# Documentation: BRICS GAME

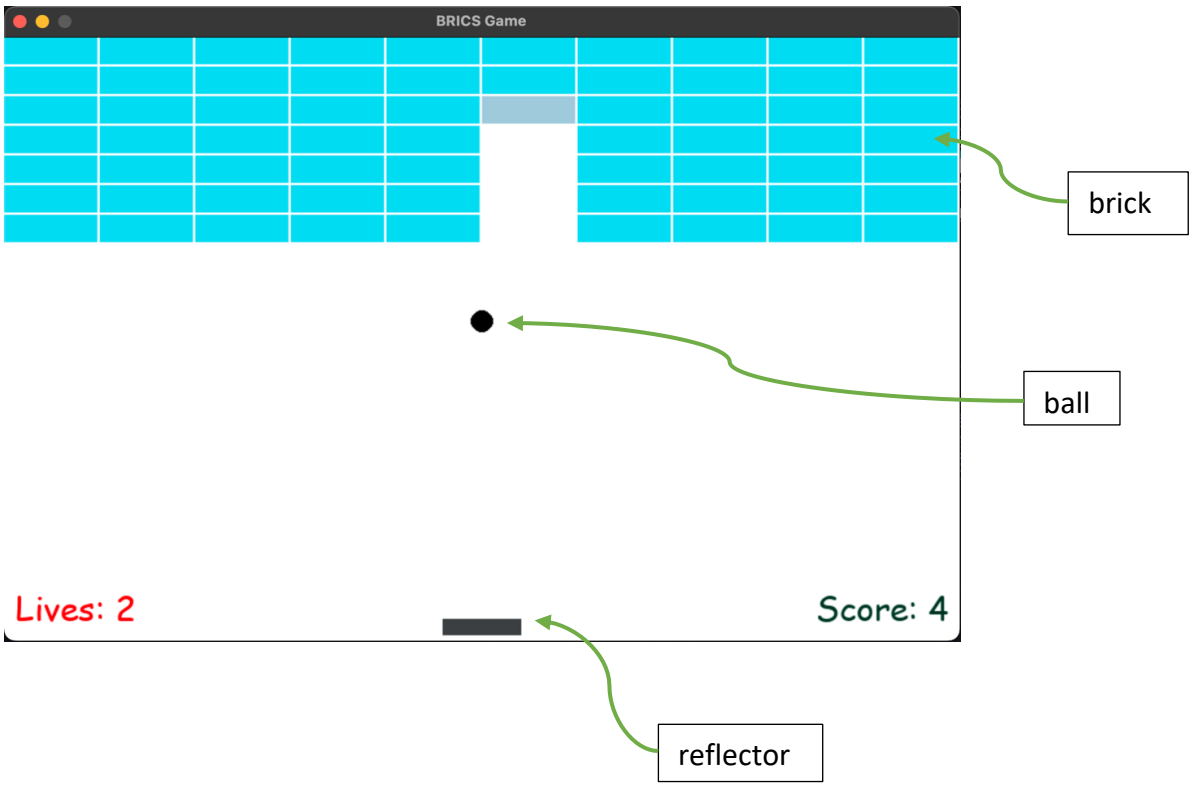
Programming Language = python3
Python Libraries: pygame , math ,sys

Program Structure:

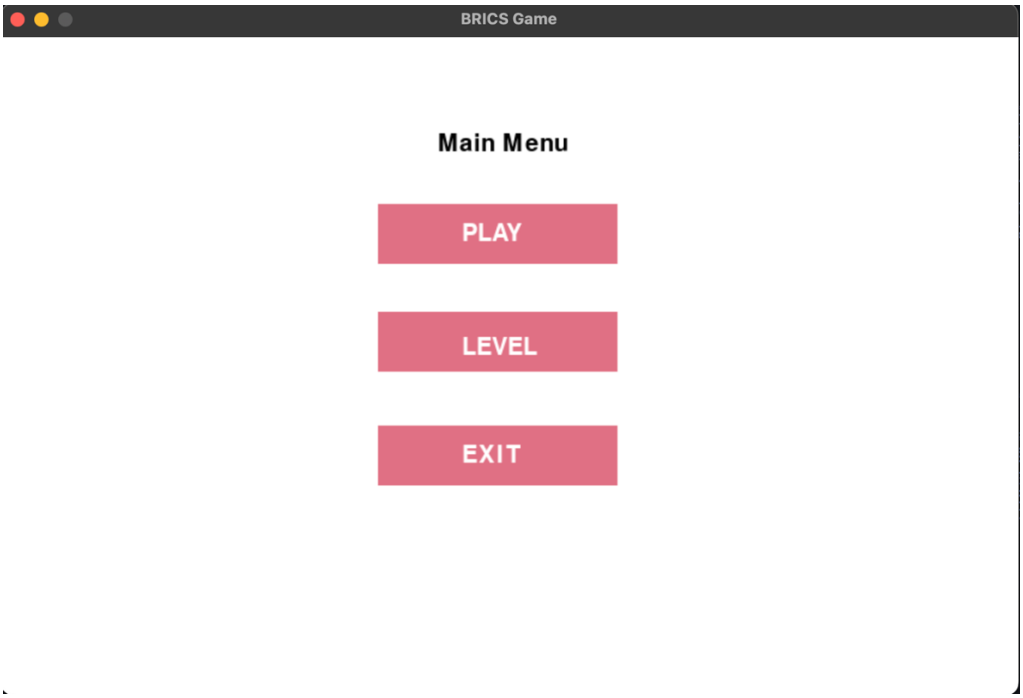
- __main__.py : Overall Functioning of the game
- brick.py : It contains the Brick class and its functions
- ball.py : It contains the Ball class and its functions
- reflector.py : It contains the Reflector class and its functions

Frontend Structure:

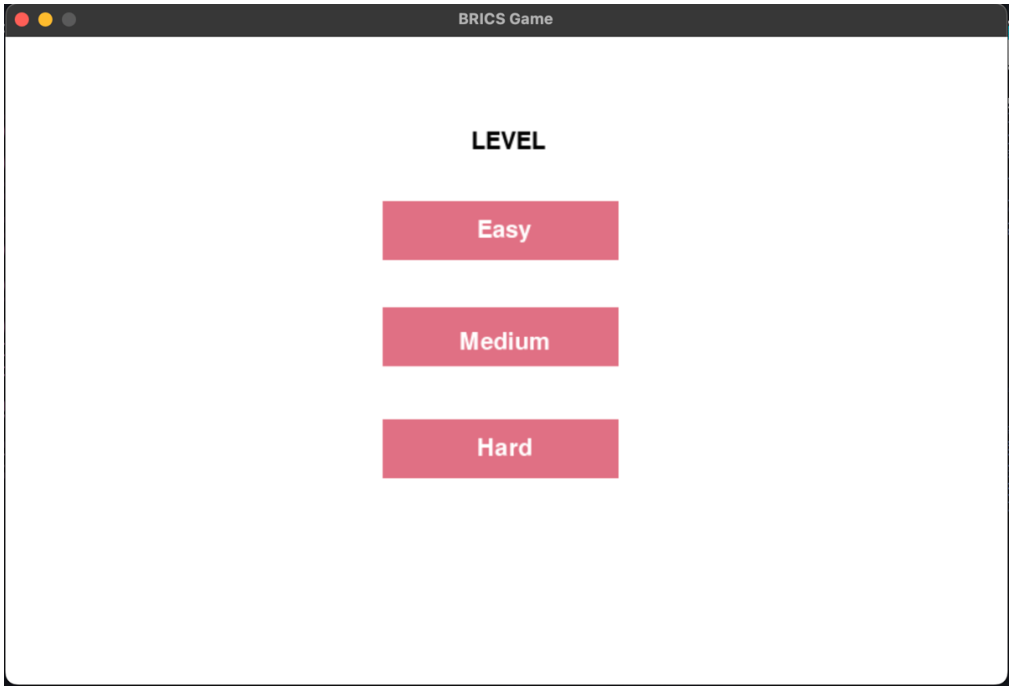
- GamePlay_window:




- MainMenu_window:




- Level_window:




# How to play?

Since it's a source code so you need to compile __main__.py to the run the game.

MainMenu_window will pop up it basically contains 3 buttons:

- PLAY : This button will start the game in "EASY" mode and it will take you to GamePlay_window.

- LEVEL : This button will pop up Level_window. This contains 3 buttons:
    - Easy
    - Medium
    - Hard

  As the difficulty level rises it will spawn more bricks, the width of reflector will decrease and the velocity of ball increases.

- EXIT : To exit the game.

GamePlay_window :

- Reflector -

You can control the reflector by pressing corresponding arrow keys. Collision of ball with reflector determines the rebounding angle. To more left it collides with the reflector more will be the rebounding angle with respect to the vertical axis.

- Lives and Score -

In the left bottom remaining lives are shown and in the right bottom score is changed.

- Brick -

Each brick has health equals 2 unit, that is 2 collision is required to completely break the brick. First collision will result in the change of brick color from blue to grey, second collision will destroy the brick and score will increase by 1.

Note : For technical specifications refer the python code files, I have written documentation for each function in the code file itself.