Brick Break Down

*Game Design Document (GDD)*

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# **Description of Game**

Brick Break Down is a classic block-breaking game built in Unity, similar to the 1976 hit Breakout released by Atari, Inc. The player will control a bat at the bottom of the screen to bounce a ball around and break colored bricks that will take one or more hits to break. The objective is to destroy all the bricks on each level.

# **S****cene Flow Diagram**

This shows the major scenes of this game, and what script is responsible for the transition from each scene to the next scene:

Player loses

All lives

Player Clicks **Try Again**

Player Clicks **Try Again**

Player Clicks **START**

Win Screen

Lose Screen

Game

Start Menu

# 

Player Beats

All Levels

# **Screen Mockups**