Readme for Break Out Game

The game BreakOut is developed in Unity as part of the final submission for CSC 561. To run/execute the game, you need Unity Hub and Unity. Unzip the submitted game and you can run the game using the application named *BreakOutGame*. A full screen window is opened in which you can play the game.

To run the game in developer mode, load the project in the unity hub. Once the project is opened using Unity, click on the play button located in the top middle of the screen. The scene is then opened in the play mode.

Features of the Game:

All the basic requirements of the game are fulfilled. This includes displaying, balls, bricks, and paddle. The ball moves in a random direction each time it hits the bottom. When the ball hits the brick, it is destroyed.

Additionally, extra credits are also implemented.

*(1, ⅓)% —* track and display score – A score of 1 is assigned to every brick and is earned when a brick is fully destroyed. The level and score board of the game are visible on the top of the game.

*(1, ⅓)% —* add a "first-" or "third-person" view – By default, the game starts in the third person view. If the player wishes to switch to first person view, click the key ‘c’. The view is based with camera on the paddle. The same key can be used to toggle between both the first- and third-person view.

*(1, ⅓)% —* add animated effects – There is animated effect appearing whenever a brick is destroyed. This is done using the Unity particle system.

*(2, ½)% —* play music – Music is played at multiple events of the game. There is a background music set to run from start to end of the game. There is additional sound added when a brick breaks, player catches a special power and when the power ends, clears a level or wins the game.

*(2, ½)% —* add at least one level – There are two levels in the game. There are additional bricks present in the second level and the speed of ball is higher.

*(2, ½)% —* add two power ups – Two power ups are available at each level of the game. The position of the power up is random and can occur appear at any brick. The powerup lasts only for 10 seconds. The user would know when a power ends with a background sound. The first power up is additional ball. A yellow package drops from the special brick when it is destroyed. To obtain the power, the package must be caught on the paddle. A blue package is for bigger paddle. The package is lost when it hits the bottom of the screen.

*(2, ½)% —* support a second player – The game supports single and dual players. The play mode can be chosen at the start of the game. The first players paddle is controlled using the left and right arrow keys whereas the second players paddle is controlled using the mouse.

*(4, 1)% —* add better/different physics – The ball is accelerated and decelerated as it hits the bricks. There is a maximum and minimum speed set to ensure the game is always playable.

(*2, 1*)% by allowing us to make your assignment public – The game can be made public. To aid this, a description and screencast is provided for the game.