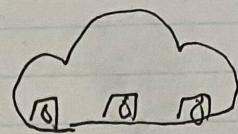
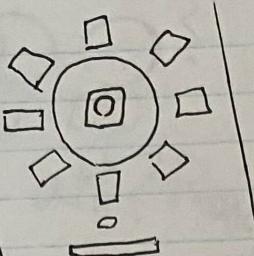
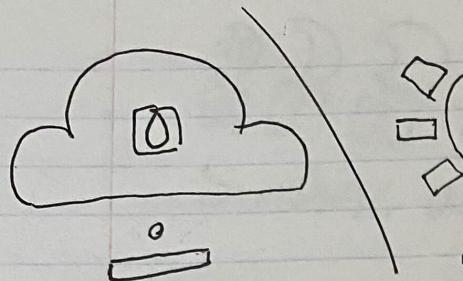


\*Originally sketched in LibreSprite, hence weird spacing, accurate measurements on the  
 ↑  
 Pixel Paper - 800 x 600  
 Fork of Aseprite  
 Graph Paper for Screen Coordinates

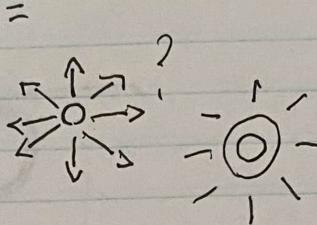
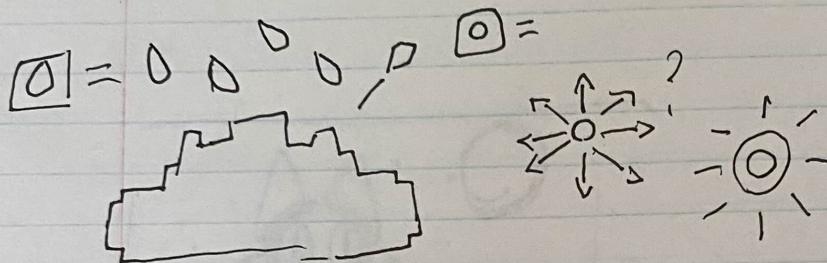


~~600x800?~~

~~Go big?~~

~~600x600~~

Maybe ditch  
Sun?



Ball class = bouncing ball

Platform class = bounce platform (mouse or keys?)

Brick class = breakable bricks (row gradient?)

~~× Rain class = bricks that summon rain (holdable?)~~ ↪ Hard to implement ↪ w/ brick generator

? Sun class = bricks that summons sunbeam

RC = 19 ↑

19 max

Brick → 22  
|| ↓

508 490  
92 110

4 gap = 55 each side

5 gap = 46 each

## Brick Class()

- $22 \times 11$  (technically  $24 \times 13$ )
- Color assigned in Gamefile (array for color gradient?)
- Collision built in?
- Array to spawn rows in Setup() ~~XC~~
- Figure out how to despawn  
└ bool?
- └ if ball collides then brick = false? like something like that
- └ Reduce to nothing? Move?
- └ May cause issues with win condition  
    └ ~~for(int i; i=18; i++)~~
- └ ~~{ }~~

## Array Spawn Code

```
if(ball collision)
  if ball collides      bool activeBrick=true;
    → activeBrick!=activeBrick
```

```
  if activeBrick=true
    → Spawn brick
```

```
else if false
  → No brick
```

114  
36  
34  
32  
67  
283

~~for (int i = 0; i < 18; i++)~~

{

Yrow

Xrow

Rowamount

offset

For (int i = 0; i < Rowamount; i++)

{

Drawbrick(xrow + offset, Yrow)

}

Rectangle + point

Rectangle + rectangle, reverse velocity on interact

Draw if active, on hit don't draw?

Doors

Take off from food when

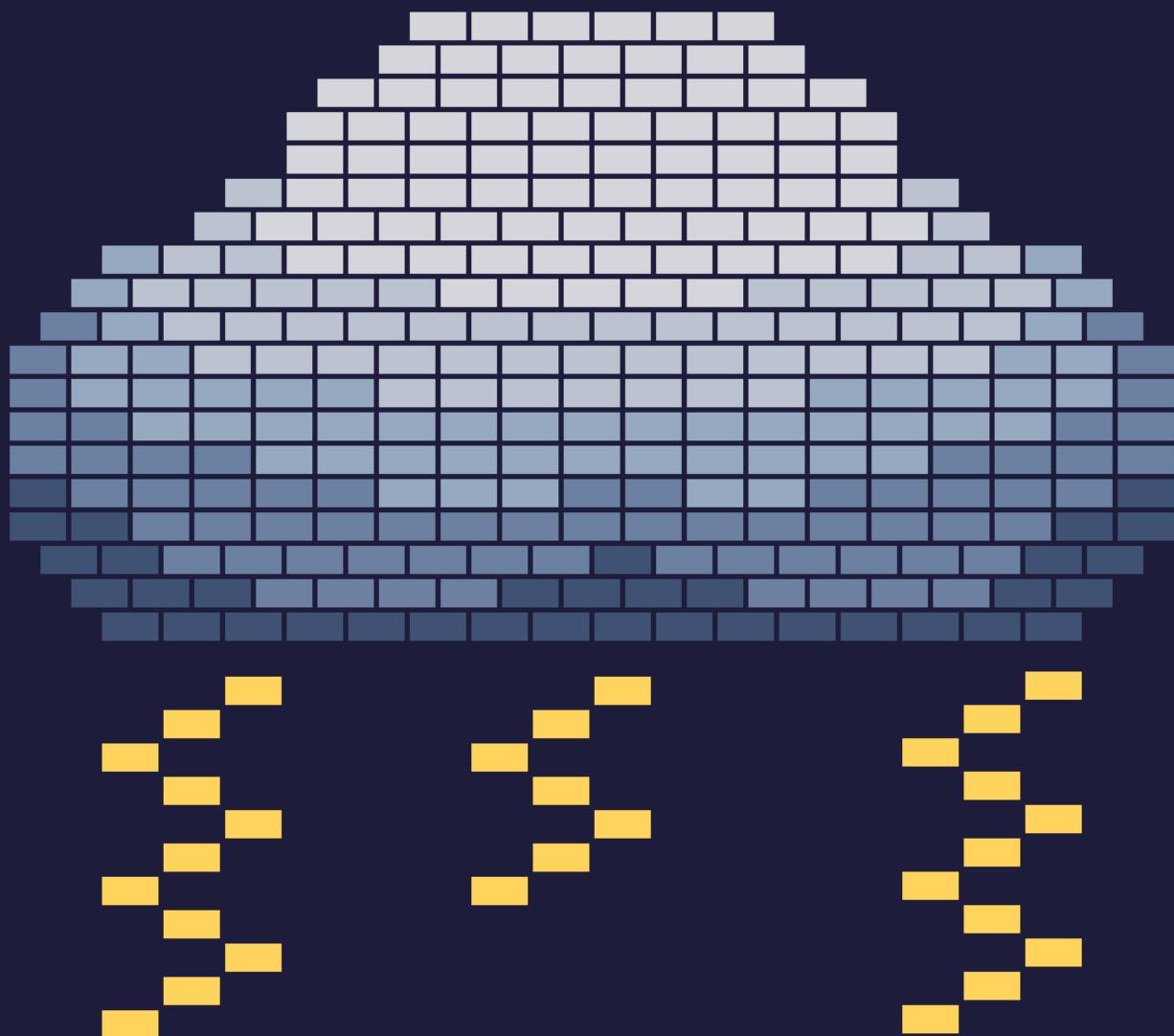
- return to zoom level 1 when finished

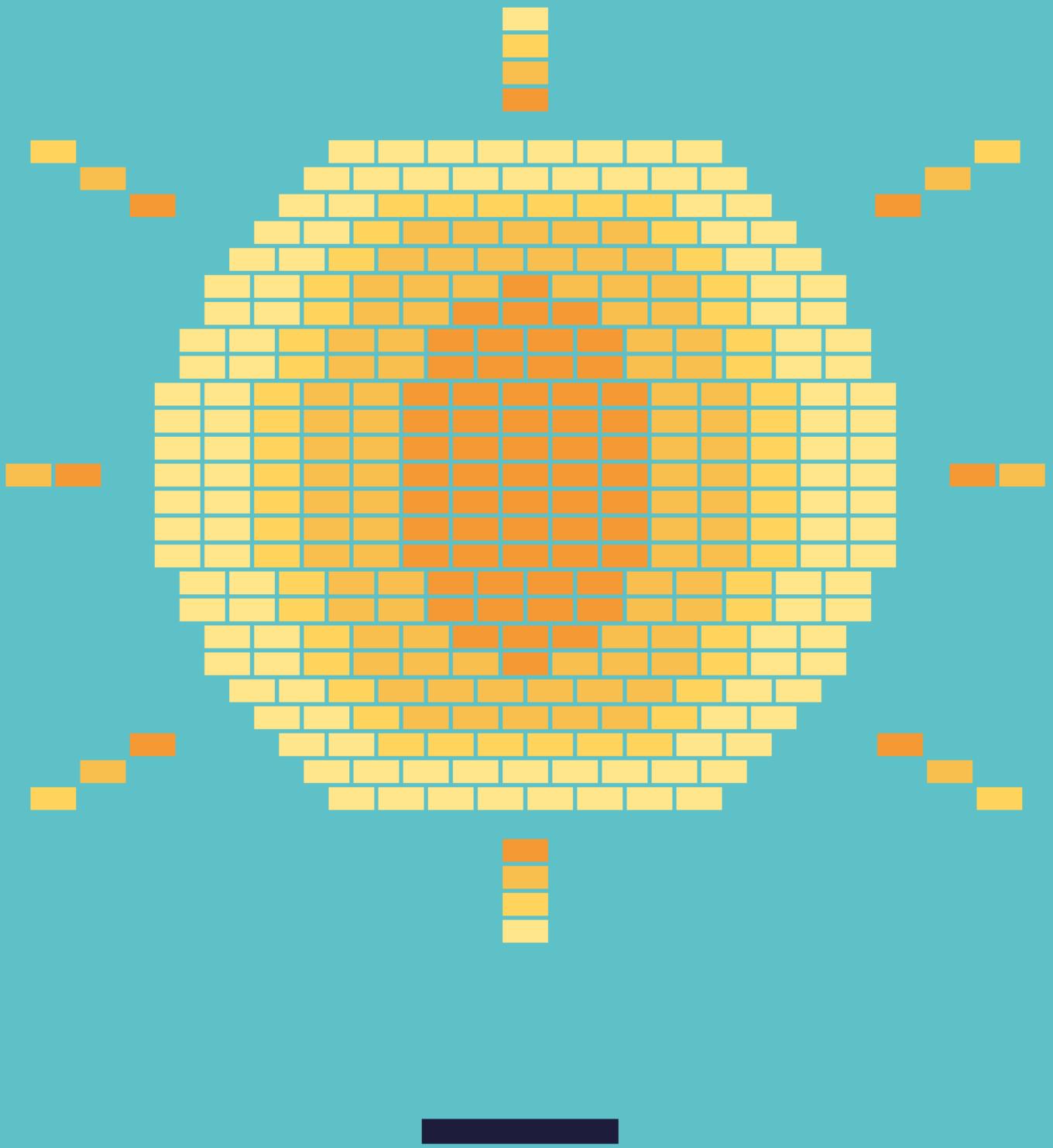
- collision point IV;

- copy existing IV, paste (would for copy of IV's)

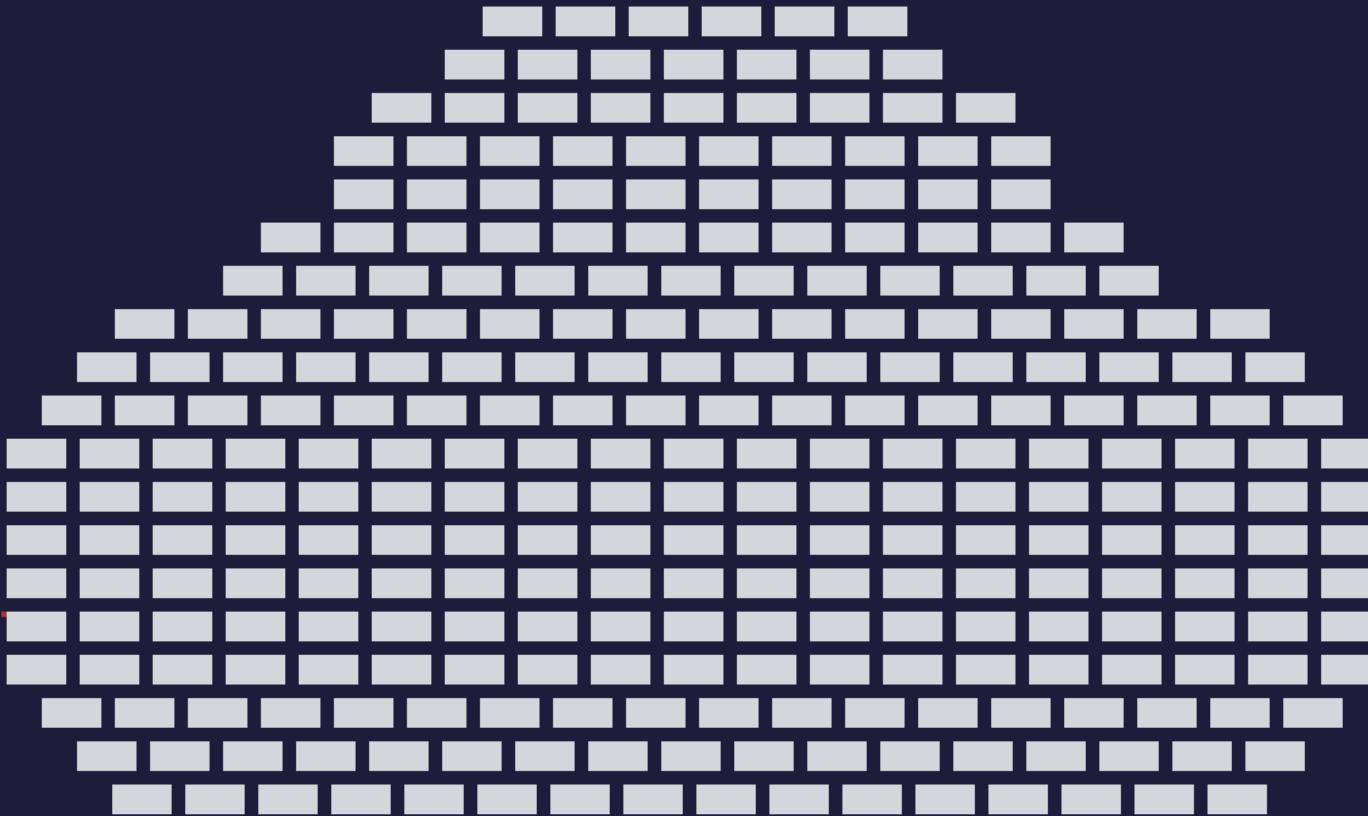
- 55x11 (zoom 11, 55x13)

BRICK class()



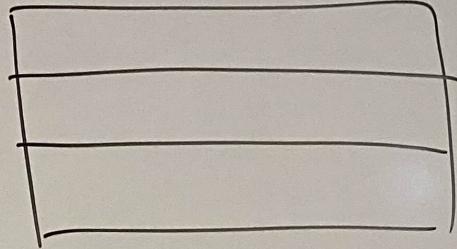


██████████



■





int[] Row  
int[] Start  
int[] Length

0	1	2
2	0	1
2	6	4

↓  
class



## Loops Setup

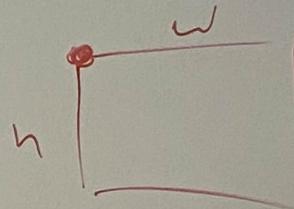
brick 0-12, pos = ...  
brick 13-28, ...

brick[i].pos = row[i];  
brick[i].size = ...

Draw  
for(...)  
brick.Draw();

## Bricks

Pos  
Size  
bool



Setup()  
{  
  prepare brick  
  pos

Update  
{  
  for(...)  
    if(brick[i].isActive ?)  
      brick[i].Draw();  
}