

### Project Proposal – Will Hawkins

a. For my project, I plan to make a game similar to the arcade game Breakout! This includes a paddle at the bottom of the screen, which the player controls with the left and right arrow keys. There will be a ball that moves around the screen and rows of bricks near the top of the screen. The object of the game is to maximize your score by destroying all the bricks by bouncing the ball off of them, while also keeping the ball from hitting the bottom of the screen. In order to make this game my own, I plan on adding power-ups to special bricks. When these bricks are destroyed, a power-up will slowly fall down the screen. If the paddle catches the power-up, it will be applied for a certain amount of time.

b. The first picture shows the original Atari Breakout, off of which my game is based. The next is a rough sketch of how I imagine my final product will look.

