

# Game Design Document (GDD)

*Block Breaker*

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## Description Of Game

A recreation of classic block breaking games like Arkanoid. A bat at the bottom of the screen is used to bounce a ball of blocks above. These blocks disappear after one or more hits, and there will be three block types of different color.

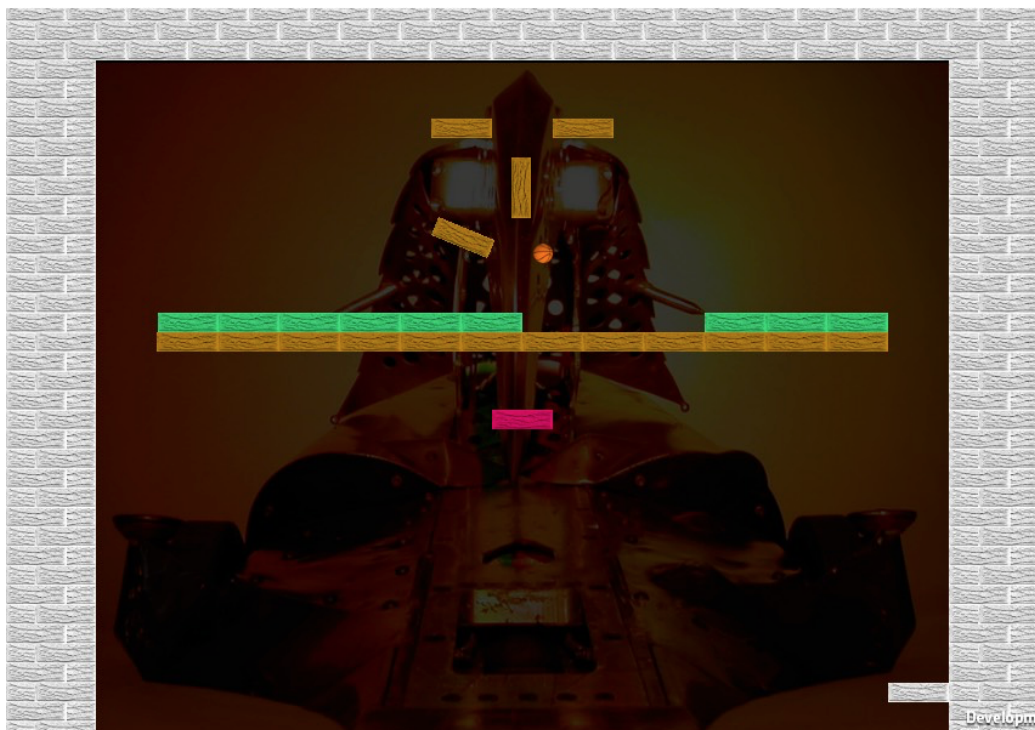
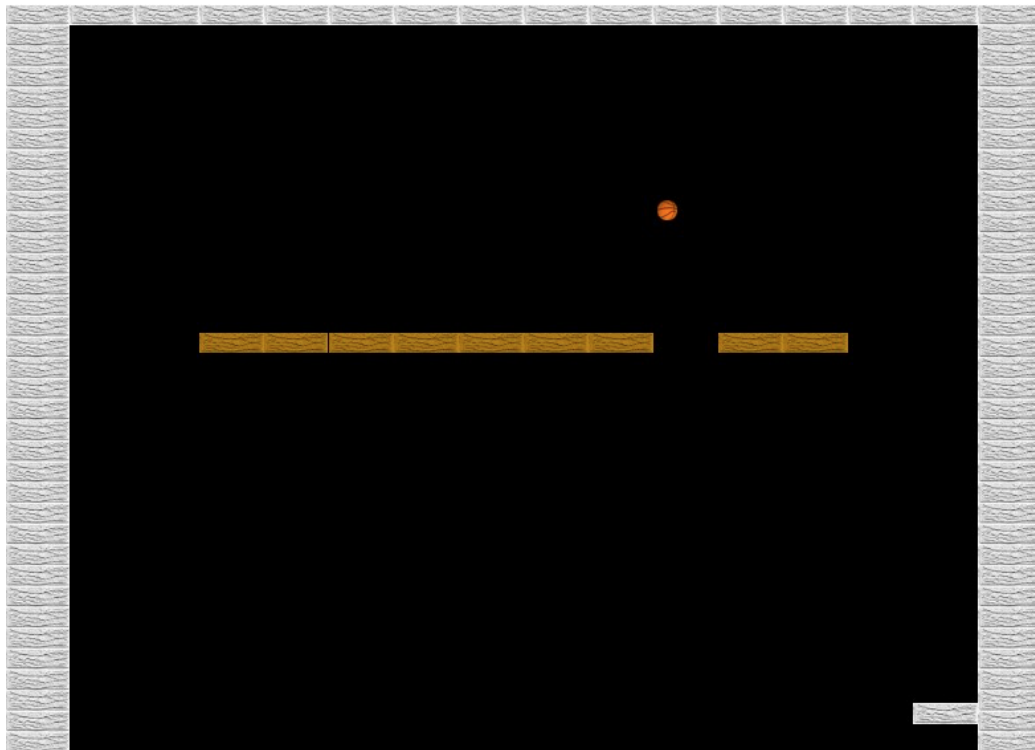
There will be background music, and sound effects for the ball bouncing, and for the blocks breaking. Once all destructible blocks on the level are gone, you move onto the next level **without** interruption of the music.

## What You'll Learn

Lots of great learning in here, including...

- 2D Collisions.
- Tagging game objects.
- Triggering SFX and music.
- Moving gameobjects with the mouse.
- Destroying objects.
- Automated playtesting
- ... and much more.

## Screen Mockups



## Now Create Your Own Levels

There are several ways to approach this section...

1. Follow-us through, using our levels at first. Then re-write with your own levels.
2. Follow us through, creating your own levels as you go.
3. Take on the challenge without us.