Brick Break Down Mobile

*Game Design Document (GDD)*

*Written by Geoff Goeres-Hill*

**Contents**

[**Description of Game** 1](#_Toc489807498)

[**Scene Flow Diagram** 1](#_Toc489807499)

[**Screen Mockups**](#_Toc489807500) 2

# **Description of Game**

Brick Break Down Mobile is a revamped mobile version of my Brick Break Down game. It is a spin off the classic 1976 block-breaking game Breakout released by Atari, Inc. The player will control a paddle at the bottom of the screen to bounce a ball around and break bricks. In this revamped version there is the addition of power-ups that change ball speed, paddle size, or even gives the player a temporary laser weapon.

# **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

Main Menu

# 

Player Beats

All Levels

# **Screen Mockups**



