In the BreakOut Game, we decomposed or broke down the entire game into smaller components. Moving paddle, Bouncing ball, bricks creation, collision with bricks. This is called decomposition. Before working on any project, a programmer breaks down the complex task into smaller and simpler tasks.

Each task should be simple enough to think on how to approach it.

Break this game into simpler components:

- Walls of the tunnel in which the game is being played.

- Red squares bouncing on the walls

- Green square which could be controlled by the right and left arrow key

- Reset game when square touches the green squares

- Counting the deaths

- Adding sounds

we can also add more levels to the game by increasing the challenge for the user by Using Game States