

Abstract

We made an interactive game based upon the classic game brick breaker. The object of brick breaker is to break the bricks that are distributed around the top of the game screen. The bricks are broken after coming in contact with a ball that bounces around the screen. At the bottom is a paddle that in the classic game moves based on user input. The user has to make sure the ball bounces off the paddle without going off the bottom of the screen. In our implementation, We use arrow keys to control the paddle's position,

We have layers of colored bricks and ball with which to break the layers. The player moves the paddle from left to right to keep the ball from falling. Game is over when the player fails to hit the ball.

We will build a scoring system that reflects how efficient the user is to clear the bricks. Number of total paddle hits and maximum brick hits per trip are two of the possible factors.

This Application is Built using c language and a OpenGL Library Which is programming interface for rendering 2D and 3D vector graphics. The API is typically used to interact with a graphics processing unit, to achieve hardware-accelerated rendering.

As part of Future work, plan to add more features to the game, such as bricks that drop items to make the paddle longer, make the ball faster, or turn the ball on fire so that it burns every brick on the path

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**COMPUTER GRAPHICS MINI PROJECT SYNOPSIS
ON
Brick Breaker**

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