

# Two player tile-breaker

**Description:** A tile-breaker game played by two players on two computers.

**Client Implementation:**

- Keyboard event listeners
- Function
  - o A tile
  - o Tile map
  - o Bounce Ball
  - o Moving Tile
- Network connection
- Pure Data: gameplay sound for both players

**Advanced features:**

- Sound on-off button
- Tile with attributes
  - o x2 speed
  - o multi-hits

**Design:**

