**A description what the game is about.**

*Breakout* begins with six rows of bricks, with each row’s a different color. The color order from the bottom up is blue, green, yellow, light orange, orange, red. Using a single ball, the player must knock down as many bricks as possible by using the walls and/or the paddle below to ricochet the ball against the bricks and eliminate them. If the player's paddle misses the ball's rebound, he or she will lose a turn. The player has three turns to try to clear the screen of bricks. Ball speed increases at after making contact with the orange row.

**A description of how to use the interface**

The interface for breakout is controlled by the left and right keys on the keyboard only.

**Concepts and work applied:**

Key listeners

Collision detection

- break the blocks

- change the direction of ball

Prevent the ball and paddle from going out of bounds

Game sound

Game over operation

Score variable

Design

- match the brick colors to that of the actual game (block) Class

- outer gray side bars

- score variable

- created an array of block

- set the panel up and center it on the screen.

**Whether the game is an applet, application, or both**

(Application)