Smash It Game in Python using Pygame

Smash It is a classic 2D video game where the player controls a paddle located at the bottom of the screen. The goal is to break all the blocks above the striker using a bouncing ball. The player's score is calculated based on the number of blocks broken, and the game continues until the player runs out of lives or break all bricks.

How it was build

The game created using PYGAME library in python using VS CODE editor.

Controls

- Left arrow key: Move the paddle left.
- Right arrow key: Move the paddle right.

How to Play

Make sure pygame library installed on your editor

Run the **main.py** file

Documentation

For detailed information about the project, refer to the accompanying PDF document (`documentation.pdf`). The document covers the purpose, classes, functions, and other relevant details related to the code.

Author: Yazeed Migdadi