**Team “Blue Beetle”**

Console game - “Arkanoid”

Team members:

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Project explanation: Console game, clone of arcade game “Arkanoid”.

General gameplay:

Game field consists of bricks, a player pad and a ball. The player must prevent the ball from falling off the game field by moving the pad, attempting to bounce it against the bricks. The ball will change its direction by bouncing by the walls, player pad or bricks. Every hit from the ball will, either fully or partially destroy a brick, depending of the kind of brick. There are 4 kind of bricks destroyed by different number of hits, red – 2 hits, yellow – 2 hits, green – 1 hit, grey - undestructable.

Powerups and game rules:

Every hit against a brick has a chance to generate a powerup, which are 6 kinds – increase/decrease pad size, gain/lose a life, speed up/ slow down the game speed. The player must catch the powerup in order to gain its effect. Every time the ball goes under the player pad, the player loses a life. The game ends when a player either loses all his lives or destroys all bricks. Game score is calculated based on the kind of brick destroyed, the game level, and the current speed.

Game options and controls:

The game will start after the player chooses one out of three starting levels, one out of three starting speeds, and enters his/her name. At the start of the level the ball is bounced by pressing space, and by pressing Enter after losing a life. “Esc” pauses the game, “H” – brings up a help menu

Codeplex repository: <https://teambluebeetle.codeplex.com/>