**Final Project Proposal**

For my summative project, I will be working alone to create a game called Brick Breaker. In this game the player must smash a wall of bricks. These colourful walls come in layers and one must break them by using a tossed ball and deflecting it off of the bricks using a paddle at the bottom of the screen. One must break the layers by controlling the momentum of the ball with the paddle which one must maneuver side to side.

This game will have multiple stages that create random bricks on the screen. Depending on the different colours, the brick will have a certain number of hit points that must be achieved in order to break the brick. As the game continues, a wide variety of colours will appear on the screen and more of the screen will be filled up which will result in the game getting harder as the player advances in the game.