

Breakout clone

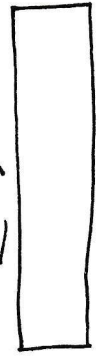
Playable area \rightarrow Collider on edge of screen to prevent paddle from moving off screen

Blocks \rightarrow On collision w/ ball get destroyed

multiple Rows \nearrow



Ball \rightarrow Bounce off paddle \rightarrow collide w/ blocks
 \Rightarrow Destroy blocks \rightarrow Bounce back



square sprite
collided
script \rightarrow move Left/Right

Death Zone Below