Awesome Brickout Game

MOBILE APPLICATIONS

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Project Description.

The purpose of this game is to be able to bounce the ball using a paddle which the user is moving using the touch screen on the device. When the ball is bouncing the user gets points according to hitting the bricks. When the bricks are all cleared from the screen the level changes and so does the difficulty. When the ball misses the paddle user losses a life and the ball is being reset to the paddle when all lives are lost the game is being reset to start as is the score and level.

Requirements

Game must be able to use touch screen input.

Ball must be bounceable on walls, paddle and bricks

Paddle must be movable only to the sides

Bricks must disappear when ball hits them

Game must keep score

Game must reset after lives are zero

Game must have more levels

Would be nice to solve

Game must store 5 high scores

Game must have menu

Game must be able to resume play.

Bricks with more hits need to change color

Problems that arose

PROBLEM WITH PADDLE

We have a problem with stopping the paddle when it gets to the screen boundaries it just keeps going out of the screen. We believe this to be because that we need some update function to run because we can make it stop the first time it hits but when it hits the second time it does not stop.

PROBLEM WITH THE MENU NOT WORKING

We have a problem with not being able to use the menu we made. It will for some reason not start when we combine the menu with the activity of the game we cannot seem to find the error but we think it might be because the game activity is another layout that is created inside the activity and there might be some connection error we do not understand.

PROBLEM WITH HITTING THE PADDLE

Sometimes player looses life even though the ball hit the paddle. We think this problem occures because the function checking if there is a contact between two rectangles is not precise enough. We haven't noticed any logical mistakes in our code.

PROBLEM WITH DISAPPEARING BRICKS

From time to time the ball seems to go through the brick and hit the one from the second row leaving the brick from the firs row intact. We assume that it's the fault of the function mentioned above.

What we are proud of

We are pretty proud of the fact that we with some research help was able to create a working game and we have manage to code more levels that require more hits to the bricks and with more speed we also manage to add more balls to the game after level zero to make the game more challenging to the user.