

EduBridge



A PROJECT REPORT

ON

BRICK BREAKER GAME IN JAVA

BY

Marunmani P

Batch: 2022 – 7671

Center: Chennai chrompet

Under the Guidance of,

Chittaranjan Ghosh.

Technical Trainer

EduBridge

School of coding:-

Introduction:-

I will implement a simple brick breaker game. I have layers of colored green bricks and ball with which to break the layers. The player moves the paddle from left to right to keep the ball from falling. A life is used when the player fails to hit the ball.

Modules:-

- **BrickBreaker Module**
- **LevelCreator Module**
- **Graphics Module**

Software Requirements: Core Java8,Awt,Swing.

Browser: Best result on google chrome.

Operating System: Window 10 pro.

BrickBreaker Module:-

The brick breaker logic module handles the basic gameplay. This module will take in the coordinates of the Ping-Pong paddle as input and determine where the onscreen paddle should be positioned. This module will also place all

the remaining bricks on the screen. The original placement of the bricks will be determined from the original level creator.

LevelCreator Module:-

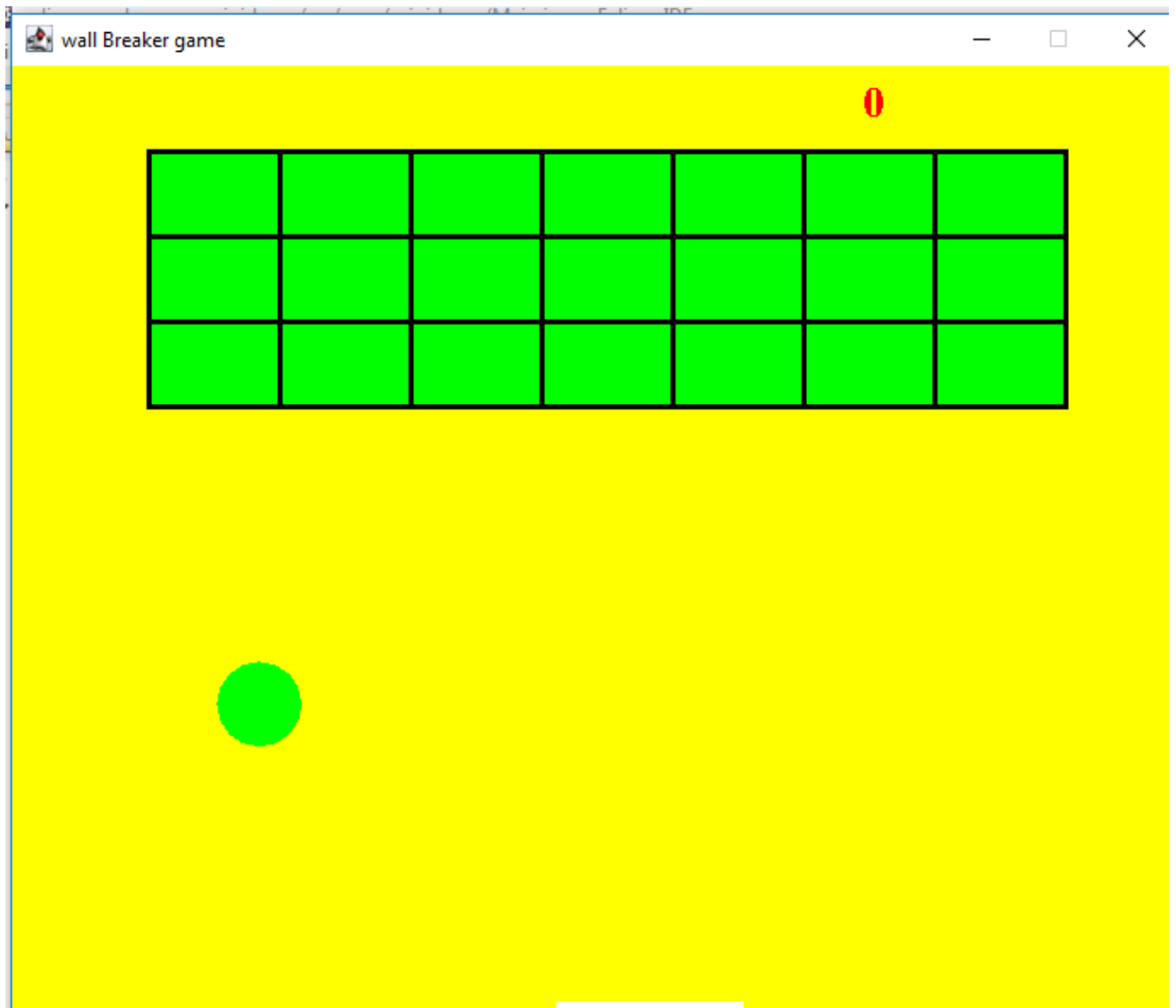
The level creator module will let the user arrange the bricks to use in the game. The user will use mouse input to position bricks. The user will be able to select from a variety of predesigned brick styles from which the user can select.

Graphics Module:-

The brick breaker logic module also determines where the ball should be. This module tracks collisions of the ball with the paddle, bricks, and sides of the screen. If the ball reaches the bottom of the screen, the player will have “lost” a ball. The game will be over if all the balls are lost or if all the Brick Breaker bricks are broken. The module will determine if bricks are broken by determining if the ball overlaps with a brick.

Display Number 1:-

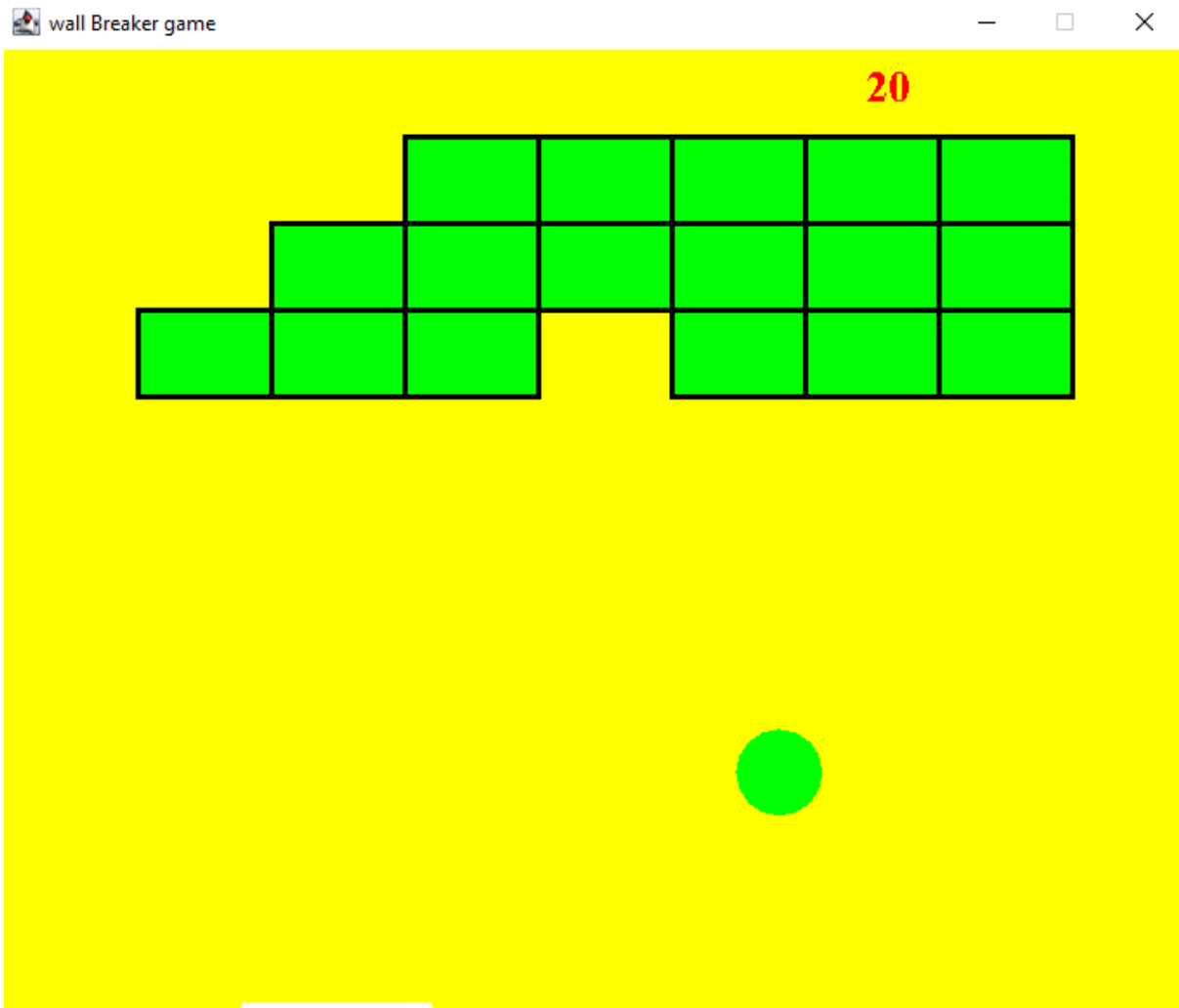
In this game, the player moves a PADDLE from side-to-side to hit a BALL. The game's objective is to eliminate all of the BRICKS at the top of the screen by hitting them with the BALL.



Display Number 2:-

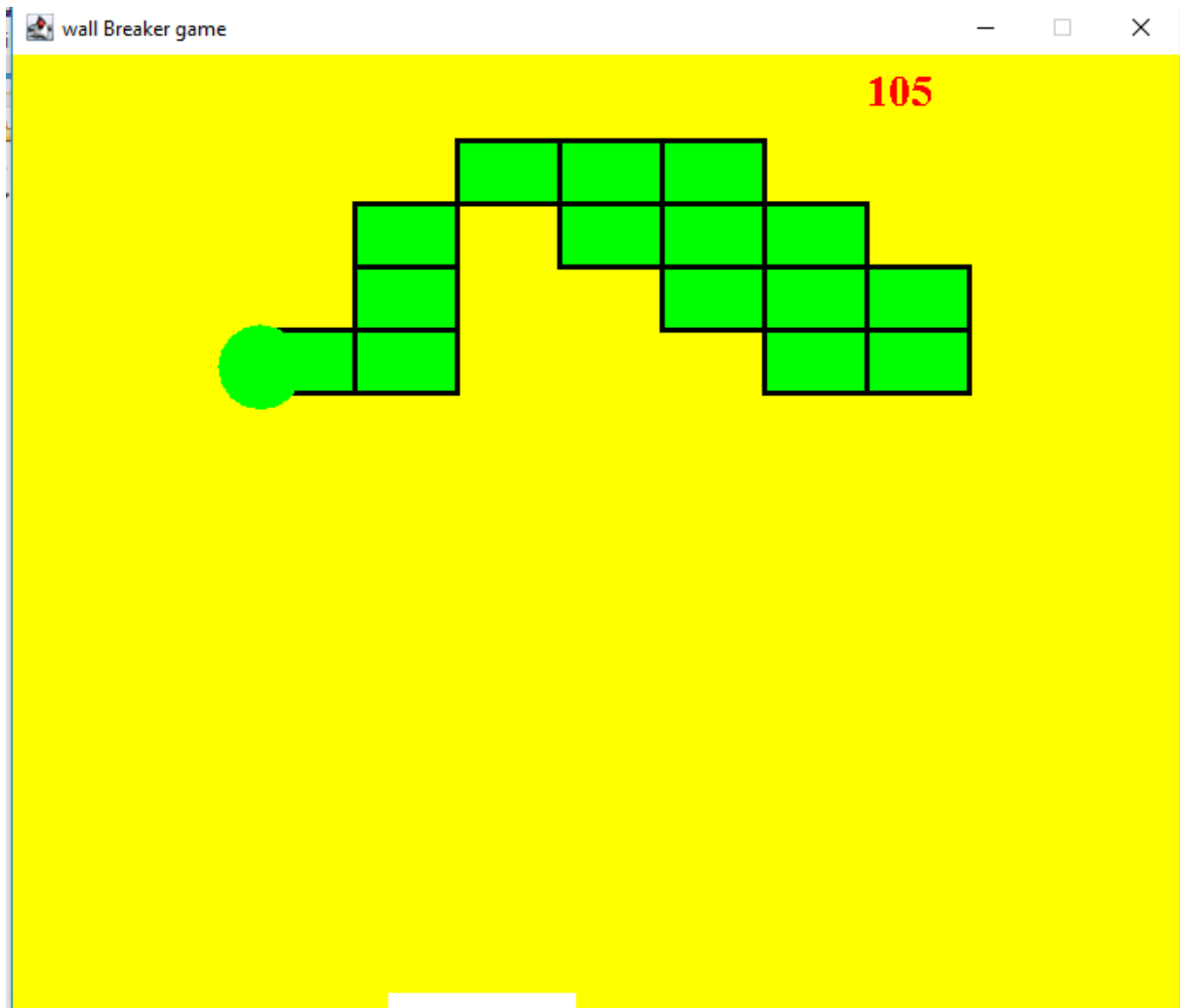
But, if the ball hits the bottom ENCLOSURE, the player loses and the game ends! The paddle doesn't bounce the ball like a

mirror, although it does so when the ball hits right in the middle. The closer the bounce take place to the left end of the paddle, a more significant left turn is added to an expected mirror bouncing.



Display Number 3:-

We will build a scoring system that reflects how efficient the user is to clear the bricks. Number of total paddle hits and maximum brick hits per trip are two of the possible factors. To win the game, all the BRICKS must be eliminated.



Conclusion:-

This is our project is running process is displaced on presented in above.we believe this application will be help to managed can play this Brick Breaker Game from anywhere...