

Breakout Game

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Schedule

| Date: | To Do: |
|---------------------------------|---|
| November 20th | <ul style="list-style-type: none">• Submit game plan |
| November 21st | <ul style="list-style-type: none">• First meeting, research game functions.• Start coding. |
| November 22 nd (lab) | <ul style="list-style-type: none">• Code screens and choose characters. |
| November 25 th | <ul style="list-style-type: none">• Code. |
| November 27 th (lab) | <ul style="list-style-type: none">• Code. |
| November 29 th (lab) | <ul style="list-style-type: none">• Code. |
| December 2 nd | <ul style="list-style-type: none">• Code. |
| December 4 th | <ul style="list-style-type: none">• Be done with game, film and edit trailer. |
| December 5th (lab) | <ul style="list-style-type: none">• Submit final game• Submit preview image |
| December 6th | <ul style="list-style-type: none">• Submit game trailer |

Description of Game

In a Breakout Game the player controls a paddle of which a ball bounces and hits bricks. When the bricks are hit they disappear, when all bricks are gone the player has won.

The paddle can be controlled using either [the keyboard](#) (left and right arrow keys) or the mouse.

The game [begins with one ball](#) in play and [3 lives](#).

Each time the ball hits a brick, [the brick disappears, and the player scores a point](#)

The current [score is displayed](#) continuously on the screen.

If the [ball falls out of the bottom of the screen, the player loses a life](#).

When the player loses a life, the ball [resets to the starting position](#).

The game includes a [start screen and an end/result screen](#).

The game can be [replayed multiple times](#).

Features

Apart from the feature where a ball bounces of a paddle and hits bricks, we have decided to include features such as:

Themes and Characters:

The themes change with every level.

Level 1:

- Underwater.

- Ball is a pear, the paddle a shell, the bricks are bubbles and the surroundings sea grass.

Level 2:

- Jungle.
- Ball is a coconut, bricks are stone, and paddle is bamboo, for the background some bamboo trees (green colors or maybe add some yellow).

Level 3:

- Space
- A ball is a comet, the paddle is a spaceship, and the bricks are asteroids. For the background we have stars and planets.

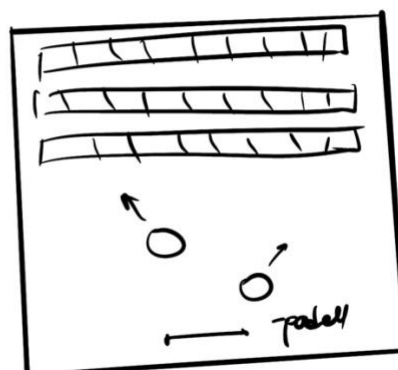
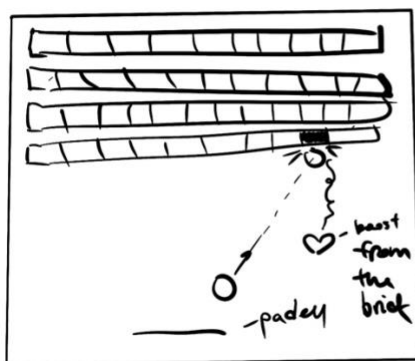
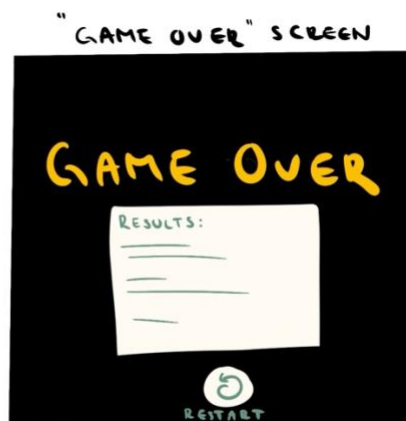
Paddle Size:

Either increase or decrease the size of the paddle for a duration of time.

Level Progression:

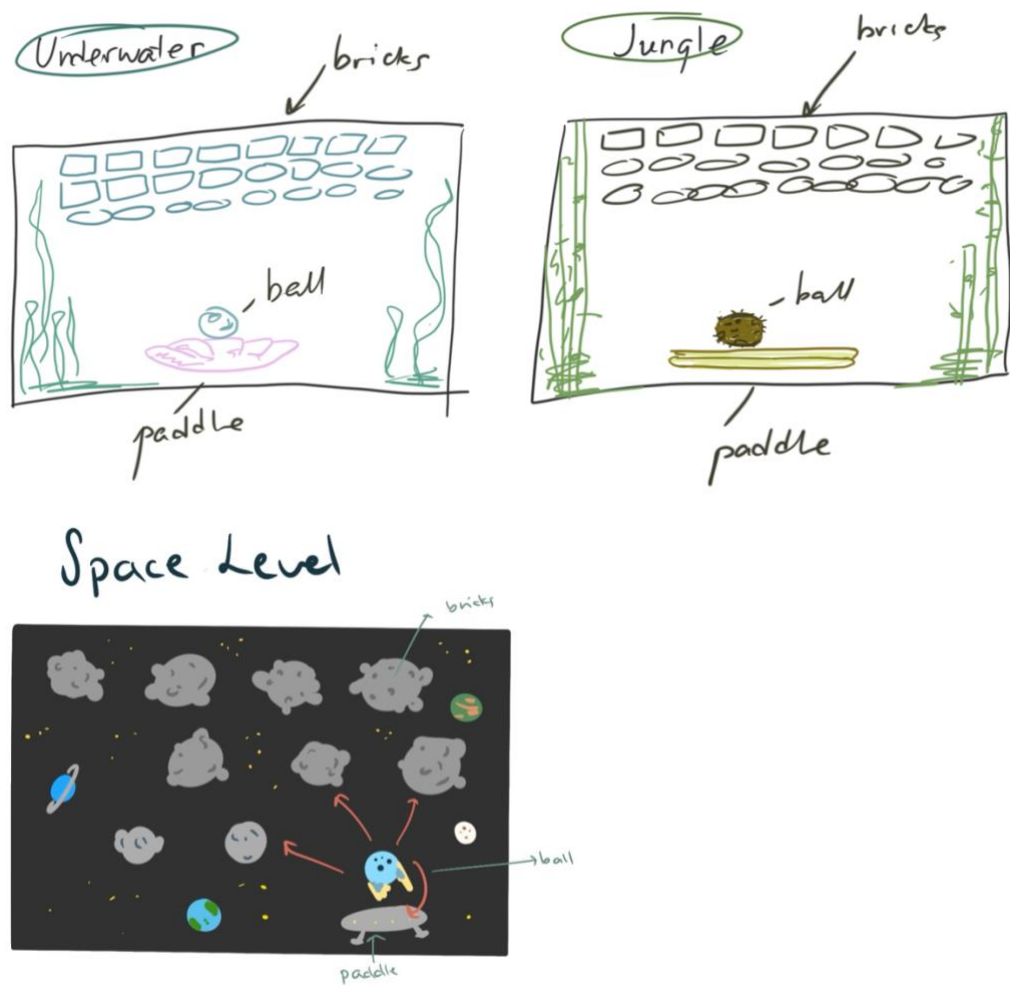
Increase level difficulty by introducing boosts multiple balls, changing ball speed, and paddle size. Boosts occur when a brick is hit, the boost “falls down” and is being picked up by the paddle.

Storyboards / Game Screens



Boost illustrations

Levels



How we plan to work as a group:

We plan to have regular meetings where we meet in person and code together but also work from home with clear communication.

Be reasonable when deciding which code is "winning".

Follow the code of conduct and respect each other.