For my midterm project, I would like to do a game similar to “Brick-Break.” In this game, the user will move the mouse back and forth to move a platform at the bottom of the screen. The purpose of this will be to intercept a ball before it gets to the bottom of the screen. If the user successfully intercepts the ball with the platform, the ball will bounce back up to an array of bars at the top of the screen. If the ball hits one of these bars, it will disappear and cause the ball to bounce back. Additionally, I would like there to be at least three levels of difficulty

To accomplish the above functionality, I plan to create multiple methods called from the draw function to handle the drawing of each individual level. In addition, I will use an array to hold the various values associated with drawing a rectangle. Each time the ball’s position is updated, I will search through the array to find out if the ball’s coordinates are intersecting will one of the bars. If this is the case, I will delete this bar from the array, update the velocity of the ball, and redraw the screen based on the updated array. Finally, I will also check to see if, when the ball is towards the bottom of the screen, it is intersecting with the platform. If the ball hits the platform, its velocity will update accordingly, otherwise, the user will lose one life. I plan to give the user three lives total.