

## Brick Breaker

Brick breaker was a project where we had to recreate the game atari breakout. Some challenges for this project included making the player move, which took a while as it was our first ever unity project so far. After that game the challenge of the ball and brick which wasn't too bad to start.

Our project used unity particle systems for the breaking of bricks. The when a brick ran out of hp it would explode and give points. We also gave the player a health system that worked when the ball went out, resetting it above the paddle and making the player lose health, the last thing was new levels for the player to play which was quite easy.