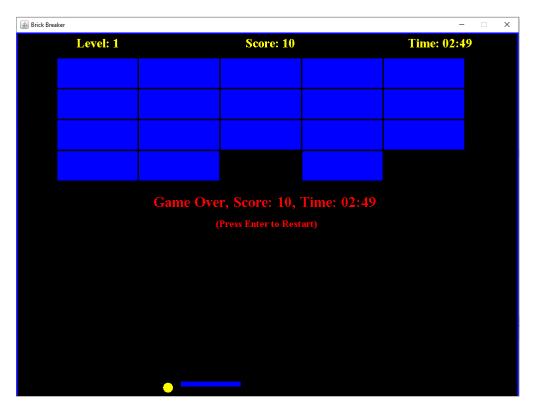
If the time runs out the game is over, if the ball drops the game is over.

If we break all the bricks before the time runs out, we win the first level.

In the pictures below, we can see the complete process of playing the game Brick Breaker.



Picture 1



Picture 2



Picture 3



Picture 4

## Important note:

I know this game is not the best version of this game but I made this game in about 3 days and tried to put in some improvements. I tried to be creative and put in a timer because I think it's very important, I also have many ideas to make this game very interesting. I see that your company already has the Tetris game that I always loved to play as a kid. I've always been a big fan of playing games and would love to join a team making games one day.