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COMP222: Principles of Game Design and Implementation
Assignment 1 - Report

The following tasks have been successfully implemented:
- Modelling the environment
- Ball motion
- Collision with the boundary and paddle
- Collision with the "green balls"
- Removal of physics entities
- Mouse interaction
- Gameplay

Extra features:

I have come up with a context for the game that ties in with the design of each game object. It is set during Halloween; the player had gone trick or treating and had collected a large number of treats. As they were heading home, the bullies in the neighbourhood (dressed as a ghost, an alien and a "vampire-cat") stop the player and try to take their candy. The player must defeat them in a game of Arkanoid, where the coloured bricks form the shapes of their costumes. The controlled paddle is a skateboard and the score is represented by candies; for each brick that is destroyed, the player earns 1 candy. To make the game a bit more difficult, the black bricks cannot be destroyed.

I have also created a main menu that allows the player to start the game or exit it. Furthermore, on each of the victory or the game over pages, there are buttons that would either take the player to the main menu or that would exit the game.

The sprites were created using Pixilart.com and the main theme and the start theme that plays at the beginning of each level were created using Bosca Ceoil.