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FINAL PROJECT PROPOSAL  
(CS242)

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**Breakout Game**

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# **1. Abstract**

## **1.1 Project Purpose**

This project is a 2D Breakout game.

## **1.2 Background/Motivation**

I really enjoy playing Breakout game when I was little and interest in creating computer game now. The chess assignment is quite interesting, so I decide to make another game in Java.

# **2. Technical Specifications**

## **2.1 Platform**

PC and MAC.

## **2.2 Programming Languages**

Java.

## **2.3 Stylistic Conventions**

Java Stylistic Conventions.

## **2.4 SDK**

Java Development Kit.

## **2.5 IDE**

IntelliJ IDEA CE.

## **2.6 Tools/ Interfaces**

PC and MAC.

## **2.7 Target Audiences**

Anyone want to play Breakout game.

## **3. Functional Specifications**

### **3.1 Features**

All functions that classical Breakout game have, for instances moving ball, moving bar to control the ball, bricks and so on. Also I will add some special features, like bricks need to be break twice, random falling functional bricks that can enlarge/shorten the bar.

### **3.2 Scope of project**

Limitations are following as the rules of the game.

## **4. Timeline**

### **4.1 Week 1**

Game logic, the data structure of the bricks, moving balls and control bars.

### **4.2 Week 2**

User interface to show the game objects. Actually moving bars and balls.

### **4.3 Week 3**

Menu with function that restart game and highest score system.

### **4.4 Week 4**

Falling bricks with special functions.

## **5. Future Enhancements**

Adding some animation effect if possible, enhance UI, add online competition system, and more special bricks.