**Game Description:**

In Brick Breaker your objective is too slowly deteriorate the large brick at the top of the screen, the catch is you have one ball to do this. Your score is determined by how much of the brick you manage to break before losing your ball. You will keep it up by using a small platform, which you can move laterally left to right with the left and right keyboard keys. The ball will make contact with the platform and deflect, your job is to position the platform correctly so that when the ball comes down far enough the platform is ready to catch it and throw it back in the opposite direction. If you miss and do not manage to deflect the ball, the game ends.

**Instructions:**

Controls:

Left arrow key – the platform moves left.

Right arrow key – the platform moves right.

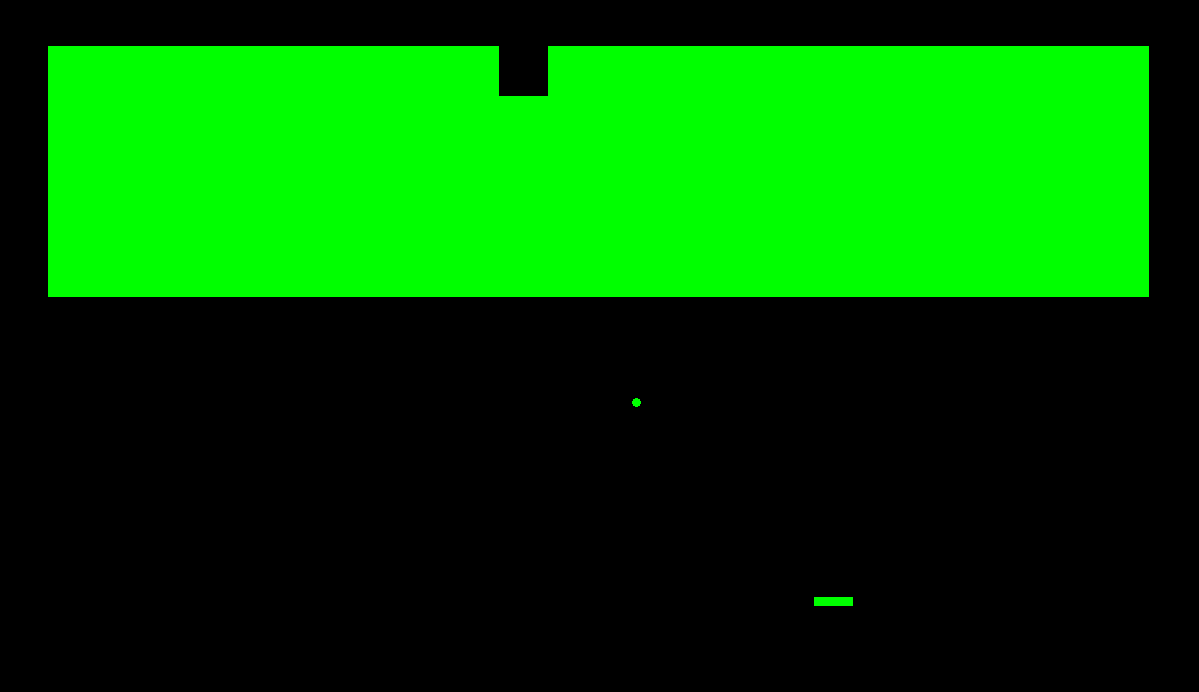
Hold down either one to send the platform in that direction ongoing.

Click anywhere on the screen to end the game.

Rules:

Use the platform to keep the ball up.

**Screen:**

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**Pseudocode:**

runGame():

Begin the game:

call function that moves the ball

if player clicks screen:

call EndGame procedure

keyPressDetector():

if the right key is pressed:

delete old platform

set falt array to empty

platform = leftendofplatform

do 50 times:

platform + 1

add platform to falt array

leftendofplatform + 10

rightendofplatform + 10

draw platform

update screen

if the left key is pressed:

delete old platform

set falt array to empty

platform = rightendofplatform

do 50 times:

platform + 1

add platform to falt array

leftendofplatform - 10

rightendofplatform - 10

draw platform

update screen