

project report

Brick Braker Game



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# ABSTRACT

The Brick Braker Game is made for desktop and it is a popular game and it is made using data structure and its very good game for entertainment and interface is osm so anyone can enjoy playing this game.

# INTRODUCTION

The Brick Braker Game is a sort of Desktop application coded with java language for the. This application is primarily developed in Net Beans, VS code, and Intelige Idea which is Desktop IDE software that can be engaged to build up a wonderful Application or Software. The benefit of this software is that it is at no cost as well as inexpensive.

# DEVELOPMENT TOOLS

* We Make our Desktop Application With Help IDEs Net Beans, IntelliJ,and VS code editors
* We Make our Brick Braker Game using the Java Language, Graphics Library, OOP Concepts and using different data structures like Array, Arraylist, Linked list etc.
* We added the levels.

# FEATURES

* Anyone can play this game easily
* Interface is User Friendly
* Anyone can play different level in this game
* In this game there is level wise
* We have made a hot boll which will emerge in every 8 sec

# LIBARIES USE IN PROJECT

* import java.awt.event.ActionListener;
* import java.awt.Color;
* import java.awt.Graphics;
* import java.awt.Image;
* import java.awt.Rectangle;
* import handlers.MouseHandler;
* import parts.Ball;
* import parts.Brick;
* import parts.Paddle;
* import java.awt.Dimension;
* import java.awt.Font;
* import java.awt.Graphics;
* import java.awt.Graphics2D;
* import java.awt.Point;
* import java.awt.image.BufferedImage;
* import javax.swing.JPanel;
* import files.Files;
* import handlers.KeyHandler;
* import handlers.MouseHandler;
* import java.awt.Color;
* import java.awt.Graphics;
* import java.awt.Image;
* import java.awt.Rectangle;
* import files.Files;
* import handlers.MouseHandler;
* import parts.Brick;
* import javax.swing.JFrame;
* import java.awt.Color;
* import java.awt.Graphics;
* import java.awt.Image;
* import javax.swing.JPanel;

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