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ATLS 5120
Project 3: Creative Brief
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Breakout (Brick Breaker)

The aim for this project is to create a basic game, Breakout (also known as Brick Breaker). Using a paddle, the player "bounces" the ball towards the "bricks" at the top and tries to break all the bricks by having the ball hit them. This is inspired by a previous Java project I have done, and it really is only meant for mindless entertainment.

Since I have done this project before in Java, the real goal of this project is to see if I can merge the differences between pure Java and Android Java. Additionally, where the previous project relied on mouse clicks, this one will have to focus on gestures / tap recognizers.

In order to obtain the information for this app, I will reference the class textbook, StackOverflow, and developer.apple.com for app development information. I will also be referencing my past project, and possibly the Stanford acm library. Below is a screenshot of my previous project.