

For our game design, we decided to create a game in which the core aspects are similar to that of an old popular arcade game called brick breaker. The goal of the game would be to try to using a paddle to bounce a ball into breakable, and yet bricks, until the ball goes past the paddle line. Every time a ball successfully breaks a block, you will be gained a certain amount of points to your score. There would be multiple levels with different amounts of bricks placed at different locations in the levels. You will have to successfully break every single block in a level in order to move on to the next level. The game of course will grant you a few lives until the last live is lost when the ball goes past the paddle line. In order to beat the game and/or beat other people who played this game, you have to get the highest score and/or get the lowest amount for completing all the levels. Of course to keep it fresh, every time your score goes by certain criterias, you will be given a random special effect or ability can affect your paddle, ball, or other things that can help achieve a higher score or finish a level at a faster rate.