WT PROJECT

TITLE: 2-D BREAKOUT GAME

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It is simple game where a ball has to break all the bricks and it should not move out of paddle.

We have built the whole game using canvas element.

First the user name should be given by the user which will be stored in the game database.

Then the input fields will be displayed where a user can play or read instructions or watch a video or quit.

If he selects the play and choose the level, the game starts..

The bricks and ball are created using rect and arc method .When the ball breaks each brick 10points are added to the score.

Three lives will be given to complete the game.

When the user terminates the play, top 5 scores will be displayed which will be stored in the score column of the game database before quitting.(html local storage is used)

A feedback form will be displayed to know the experience of the user .The response is extracted in the php session and stored in the database.