

canvas size is 400x400

platform creates a new platform

ball creates a new ball

bricks creates a new brick array

brickWidth and brickHeight are the width and height of the bricks

the if statements colour the bricks accordingly from red to orange to green to blue, with the last row and any other rows being purple

playing variable checks if the game is still

going

win variable checks if the user breaks all the bricks

the score starts at 0

draw

the main parts of the game is in the draw function

it repeats over and over again until the play variable is false

colours and creates all the objects

changes the score

void move

the ball can move

when the ball hits the platform it multiplies by -1 to bounce off the platform in the opposite direction. this happens for the wall too

void checkcollision

checks if the bricks have been collided with

when all bricks are destroyed, you win

if you win, "You win!" appears on screen

if the ball falls below the platform you lose

keyPressed

if r or R is pressed, the game and score restarts

void checkCollision checks the collision of the bricks and platform

ball class

has a position, velocity, and a radius of 10

ball constructor

ball will start at the center

random horizontal velocity

brick class

float x is equal to x position

float y is equal to y position

float w is equal to width

float h is equal to height

float c is equal to colour

void display

visual of the brick. allows you to see the bricks

platform class

position of the platform

void display

visual of the platform. allows you to see the platform

void move

allows you to move the platform with the mouse