

# **BREAK BALL GAME**

We made an interactive game based upon the classic game break ball. The object of break ball 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.

We chose the game break ball because it is already a fun game that we knew we could improve using an actual Ping-Pong paddle. The actual paddle made the game more interactive and allowed us to take the users' instinctual movements to allow for a better user experience, in much the same way that current generation video games are employing the technology.

The specialty of this game is that this game can be played in multiplayer over network connectivity between two PCs. One more interesting fact about this game is that there will be multiple levels depending on the difficulty.