

Project Report

CSP-211

Project Title –Bounce Game

Submitted By:

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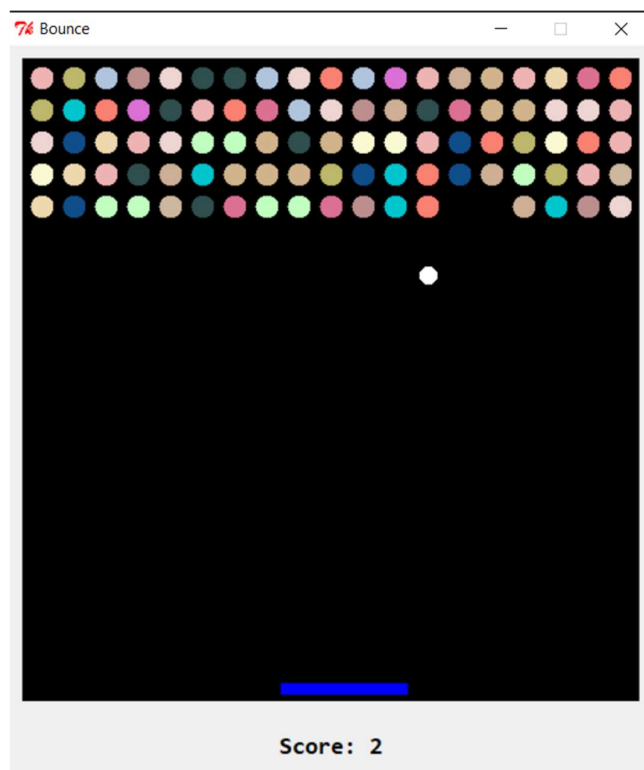
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Submitted To:

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Overview

We made an interactive game based upon the classic game brick breaker. The object of bounce is to break the bricks that are distributed around the top of the game screen. The bricks are broken after coming in contact with a ball that bounces around the screen. At the bottom is a paddle that in the classic game moves based on user input. The user has to make sure the ball bounces off the paddle without going off the bottom of the screen.



Synopsis

Technologies Used

The game is completely based on python. It has been made through the use of tkinter. tkinter is the standard GUI library for Python. Python when combined with tkinter provides a fast and easy way to create GUI applications. tkinter provides a powerful object-oriented interface to the tk GUI toolkit.

Objective

There are 19 columns and 5 rows and a total of 195 bricks that the user has to break. Once the user breaks all the bricks without failing, he wins the game.

Methods Used

For making multiple bricks, a class was defined and objects of the class was used to make up the bricks. Similarly the ball and the paddle are also made by defining a class and creating objects of the class.

