**Breaking Ball**

*Genre: High score, endless run, hyper-casual*

Idea:

* Player plays as a ball, click/tap to jump, swipe down to accelerate faster downward
* Bricks are spawned from below and are rising constantly
* Player must use ball to break bricks, do not let brick touch the ceiling
* If the ball falls to the ground or hit spike, the game will over

Feature:

* Every brick has weak point in the middle, only take 1 hit to destroy, otherwise 2 to 3 hits
* As the time goes on, there will be bricks with spikes
* If the ball hit the perfect point (weak point of the brick) 5 times, it will become Super Ball (destroy everything in 1 hit and immune to spike). However, Super Ball still dies if it hit the ground
* There is a power up called “+1 ball” if player manage to use the original ball to get that power up, 1 more ball will spawn and player can control all of them at the same time (maximum 4 balls at a time)

Techniques:

* The game is written in Typescript
* Textures in-game are hand-drawing
* The code is separate in different section (audio manager, ball manager, game manager, etc.) designer/developer can easily change parameters in game

References:

* Game audio: freesound.org