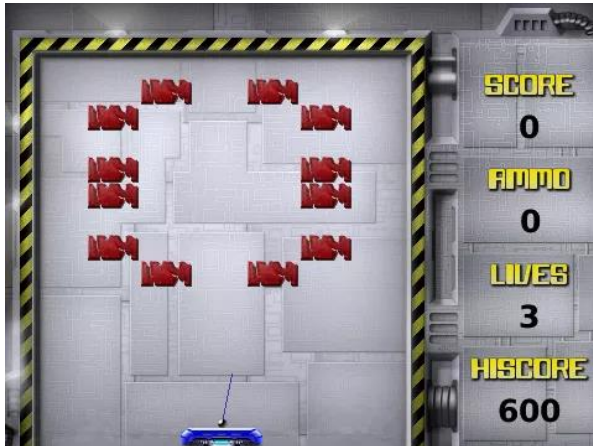For this coursework my initial idea was to code a brick breaker game clone. I came across this idea as I used to play this game on my phone when growing up and I thought about how I could try and code one myself. Below is how the interface was on my phone when I played this game. And from this I plan on taking a similar approach on mine.

But I came across some complications and I decided to change my approach and to code a different game. The game I chose was 'pong/bouncing ball'. This is where you can either play by yourself or play with another player and the basis of the game is that you have a bouncing ball and you have to align your surface/paddle to the bouncing ball and make sure it doesn't go out or else you lose the game.
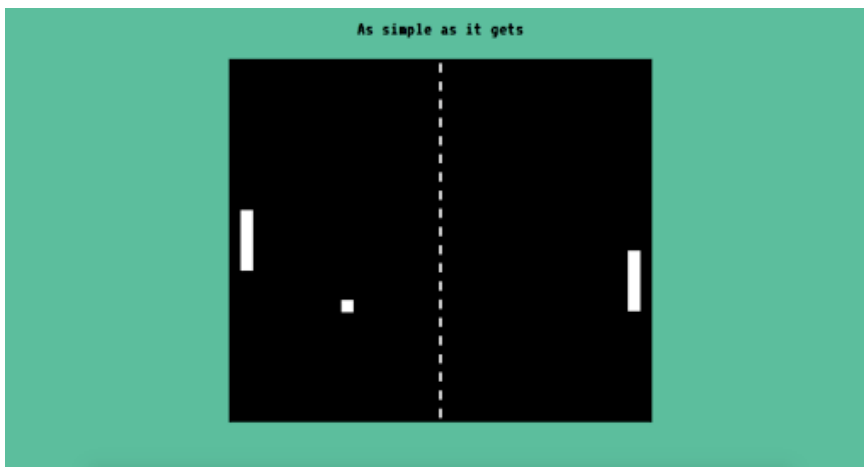
I plan on taking this image as an inspiration and hope that my version will be somewhat similar.