



Bricks vs Defender

A Multiplayer Gaming Experience

Combination of Brick Breaker & Ping Pong with some intuitive additional features

Based on Last Man Standing gaming concept.

Latest Version: Ver1.0 - MVP-1

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Links:

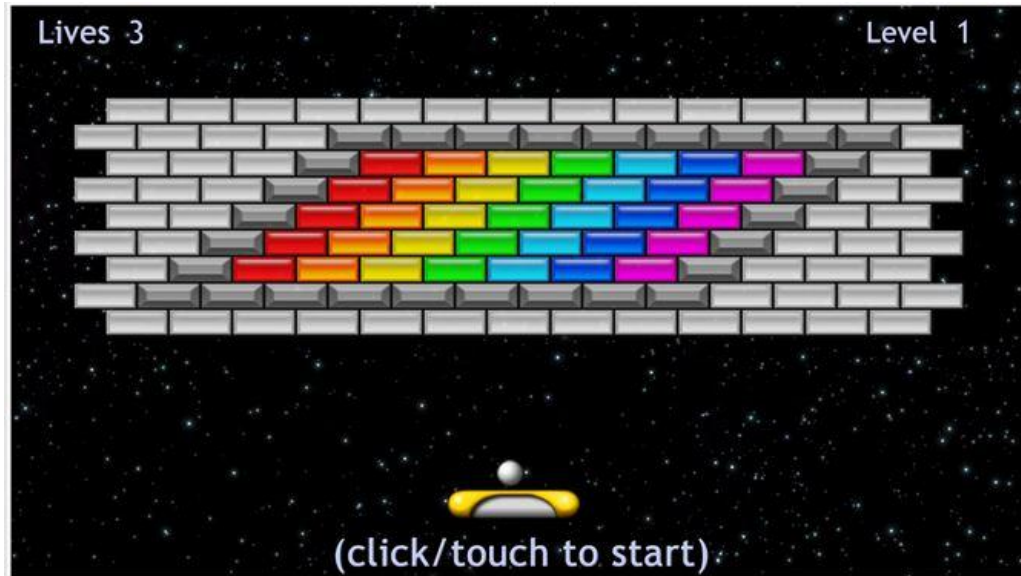
- Project Repo: [Link](#)
- Design Proposal: [Link](#)
- Demo: [Link](#)

Game Design

Aim: Combination of Brick Breaker & Pinball Machine Game + few intuitive features (Multiplayer support, Touchdown, Power up bricks)

Design Document: [Link](#)

Brick Breaker Game



Pinball Machine Game



Game Design - Explanation & Features

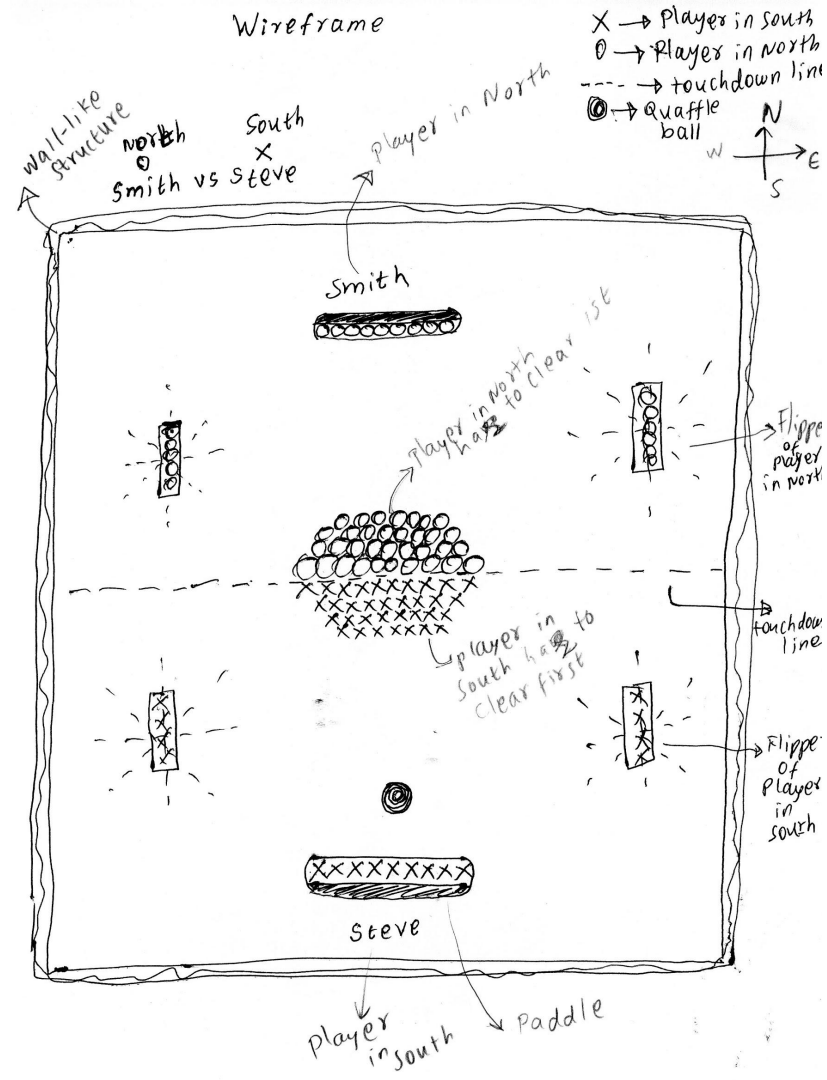
Refer -> **Design Document:** [Link](#)

Features

- Multiplayer support (upto 2 player in a single screen)

Explanation (refer wireframe on right side)

- **Win State:** A player wins when more bricks being created using the Quaffle (ball) for opposite defending player such that the defending player will not be able to clear the bricks anymore.
- **Example:** Steve (Player in South) vs Smith (Player in North)
 - Steve starts the game with Quaffle and tries to clear his bricks
 - Steve can use Flippers on his side to make the Quaffle in his side
 - Quaffle may end up in Smith's side over a period of time
 - If so, Smith clears his bricks using the Quaffle & his Flippers
 - State reached when there is no bricks to clear for a player, say Steve. That's a touchdown. Now, Steve creates more bricks for Smith to clear.
 - Player wins as per Win State aforementioned.



Project - Planning

(**Aim:** To complete as much MVP versions as possible before semester ends) | (color coded the current ***Project Completion Status**)

- **MVP v1:** Brick Breaker game + score manipulate
- **MVP v2:** Flippers add + sound effects
- **MVP v3:** Single screen with two player with paddle alone
 - players playing against each other using a paddle on their side in a single screen (may use 2 keyboards or single keyboard with different keys being assigned to the 2 player accordingly) with touchdown line as the wall and players playing in their side alone. (say player wins if the player clears all the bricks on his/her side)
- **MVP v4:** Single screen with two player with flipper - Flipper feature include
- **MVP v5:** two players against with touchdown line
 - Include touchdown line and give the functionality of creating cum assigning the bricks to opposite defending player if a player reaches touchdown line
- **MVP v6:** I have never programmed a game in my life; so, first I will try to complete upto MVP v5 before this semester ends, then I will plan after that since I believe I will die and resurrect to complete the planned MVPs from 1 to 5 itself.

***Project Completion Status:** Pending In Progress Completed Deprecated

Project - MVP v1 status



What's not working:

- Everything working as intended

Things done so far:

- Brick Breaker Game, Welcome Screen
- Power up features after Brick clearance
 - Max Life Increase
 - Paddle Width Increase

Future Enhancements:

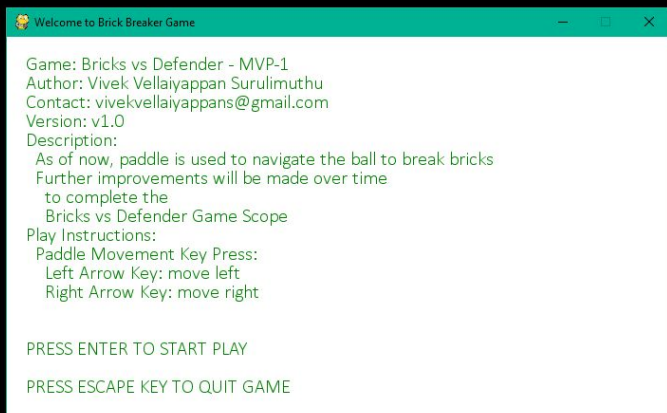
- High Score, Background Sound Music, More detailing over the objects in the game, Game Over Summary in detail
- Retrieve Input from player on welcome screen & manipulate the Game Screen (Screen Size, No of Players, Bricks count)
- After completing aforementioned, will proceed to MVP v2 - Adding Flippers

Project - Demo - MVP-1 ver1.0

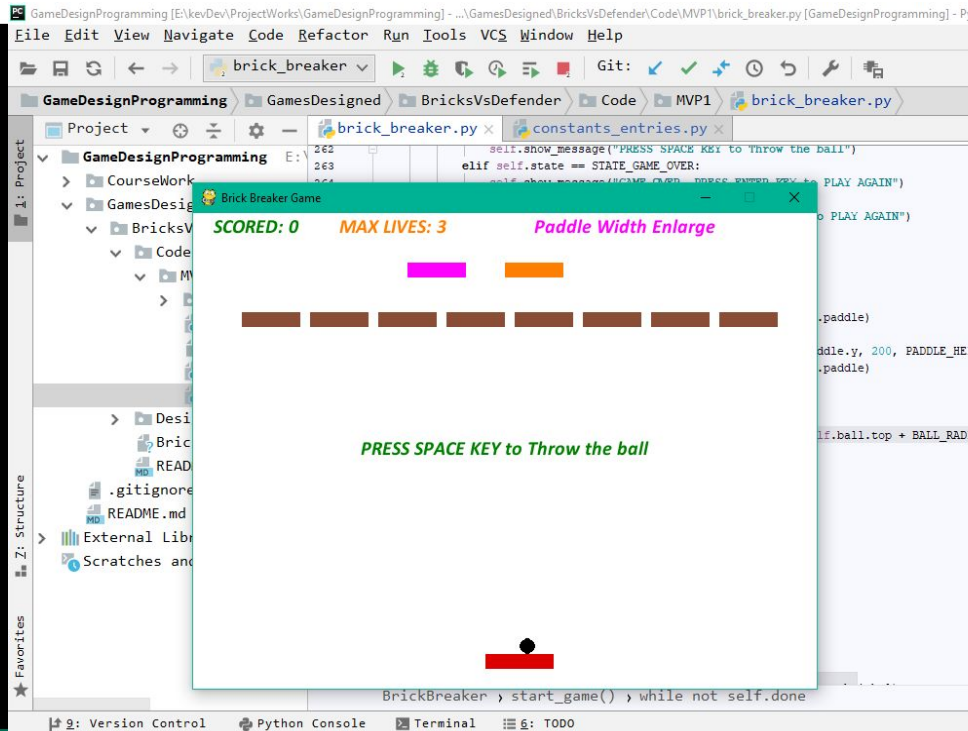
Welcome Screen

```
C:\Windows\System32\cmd.exe - python brick_breaker.py
Microsoft Windows [Version 10.0.17134.345]
(c) 2018 Microsoft Corporation. All rights reserved.

E:\kevDev\ProjectWorks\GameDesignProgramming\GamesDesigned\BricksVsDefender\Code\MVP1>python brick_breaker.py
pygame 1.9.4
Hello from the pygame community. https://www.pygame.org/contribute.html
```



Game Start Home Screen



Project - Demo - MVP-1 ver1.0

Power Up - Max Lives

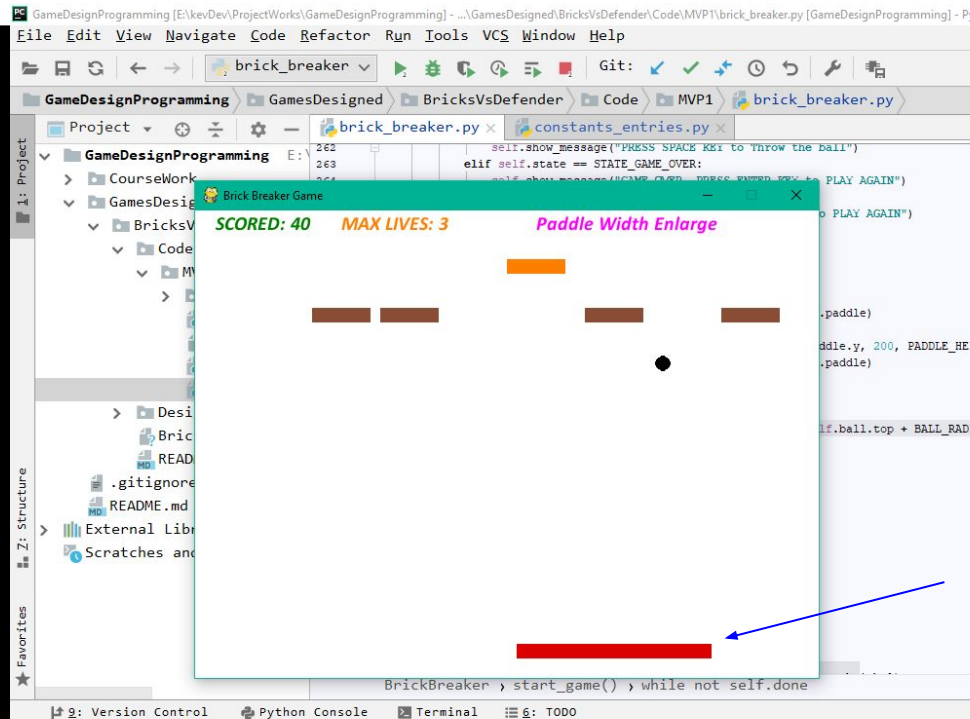
```
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pygame 1.9.4
Hello from the py
```



Power Up - Paddle Width Enlarged

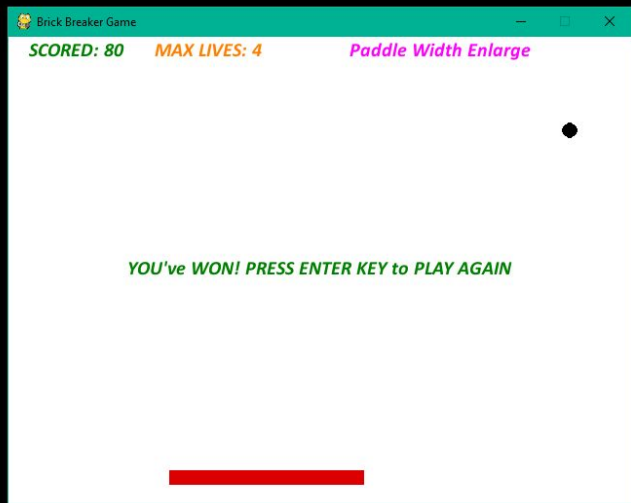


Project - Demo - MVP-1 ver1.0

Game Won

```
C:\Windows\System32\cmd.exe - python brick_breaker.py
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```



Game Over

```
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pygame 1.9.4
Hello from the pygame community. https://www.pygame.org/contribute.html
```



Thank You!
Have a good one!

