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**Assignment3**

This document is an introduction to assignment3. At first, I looked that example which was offered in Assignment3 document. Secondly, in my break-out game, I created 6 classes; they are “Main”, “Brick”, “Ball”, “BrickMatrix”, “Board”, “GameEvent”. In BrickMatrix has an array, I pushed each brick into that array so that they can be controlled easily. Then, I put all codes which were response for events in GameEvent class. Bricks have a property named color. It stands for different score and red bricks can make board become smaller. When you finish all bricks the stage will appear “Congratulations” text. On the other hand, if you fail, you can click text button to restart the game.