

Blustrick

An Amazing Brick Breaker Game

Start Guide

Overview

This project provides a full brick breaker game with 50 levels and many features, with an additional project of creating new levels for the game, or changing the existing ones.

It is accompanied with the ability to display advertisements using the iAd Framework, and the ability to lock/unlock features using In-App purchases.

Features

- Designed using **SpriteKit**
- Full game with 50 levels
- level creation ability
- iAd Framework
- In-App purchases with StoreKit
- Easy to reskin
- Requires XCode5 and iOS7 SDK

Installation

*Unzip the project file. Inside the project folder you will find the game's XCode project file, **Blustrick.xcodeproj**. Double click to open it with XCode.*

*Also, you will find a folder named BlustrickLevels. Inside this folder you will find the XCode project that creates new levels for the game, **BlustrickLevels.xcodeproj**.*

Reskin

You can make a completely new game by just changing the images for bricks, paddle and ball. In the project folder you can find PSD file used to create the images and buttons, so you can edit that. This file comes from the free PSD template in <http://graphicburger.com/mobile-game-gui/>. You can either use the original one, or the provided one.

Modify code

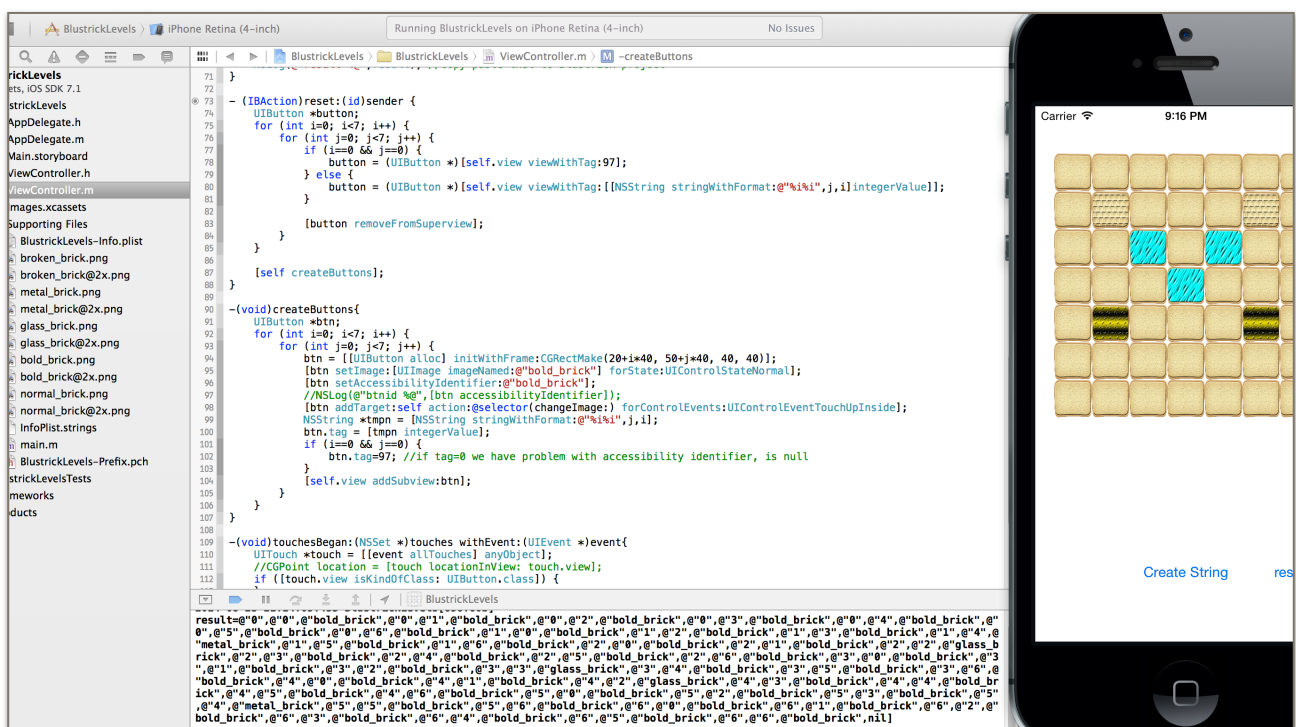
The source code is very easy to understand. The framework used to create the game is the new **SpriteKit** Framework provided natively by Apple. Several comments explain what the code does, so as to be very easy to extend it and create new classes. The game comes with 50 levels ready with the ability to choose which level to start the game.

How to create new levels.

The bricks are arranged in a 7x7 grid. Method **createBricks** in **GameScene.m** file, creates the new level. The arrangement of the bricks is provided by an array in method **addBricks** in the same file.

So the creation of new levels or changing the new ones is a matter of changing this array's elements. By using the level creating project, is very easy to populate this array.

- Open the level creating project and you will see a grid of 49 bricks.
- Touch on each brick to change its type.
- After you create your level, click the **“Create String”** button and you will see in the output window a string beginning with **“result=”**.
- Select that string all the way up to **“nil”** and paste it in the **addBricks** method in the **“type”** array.



For instance, for level 1 we have

```
case 1:
    [self addBackground:@"bkg1"];
    type = [[NSArray
alloc]initWithObjects:@"3",@"1",@"glass_brick",@"3",@"2",@"glass_brick",
@"3",@"3",@"glass_brick",@"3",@"4",@"glass_brick",@"3",@"5",@"glass_brick",nil];
    break;
```

we then can replace the above string with the one we created in the levels project.

Deployment in AppStore

The project can be renamed as you like and of course you must provide your own bundle identifier in order to deploy it in AppStore.

You can download the game from

<https://itunes.apple.com/us/app/blustrick/id894780237?ls=1&mt=8>