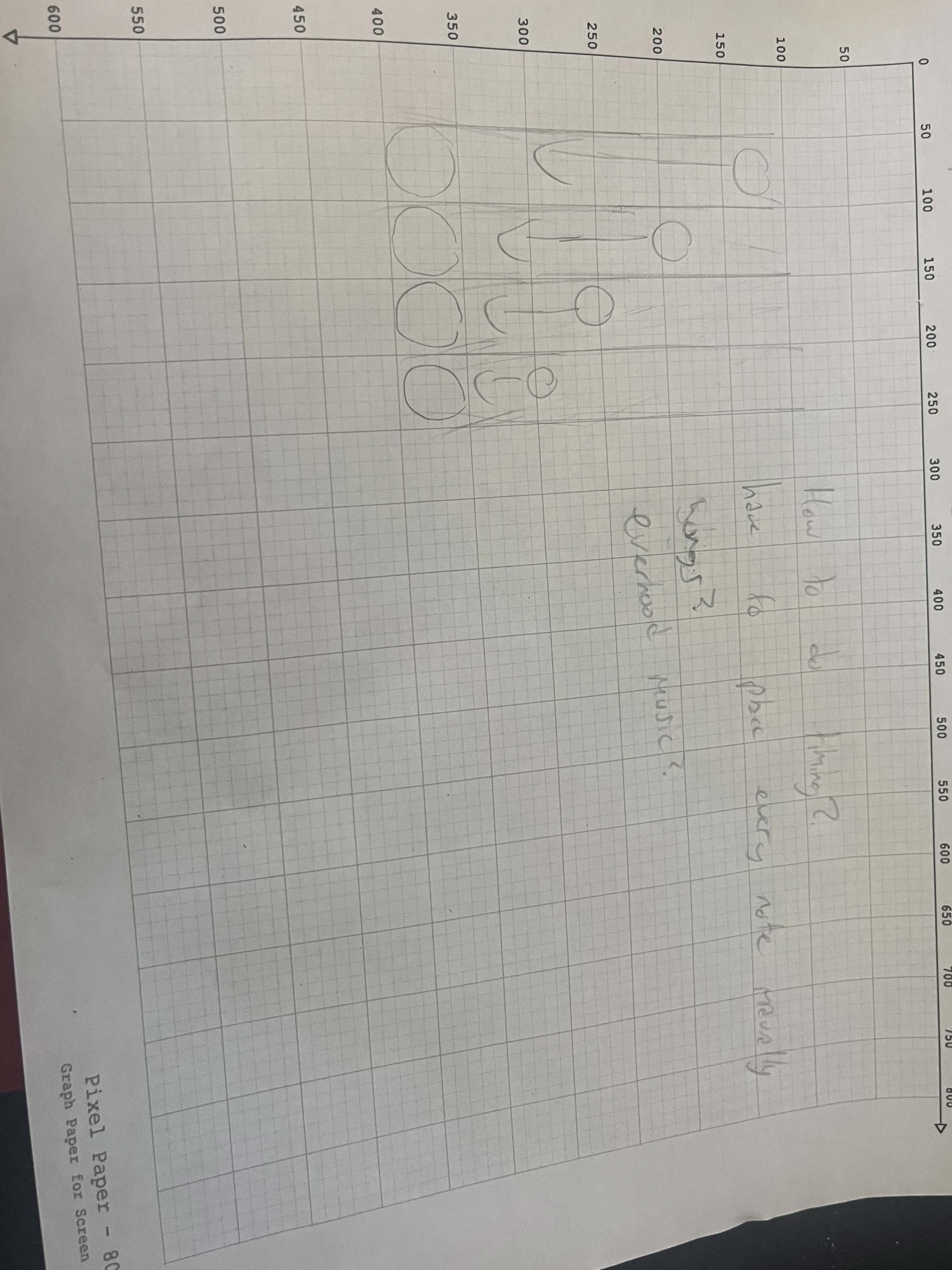
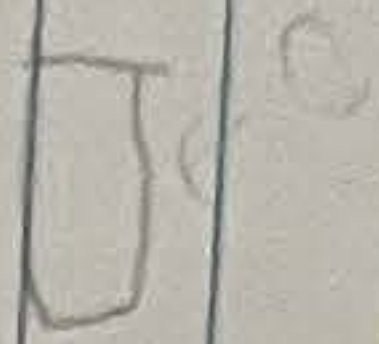


A3 Ideo One guitar hero

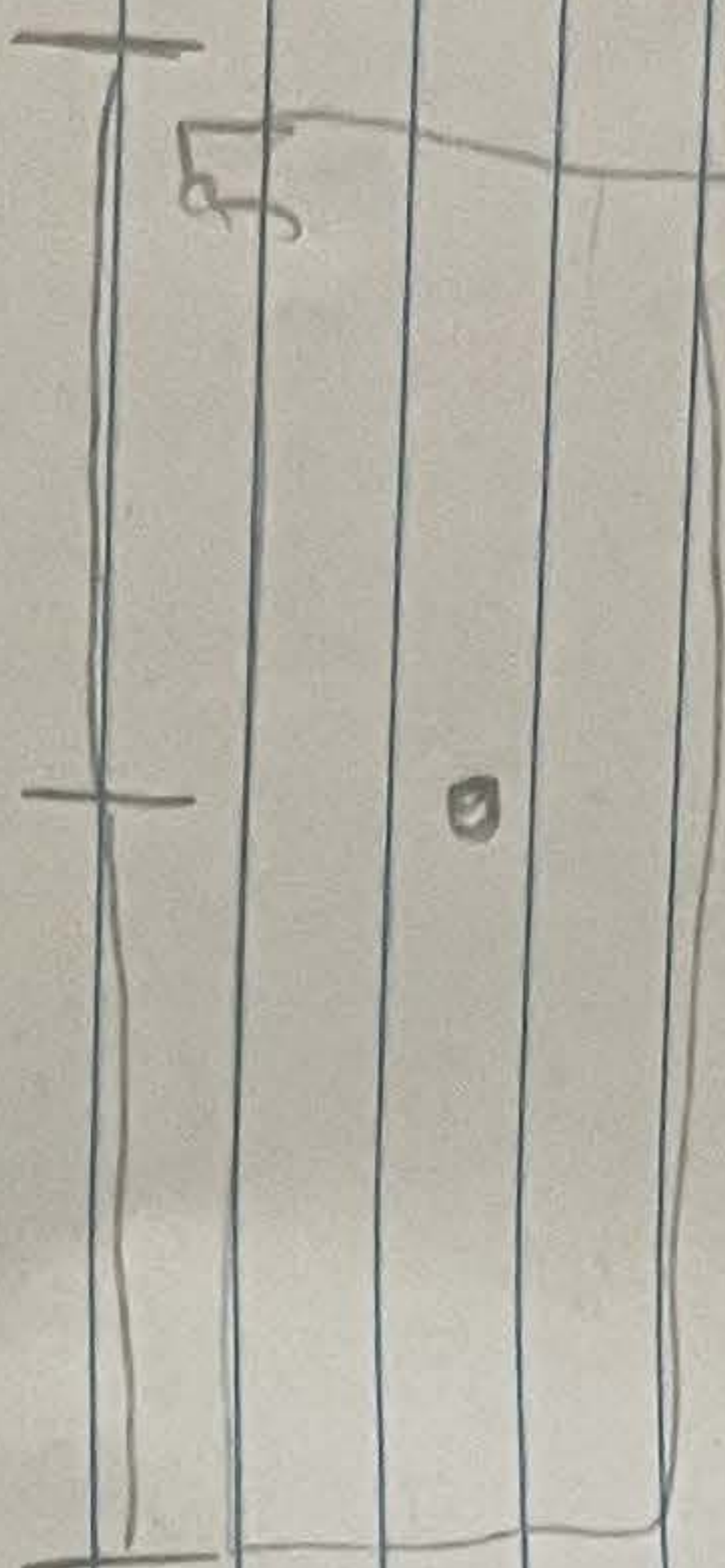


X - place all yr



Vector of destroyed [brickX] [brickY]

left edge



speed - x speed + x

if ball pos X

< left edge + 5
↳ speed + x

Make Brick Breaker 2 player

Add / Change
- mapos x → 8 H + D keys, E → keys

- second collision 2 player transfer

if (Input.GetKey Down(A))

{
xPos += 15

if (x > 0)

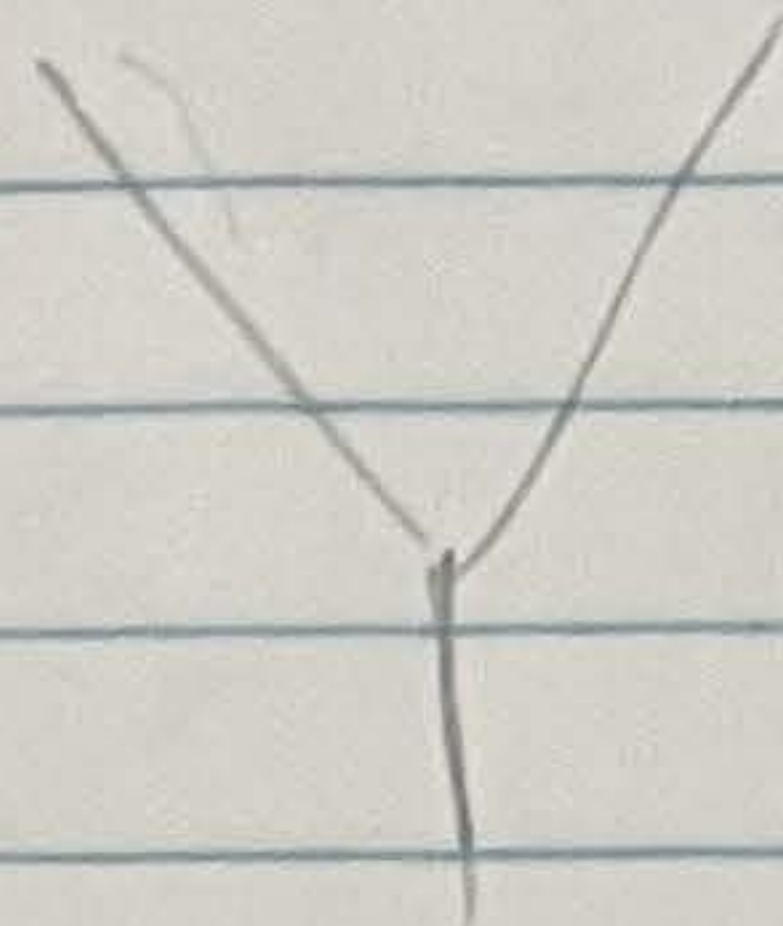
{
xPos -= 15

- Check last hit player, change ball colour

when brick collide

2D GAME PREP

Brick Breaker



Start

Declare
var

class - Ball
↳ speed management

Generate
destroyables

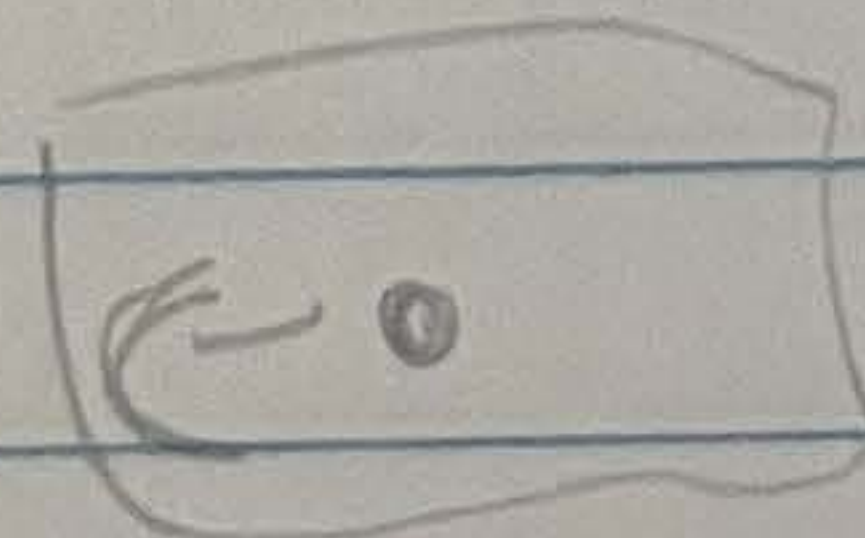
Brick
↳ OnHit

Generate ball
player

Declare
vector2 bricksPos []
vector2 playerPos (get main pos x, 550)
vector2 ballPos
initial velocity

give ball
velocity

on brick
hit



x-30

breakable?

no

Switch
velo

yes

break

Switch
velo

