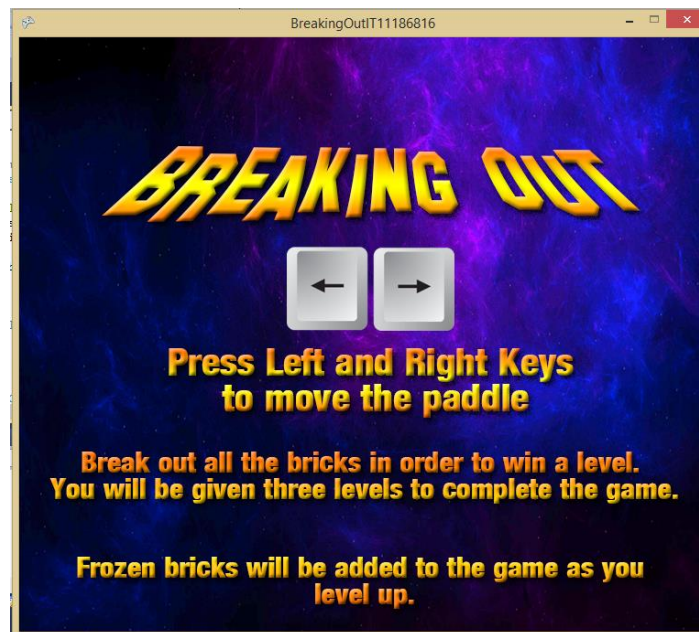


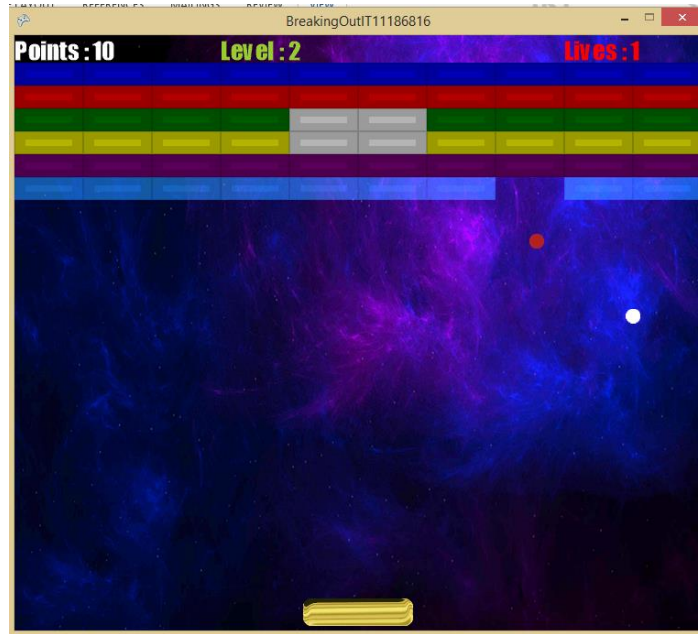
# Breaking Out with multiple screens

Link to github: <https://github.com/ikavinda/GD-assignment.git>

## 1. Screenshots

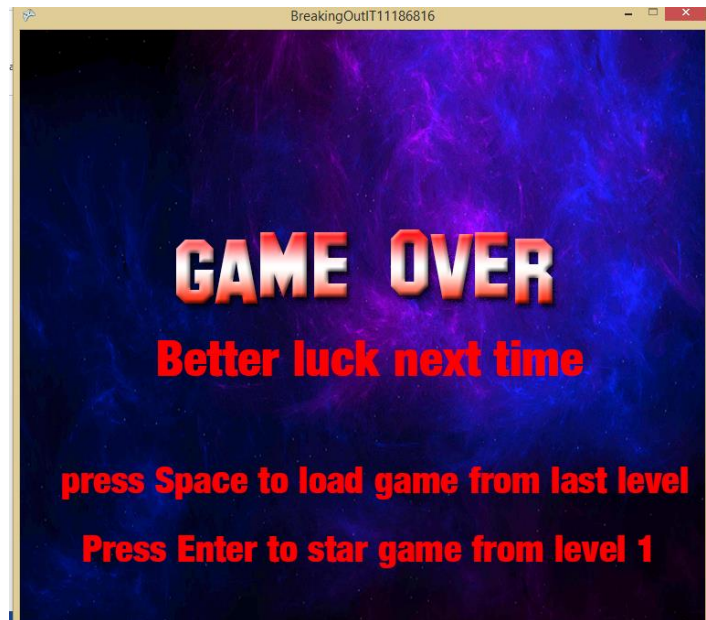


*Figure 1.1 Start screen of Breaking Out*



*Figure 1.2 game play of breaking out*

Game has multiple levels as long as the player can play. Rows of bricks, frozen bricks and the speed of the ball gets increased as you level up. When you run out of lives you have the option of starting the game over from the beginning or from the level they finally reached.



*Figure 1.3 game over screen of Breaking out*

