# README for Breakout!

Parth Parikh (561 student) ([pmparikh@ncsu.edu](mailto:pmparikh@ncsu.edu))

## Summary

This is a 3D rendition of the classic game from Atari. It is entirely in Three.js. The experience includes some lovely music from Johann Strauss II.
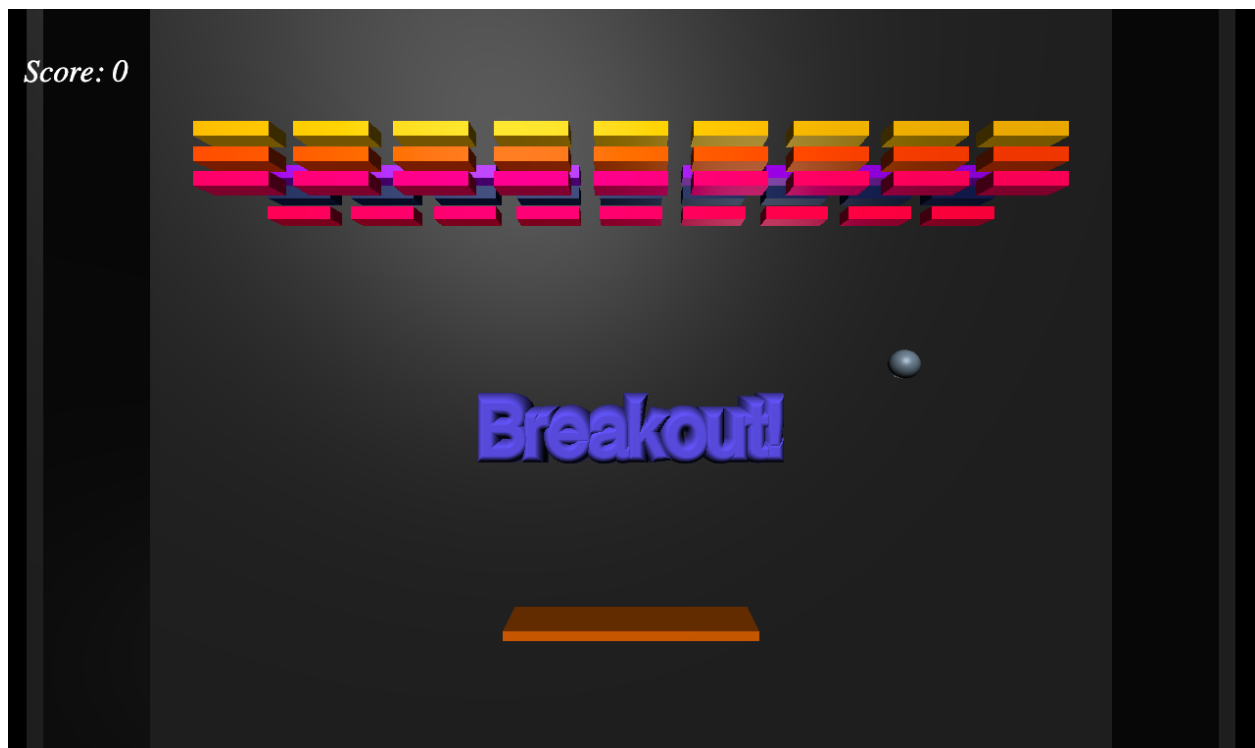
## How to run

To run the game, open the `index.html` file in a modern web browser - preferably Google Chrome.

### To listen to sound

Once you open the `index.html`, please click on the screen with your mouse. This is because Google Chrome does not allow auto playing sound without a user-input.

## Screenshot

# Extra Credits

I have added the following features for extra credits (**total extra credits: 7.83%**):
*Game related*
1. 3D Breakout (5%) - My game has a cubic field of play.
2. Add better physics (1%) - The speed increases as the game progresses. Moreover, there is randomness in bounces along the z-direction (for more engaging 3D play).
3. Play music (½ %) - It plays background music and a sound on brick collision.
4. Track and display scores (⅓ %) - The scale I've chosen is +100

*Miscellaneous*
5. Make my assignment public (1%) - I am allowing the CSC 561 team to make my assignment public, and providing you with some extra material in the Google Form.

# Credits

1. The background music is *The Blue Danube (Johann Strauss II)* which was performed by the U.S. Marine Band. [It is under public domain](#).
2. The brick collision sound [is from Geoff Bremner](#) and it is licensed under [CC0 1.0 Universal - Public Domain](#).