

# 816039343-Assignment 1-Brick Breaker

To play through command line:

Cd into Assignment\_1

```
java GameLogic.GameApplication
```

Brick Breaker is a game where the player's goal is to break all the bricks to win. The player must move the platform back and forth by holding down or clicking the arrow buttons on the keyboard. Scores are kept by breaking the colourful bricks and gaining points. Lives are lost when the ball goes past the platform

This uses OOP2 principles such as Factories for Brick creation as well as Interfaces, and abstract classes for all classes that have variation such as bricks, etc. A draft of item classes was attempted but not implemented. There are also points and lives which keep track of the player. The bricks change colour based on health and collisions and are different colours based on strength. The ball is a PNG of a football.

