

Plan of our project

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We chose the breakouts game.

The goal of the game is to control a paddle to bounce a ball and destroy a wall of bricks at the top of the screen. The player must clear all the bricks by hitting them with the ball, while preventing the ball from falling off the bottom of the screen.

The game has evolved in various forms, but the core mechanics remain the same, and it is a great example for teaching game development concepts such as collision detection, game physics, and user input handling.

Features

- **Ball Physics:** The ball moves in a straight line, bouncing off surfaces such as the walls, bricks, and the paddle. The angle of reflection changes based on where the ball hits the paddle, adding an element of skill to the game.
- **Paddle Control:** The paddle is typically controlled by moving it left or right, using the keyboard (arrow keys or "A" and "D") or mouse. It may also have some built-in acceleration or deceleration to add challenge.
- **Bricks and Power-ups:** Some versions of Breakout feature special bricks that release power-ups when destroyed, such as:
 - **Wider Paddle:** Makes the paddle larger, making it easier to hit the ball.
 - **Multiple Balls:** Splits the ball into multiple balls, increasing the speed of the game.
 - **Ball Speed Changes:** Some bricks may affect the speed of the ball, either making it faster or slower.
- **Sound and Visual Effects:** As the ball bounces and hits objects, there are usually sound effects, such as a "ping" when it hits a brick or the paddle, and visual effects that highlight the destruction of bricks or the ball's speed increase.

Planning

November 17th, 18th - Think about a game plan and the theme.

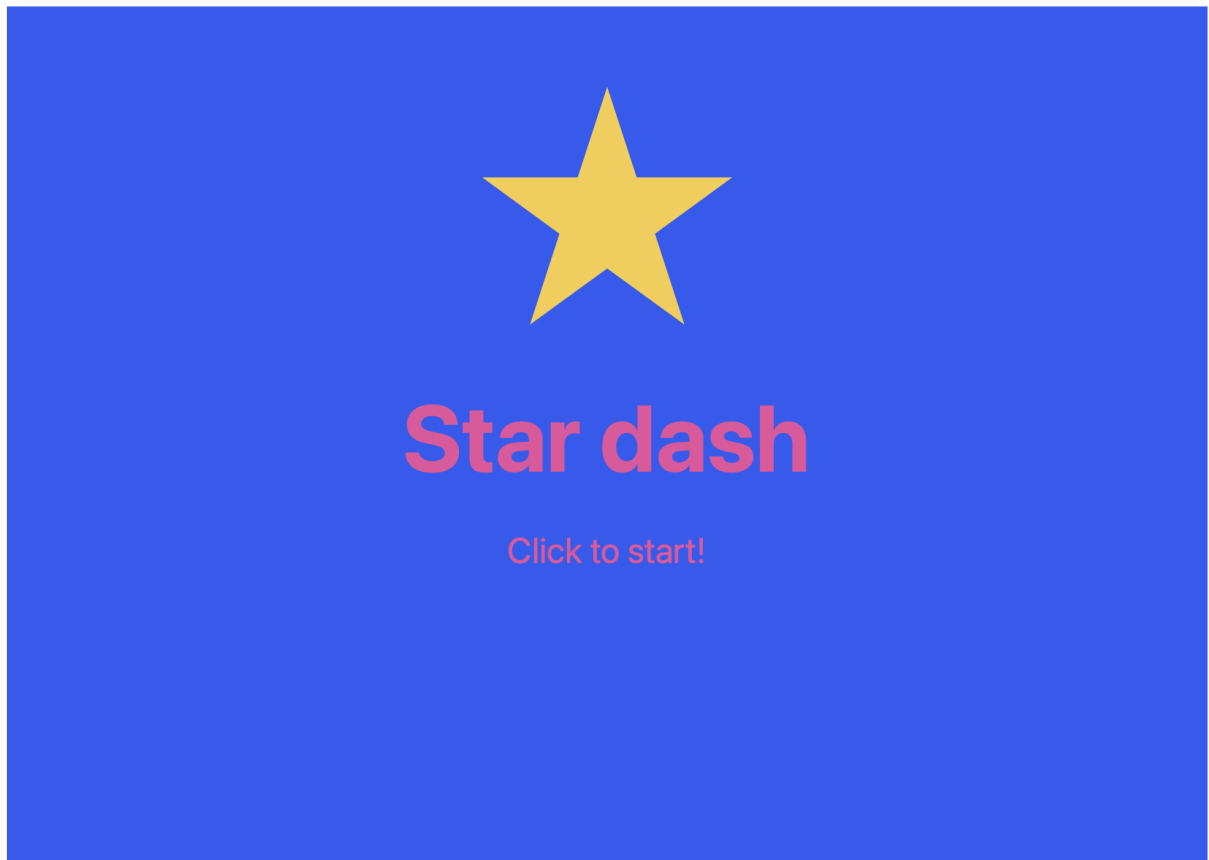
November 21th - Begin with making the game (storyline, screens and characters).

December 1st - Our goal is to finish the game by then.

December 2nd - Make the trailer.

December 3rd - Make the preview image.

Storyboard





Score
350!

Click to restart!

Working together

We plan to just do everything together, and help eachother to make a good game!