

Final Project for Mobile Systems 2024

Dr.-Ing. David Sommer

sommer.david@gmail.com

and / or

d.sommer@hs-sm.de

1.1 Title of the App

Title: Brick Breaker

1.2 Participants in the Project

- Joshua Porunnedath Biju (316821)
- Joyel Porunnedath Biju (316820)

1.3 What does the app do (screenshots with short descriptions)

Brick Breaker is an engaging mobile game where players control a paddle by tilting their device, aiming to deflect a green ball to break bricks on the screen. As the ball hits and breaks red bricks, the player earns points, with each brick granting 5 points. The game includes a high score system, challenging the user to break as many bricks as possible while avoiding missing the ball. As the game progresses, new rows of bricks appear, and the ball speed increases, adding to the excitement. The user's goal is to achieve the highest score and beat their previous high score.

1.4 How does the App look like

Screenshot 1: Main Menu



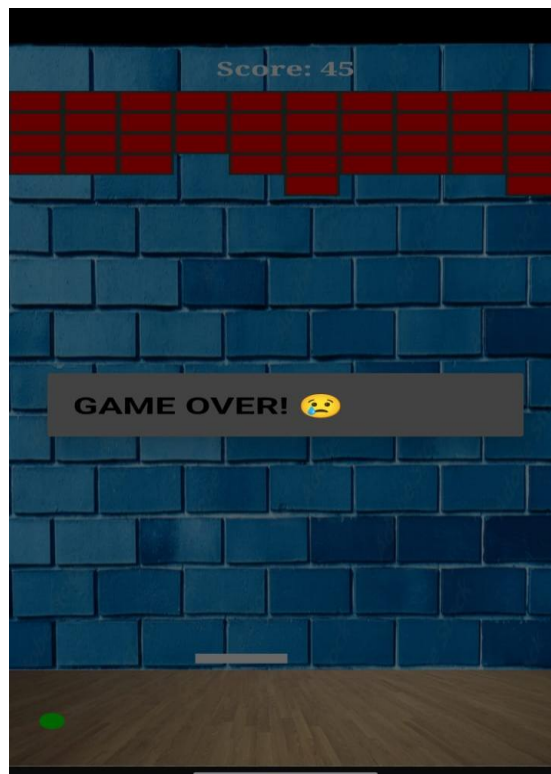
The main menu consists of a "START GAME" button, the title "BrickBreaker," and instructions on how to play the game.

Screenshot 2: Gameplay



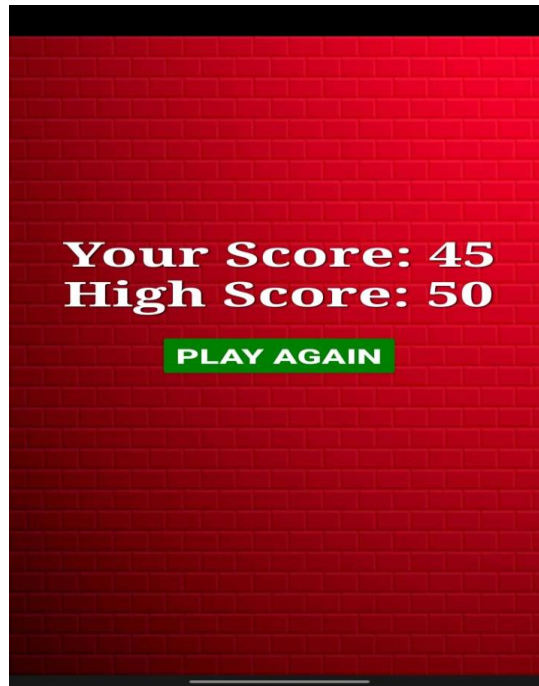
The gameplay screen consists of a **green** ball, **red** bricks, and a **white** paddle. The user controls the paddle by tilting the device to deflect the green ball, aiming to break bricks and increase the score. New rows of bricks appear as the game progresses.

Screenshot 3: Game Over/Game End



When the ball misses the paddle and touches the ground, the game instantly ends, displaying a bold '**GAME OVER!**' message prominently on the screen

Screenshot 4: Score Screen



The Score screen displays the user's current score alongside the high score achieved in previous games. A 'PLAY AGAIN' button is also included, allowing the user to restart the game for another attempt

1.5 Brief comments on Problems or Special Notes

- Performance Limitations: unable to test the application on older devices and various screen resolutions.
- Player Feedback: Following user feedback, extra instructions were incorporated to assist new players in understanding the game mechanics.
- Background Music: Engaging background music has been integrated into the gameplay to enhance the user experience.
- Loading Bar: A loading bar feature has been implemented, appearing when the user clicks the "START GAME" button to prepare the game.