**PROJECT DESCRIPTION: Milan Stankovic and Ena Stefic**

We made a brick breaker game. In this game, your mission is to break through a wall of bricks using a ball and a paddle. Each brick is assigned a different color, and each color represents a different level of durability. Some bricks may require only one hit to break, while others may require two or three hits before they shatter.

Firstly, you open a page that introduces the game and explains the rules. After clicking START you can choose between eight different levels, each one with different brick configuration or different brick durability.

After choosing a level you need to press SPACE for the ball to move. Paddle is moved by moving the mouse. If the ball hits the ground, the game ends and you can choose to try to solve the same level again. If you manage to hit exactly between two bricks, they both break instantly. If the ball hits the edges of the paddle it changes the direction. The speed of ball increases gradually. If you manage to destroy all the bricks ???? We keep the score ???