BREAKOUT GAME DESIGN

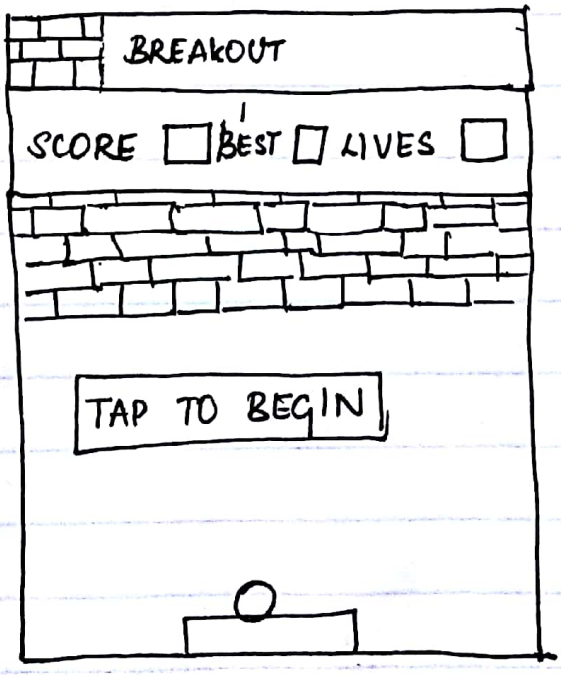
NETID - VXC152130

SCREEN - 1

MAIN SCREEN

SCREEN - 2

PLAY SCREEN



* On pressing Back Button / EXIT

EXIT CURRENT GAME ?

YES NO

* On completion of game

Your score = ☐

Name = ☐

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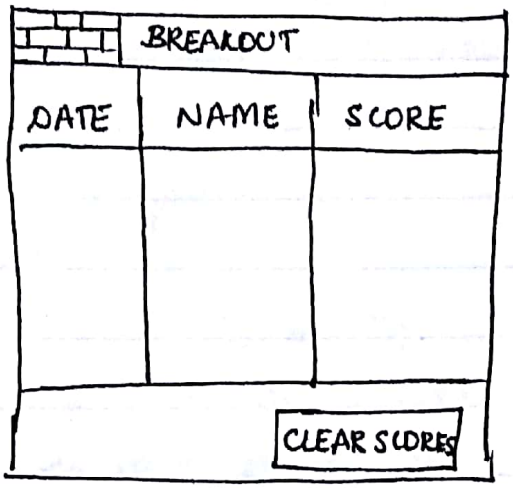
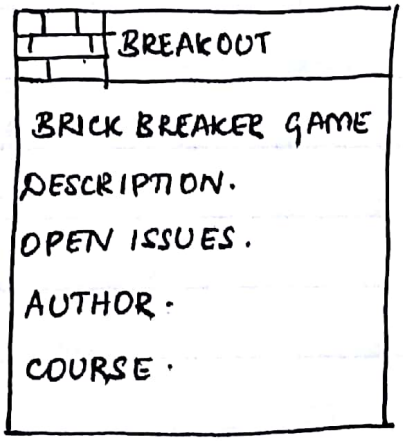
SCREEN - 3

SCORES SCREEN



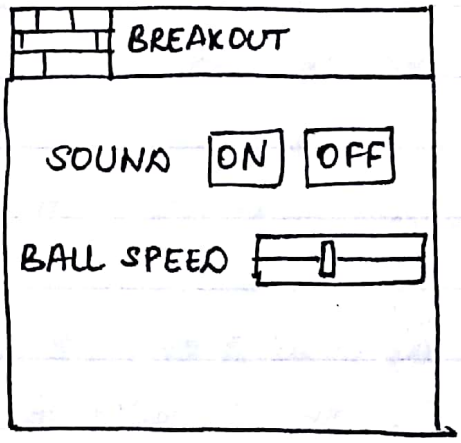
SCREEN - 4

ABOUT SCREEN



SCREEN - 5

SETTINGS SCREEN



SENSOR used:

- Light sensor – If it's dark, then change theme (background & game layout to be spooky
- Accelerometer – (Optional implementation if there is time)
  To move the ball in the direction of phone tilt. (left or right)

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Breakout game description:

The arcade game Breakout or Brick Breaker game allows a player to bounce a ball upward from a moveable rectangular paddle, and hit the bricks to score points.

When does the game get over?

- When you loose all 3 lives
- When you have broken all bricks
- When player decides to quit and start over new game

How are scores calculated?

- Number of lives remaining / lost
- How many bricks broken (in case you loose all lives)

When does a player lose a life?

- When the ball touches the bottom of screen instead of paddle

Bricks layout:

Total number of bricks rows = 8; # of bricks per row = 10

Contains two rows of bricks of same color in order:

RED, ORANGE, GREEN, YELLOW (bottom)

(7) (5) (3) (1) — Points on hitting the bricks

Ball characteristics:

Speed of ball can be adjusted in settings screen.

Also speed can be dynamically changed when user reaches RED row.

Paddle size could also be made smaller (half)

Number of players: 1

Maximum score: ~~8 rows * (# bricks * value)~~

$(20 * 7) + (20 * 5) + (20 * 3) + (20 * 1) = 320$

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