Mini Design Document

Marcello Kuenzler

March 2020

Revision 2.0

This game is in the classic brick-breaking genre. The player is given a paddle and must bounce a ball into bricks. They gain points for each brick destroyed and try to get the highest score.

Game Goals

The goal of the game is to get the highest score. A point is given for each brick broken, the levels are endless, and the ball will keep going faster until the player loses all lives.

Interaction

The user has control of the paddle and can move it left and right to hit the ball(s) and collect any powerups the bricks have dropped. The user can pause the game and view a help screen, turn off and on the music, or quit the game.

Menu Layout and Game Options

There is a start up and then help screen, and then play begins. The user can pause and review the help screen at any time and is given a game over screen when lives run out, and from there can restart or quit. Game options are limited to pausing and resuming the background music.

Overview of Objects

The bricks come in four colours: green, blue, yellow and red, which is just visual. The powerups come in three colors, determining their benefit when collected. Blue gives an extra life, yellow gives an extra ball in play, and red doubles the paddles width for a short time.

Image Theme

The theme is that of basic colors with the bricks and powerups being in bright basic colors, the paddle is black, and the ball is two shades of blue to be able to visualize it rolling.