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Medialogy, MED1, E18
Introduction to Programming miniproject

Welcome to the Breakout game! The game was highly inspired by the
original Breakout / Atari breakout game.

When you start the program, you are presented with a title screen. The
instructions on how to play are presented there. Clicking the left mouse
button anywhere on the title screen will transfer you to the actual game
screen. There, control the paddle movement with left and right arrow
keys. The ball moves on its own and bounces off the paddle, the walls and
the tiles and by doing so, it changes direction.

The idea of the game is to control the paddle to manipulate the ball
movement and break all of the top tiles. Each tile you break gives +10
points. The score is displayed at the bottom of the screen during the
gameplay.

If the ball goes below the paddle, the game is over and you're presented
with an end-game losing screen that only displays your score. If you
break all the tiles, you are presented with an end-game winning screen.

IMAGE AND MUSIC CREDITS:

Background music (bg_music.mp3):
Benjamin Tissot - The Lounge
https://www.bensound.com/royalty-free-music/track/the-lounge

Tile hit sound (hit_sound.wav):
Realistic Punch Sound recorded by Mark DiAngelo
http://soundbible.com/2069-Realistic-Punch.html

Background image (bg-image.jpg)
Taken from:
http://www.nkadiconsulting.co.za/home/wp-content/uploads/2016/01/ncamane-
bg-image.jpg