How to create the Brick Breaker Game - pseudocode

1. Create the Canvas and draw on it

- Define the variables for the canvas.

- Create a game screen.

2. Create a Ball

- Allow ball to move freely in any direction.

- Define a starting point

4. Paddle and Keyboard controls

- Create a paddle to hit the ball

- Allowing the user to control the paddle

- Define two variables for storing information on whether the left or right control button is pressed.

- Ability to move the paddle left and right

5. Game over

- Implementing game over

- If the ball hits the bottom edge of the Canvas, game over

- Letting the paddle hit the ball

- Check whether the ball is being hit by the paddle.

- if yes, then it bounces off just like you'd expect; if not then the game is over as before.

6. Build the brick field

- Create the bricks

- Create a two-dimensional array that holds the columns and rows

7. Collision detection

- Create a function

- Making the bricks disappear after they are hit

- Tracking and updating the status

8. Track the score and win

- Define a variable to holds the score

- Create a function

9. Mouse controls

- Listening for mouse movement

- Anchoring the paddle movement to the mouse movement

10. Finishing up

- players 3 lives

- Display a message win or game over

11. Give name

- allow the user to choose a name to play the game