This is an arcade game in Python3 (terminal-based), inspired from the old classic brick breaker. The player will be using a paddle with a bouncing ball to smash a wall of bricks and make high scores! The objective of the game is to break all the bricks as fast as possible and beat the highest score! You lose a life when the ball touches the ground below the paddle.

Color Coding of Bricks

TYPE	COLOR
Strength-1	GREEN
Strength-2	YELLOW
Strength-3	RED
Unbreakable	WHITE
Exploding	CYAN

Keyboard keys

KEY	USE
A	To move paddle left
D	To move paddle right
W	To release ball on will

Powerups

E	Enlarging Paddle
S	Shrinking Paddle

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