**North South University**



**Department of Electrical and Computer Engineering**

**Project Report**

**Project Title: Java DxBall Game**

Course Name: CSE 215 L

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Lab Instructor: Nazmul Islam

Submisson date: 04.06.2020

**Submitted by:** Runtime Terror

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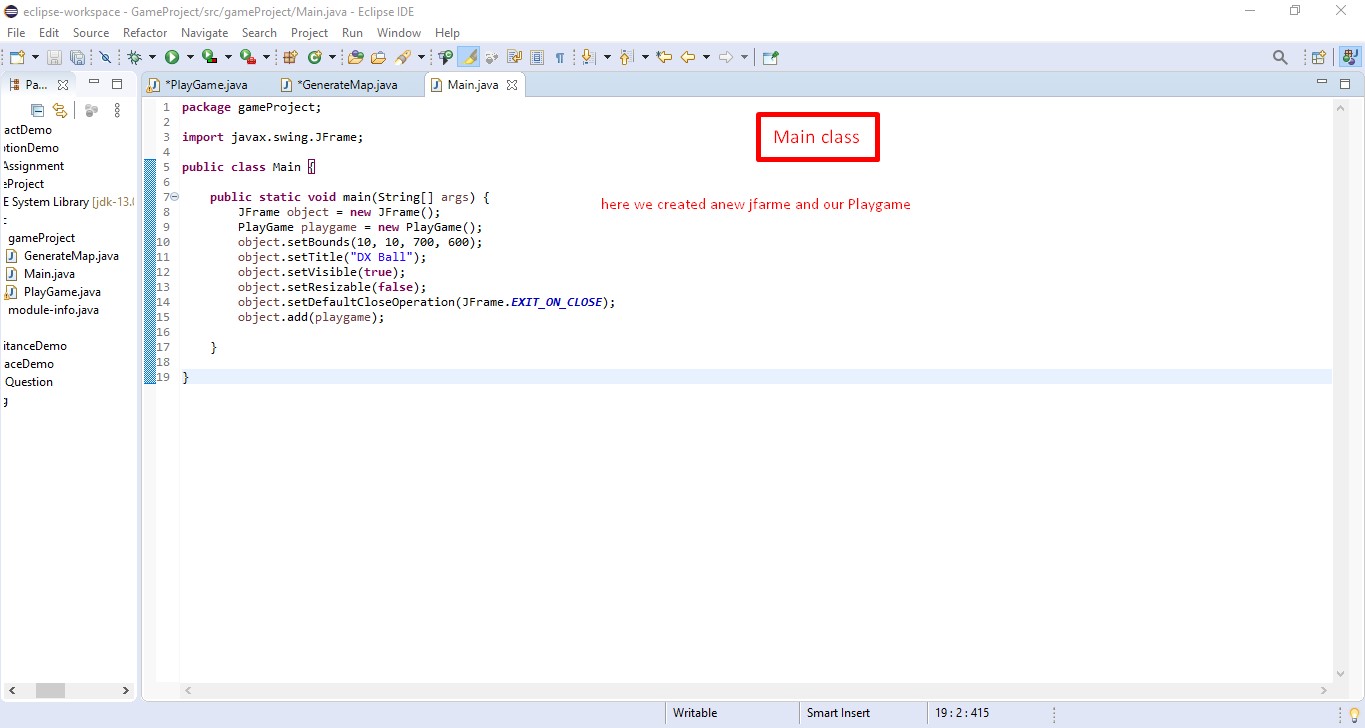
**Tajbiul Hassan Rafi (ID-1922024042)**

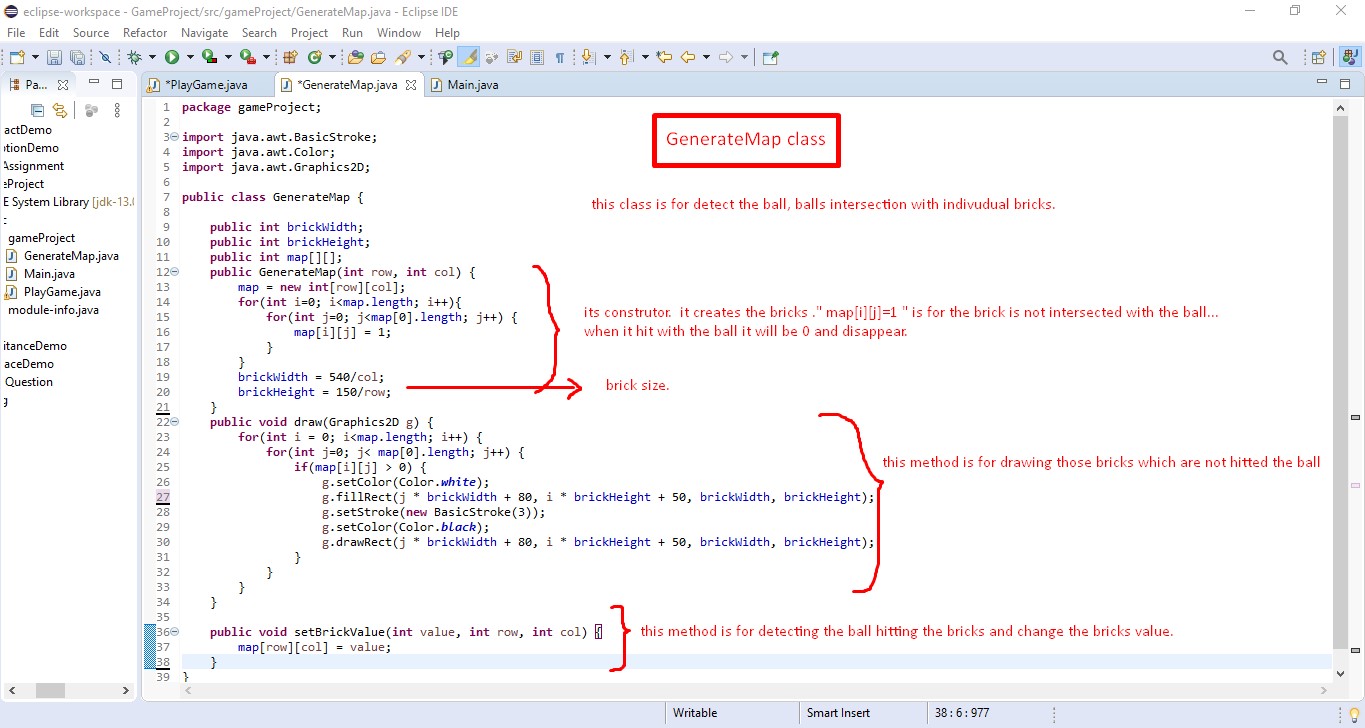
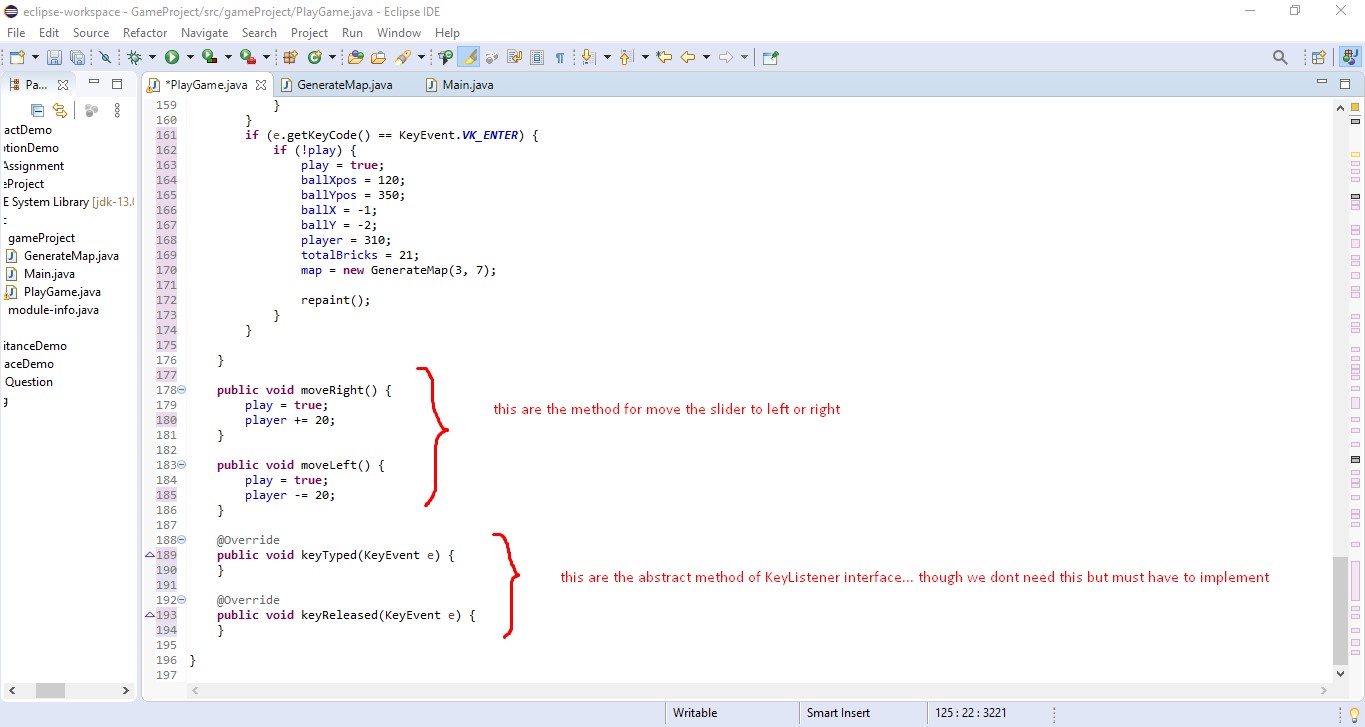
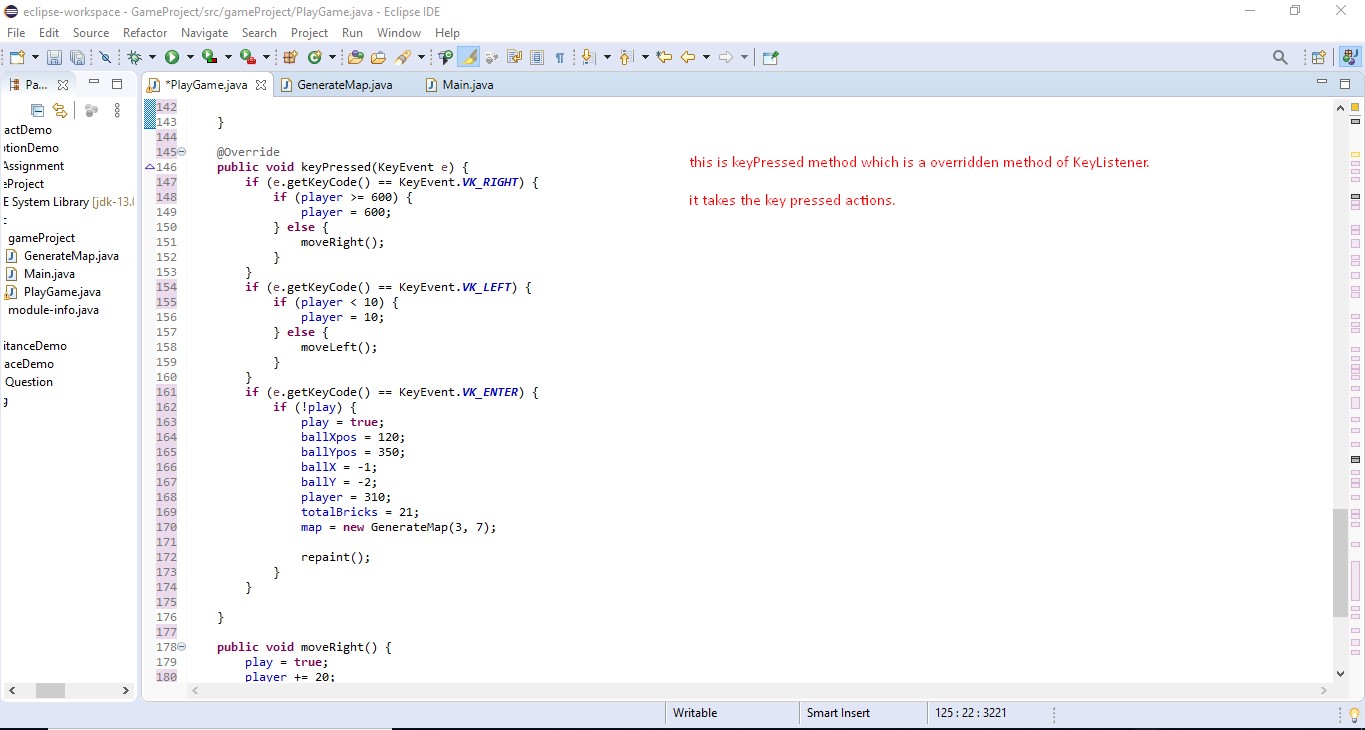
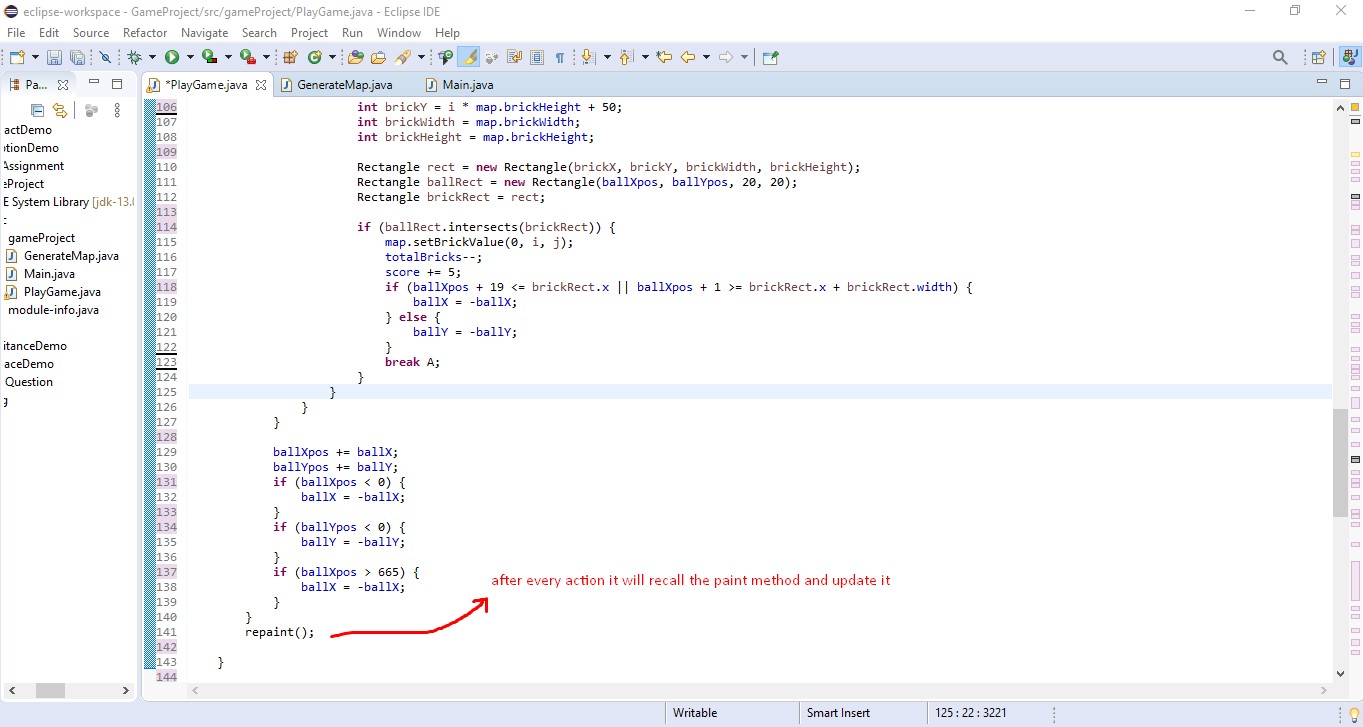
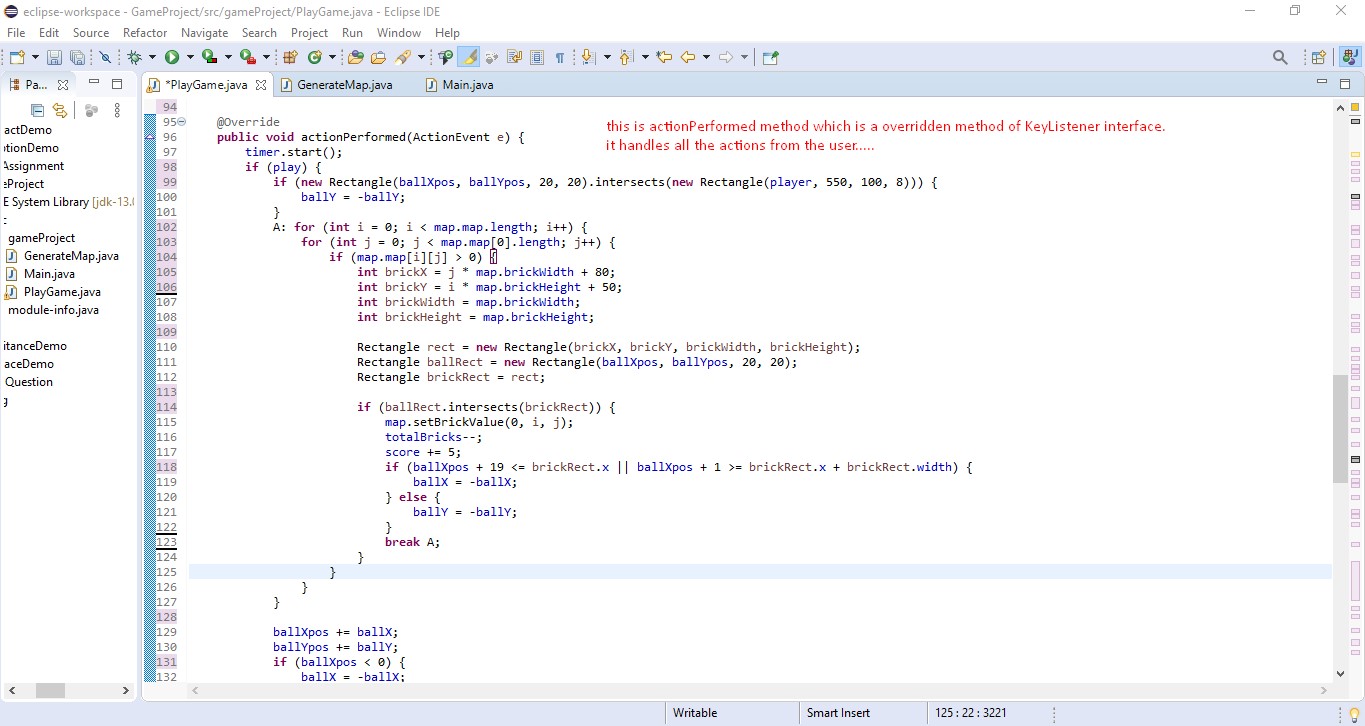
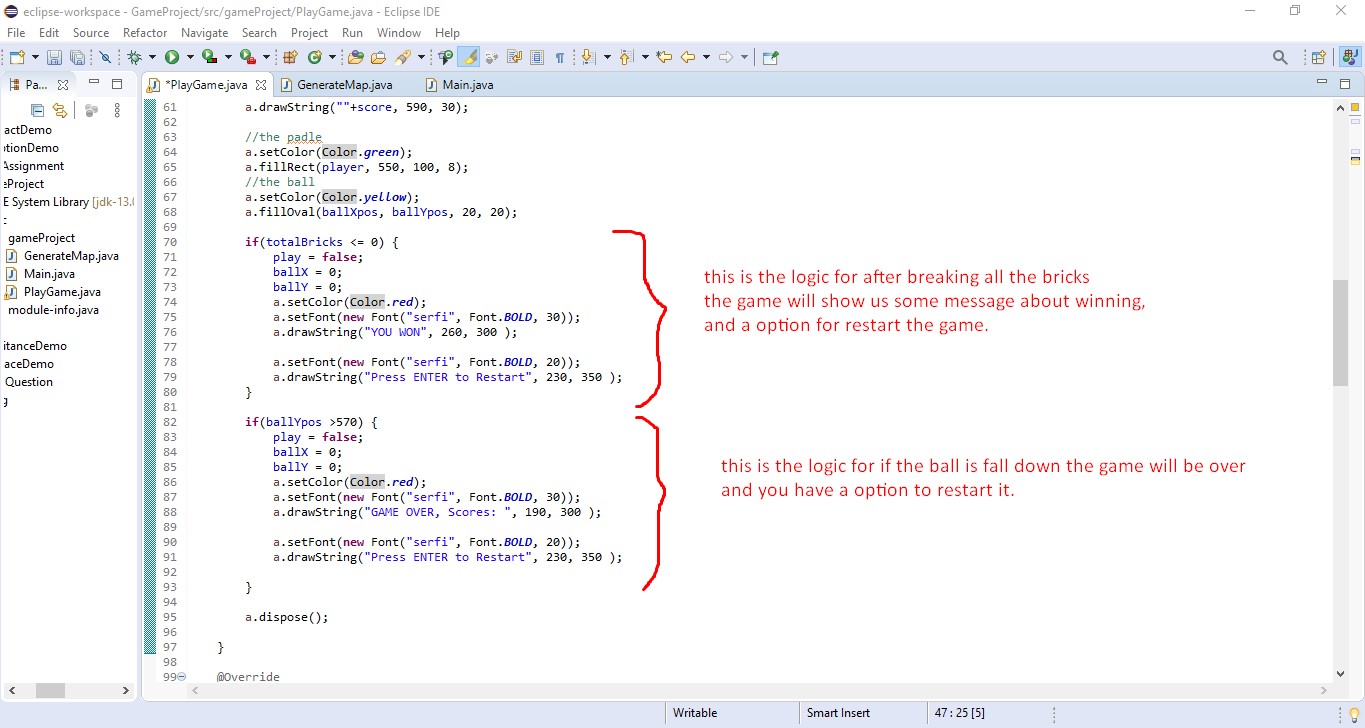
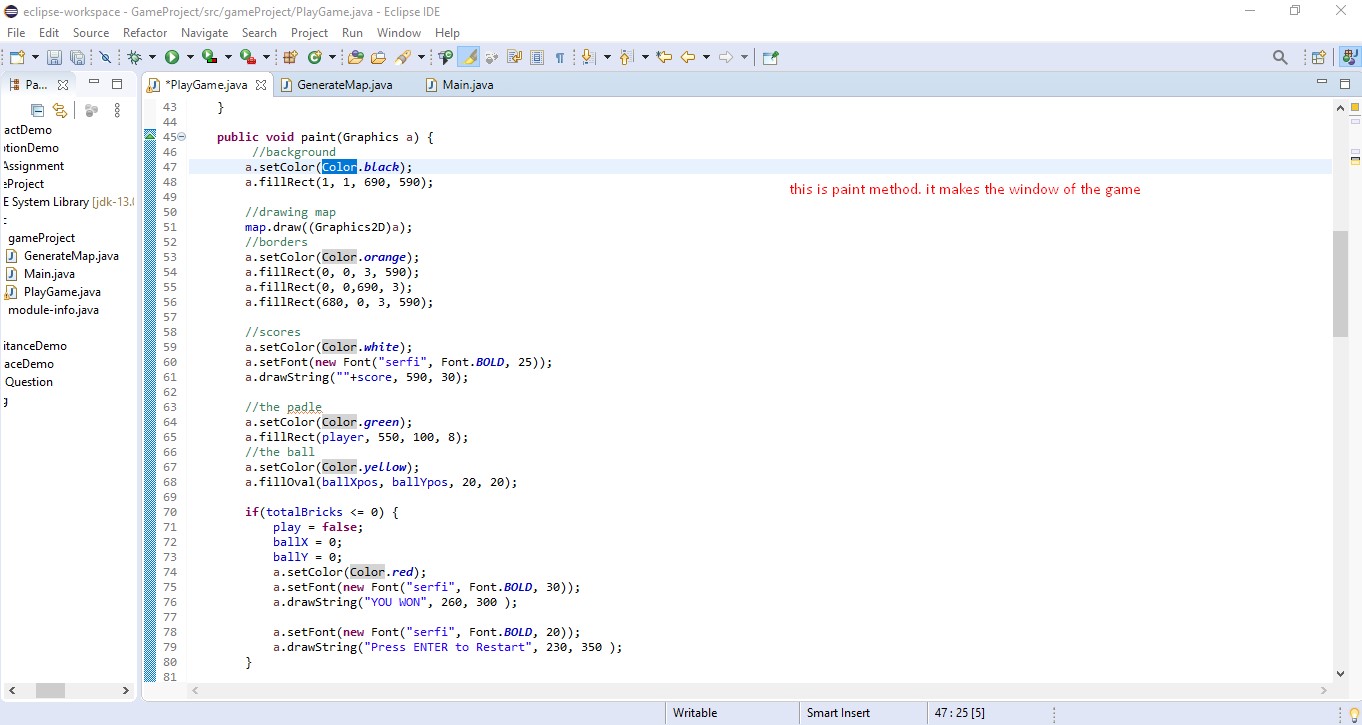
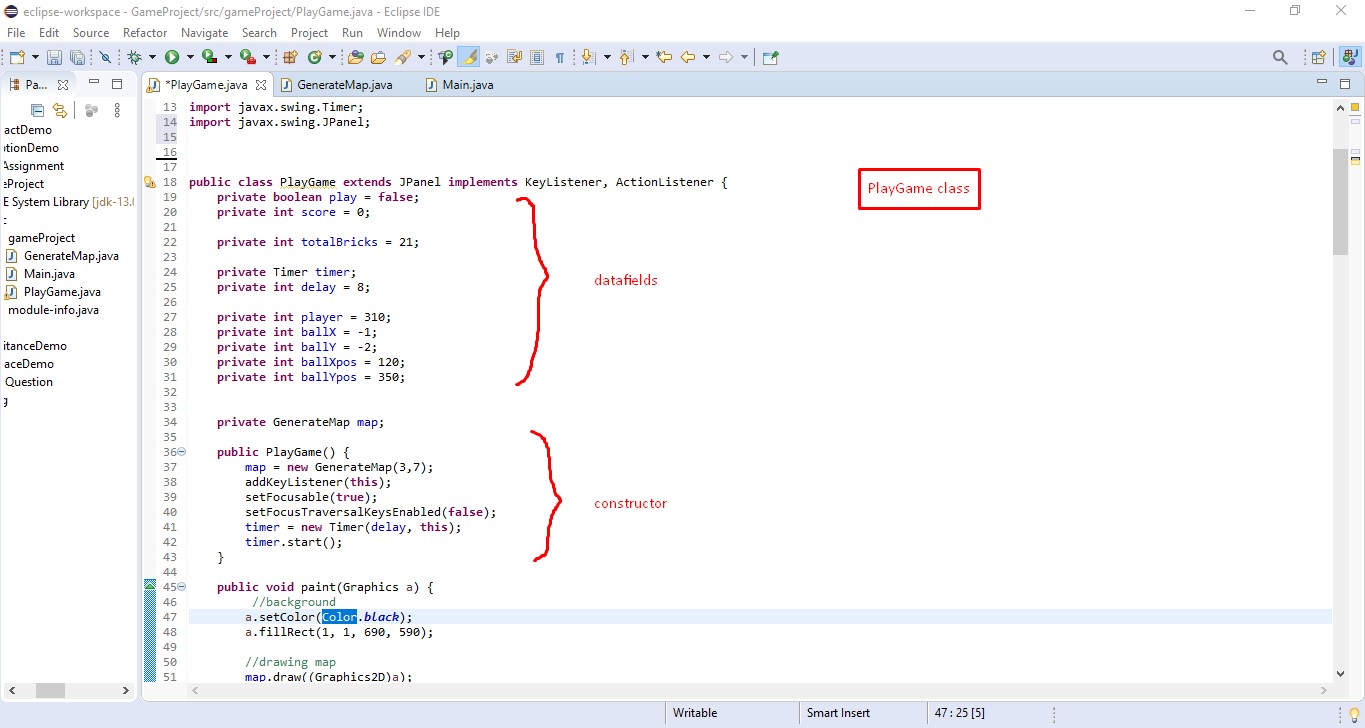
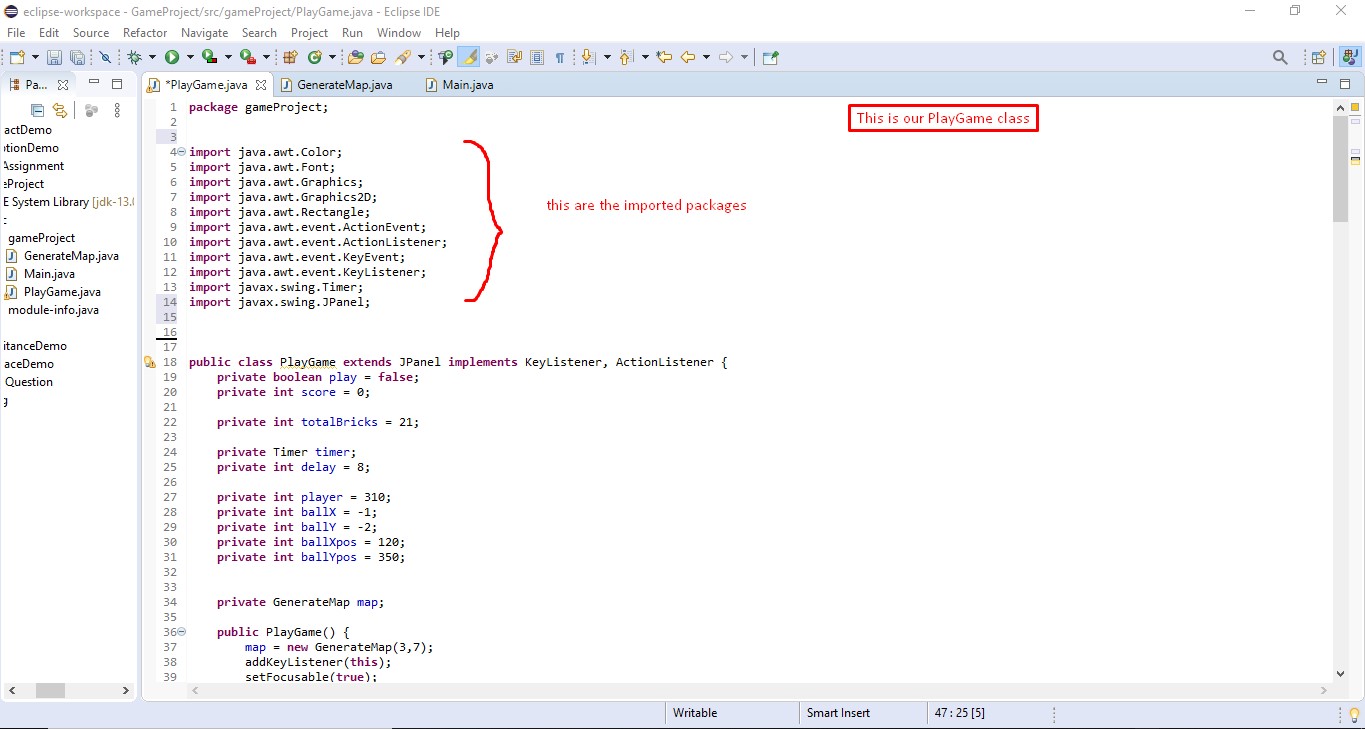
**Java DxBall Game**

**Overview:**

**We made a game with java of breaking boxes. There will be some boxes on the screen and a ball and a paddle which can be controlled by the user. The boxes will be broken after coming contact with the ball. And the user have to make sure the ball bounces off the paddle without going off the bottom of the screen. By breaking the boxes the user will gain points and win by breaking all the boxes.**

**Explanation:**

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