Title

Displays game title and options to select from, such as *game mode* to play.

GameMode

GameMode

Controls what *level* to load and completion depending on game mode

Title
Level
Stats

Level

Contains some preset or randomly generated set of *Bricks* and other game objects at coordinates

GameMode
Brick

Stats

Keeps track of stats such as time played, num *bricks* remaining and destroyed, score, turns (lives)

Brick

Actor

Super class of *Paddle, Brick,* and *Ball, Item, Spike.* Will include attributes such as images/color/shape/etc..

Paddle
Brick
Ball
Spike
item

Paddle

Controls the paddle on the screen that reflects the *ball*. Ball deflects off paddle based on the exact part of the paddle hit; see game manual

Actor
Stats
Ball

Brick

Destructible brick; disappears when hit by *Ball*; has other properties such as health. Number remaining recorded in *Stats*.
Drops an *Item* if it is a debuff or power-up brick.

Actor
Level
Ball
Stats
Item

Ball

Destroys *bricks* on contact after deflecting off a *paddle*, changes angle depending on what it hits.

Actor
Brick
Paddle
Level(cavity)

Wormhole

An object that sucks in the ball and teleports it to a connected *Wormhole* after a brief animation. *Ball* maintains original velocity and directional vector of movement.

Actor
Ball
Wormhole

Spike

An object that destroys the *Ball* on contact, causing the player to lose a life.

Actor
Ball

Item

A falling object dropped by a *Power-Up* or *Power-Down Brick* that causes a special effect when caught by the *Paddle*.
Will set the specific buff/debuff of the Actor's attribute to be true.

Actor
Power-Up Brick
Power-Down Brick
Paddle
Stats