**Breakout by Ethan Chiu**

**Game Demo:** [**https://youtu.be/-K6EEuqjHN4**](https://youtu.be/-K6EEuqjHN4)

**Controls:**

* Left arrow key.
* Right arrow key.
* Hit the ball while moving the paddle to manipulate the ball’s horizontal velocity.

**Difficulty Levels:**

* Easy: 0.67x speed – paddle 1.36x width
* Normal
* Hard: 1.33x speed – paddle 0.72x width
* Impossible: 1.67x speed – paddle 0.56x width

**Game Rules:**

* The wall starts with 5 columns. After each wall is broken, another column is added. (4 columns 🡪 5 columns 🡪 6 columns etc.)
* For each wall broken, points are given (1st wall = 50 points; 2nd wall = 100 points; 3rd wall = 150 points; etc.)
* When the score is divisible by 30, the ball is in an explosive form. The ball will be able to damage multiple blocks.
* The ball will NOT reset location after each wall is broken. It is possible for an entire wall to be broken without player input.
* Playing on Easy difficulty halves the final score.
* Playing on Hard difficulty doubles the final score.
* Playing on Impossible difficulty quadruples the final score.