

Bricks vs Defender

MVP 1 - Cover Page

Info:

- Title: Bricks vs Defender
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Description on the design layout:

MVP-v1 of this game - Simple Brick Breaker game - being designed. Kindly refer the wireframe in this link:

<https://github.com/vivekVells/GameDesignProgramming/tree/master/GamesDesigned/BricksVsDefender/Design/MVP1>

Mindset: consider each entity in the game as object. List out the attributes that defines it and how it performs. For example, Paddle is an object. Position, Shape, Size, Color are its attributes while it moves from left to right is how it works.

Available Objects are listed below

Objects								
Screen	Input_func	Basic_Entity	Wall	Quaffle	Paddle	Bricks	Player	Scoreboard

Kindly refer the UML diagram for this MVPv1 game using this link to view the attributes and methods associated with these objects:

<https://github.com/vivekVells/GameDesignProgramming/tree/master/GamesDesigned/BricksVsDefender/Design>

Note:

- Used Dictionary type in Python for returning the desired color code values
 - E-g: colorLst = ColorList("Blue") | colorLst.color_code would return (0, 0, 255)