

Brick Breaker Game

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Licence Pro: projet web, développement et communication multimédia

- Description

Brick Breaker Game is a 1 player java application that allows to play a brick breaker game.

- Principal functionalities

The keys to move the player (paddle green) you need to use the arrows 'left' and 'right' If the player reach to break all the bricks the game will end and the player will win. But if the ball goes down, the player will lose. If the player press the key Enter, the game will restart.

- Target

This game was created for the students and teachers of the « licence pro » at the university of pierre and maie curie that have access to a computer.

- Launch date

June 2017

- Technical information

We will create a Main class in which we will create the JFrame and set its properties, then we will create the object of a class we will use as well called Gameplay. We will add the object gameplay into the object of JFrame.

Inside the Gameplay class we will implement a KeyListener and an ActionListener in order to get the movement of the paddle and the ball (move to the right, to the left, etc) . We will create a constructor and inside it we will create an object for the timer (the delay of the movement). Also in this class we will create the function paint and inside it, we will draw a map, borders, scores, the ball , the paddle and create 2 conditions: the won condition or the gameover condition.

Also, we will need to create another class called MapGenerator in order to draw the bricks and set its properties

Once we compile all the classes, we will run the Main class and we will be able to play now

- About brick breaker game

The Brick breaker game is a simple game that consists in removing groups of **bricks** of the same color until they are all gone, using a paddle in order to avoid the ball from falling to the bottom of the screen and removing the bricks with the same ball. If the player achieve this, the player will win.

- UML Diagram

