Break The Bricks
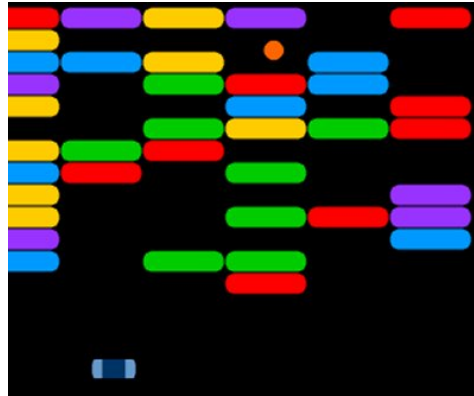
CSEE 4840 Spring 2013 Project Proposal

Lianhao Qu(lq2140),Chong Li(cl3064), Bin Xie(bx2123), Zimeng Chen(zc2240)，Yuanhan Yang (yy2437)

I. Project Description

Our team proposes to build a classic video game named **Break The Bricks**.

On the left part of the screen is the game zone. The player can control the paddle with the four arrow keys to prevent the ball from hitting the bottom of the screen. Remove all the bricks to level up.

On the right part of the screen is the status zone with scoreboard, life bars and level mark. The scoreboard shows how many bricks the player already broken; life bar shows the number of chances the player remains; and the level mark shows the level of the game.

II. Basic Realization

➢ Players control the paddle using PS2 keyboard.
➢ Game interface is shown on the VGA.
➢ The player can reset, pause and exit during the game.
➢ The collision between the paddle and the ball is non-specular reflection.
➢ The initial start up speed is random.
➢ Theoretically, the ball can pass every site in the game zone; there is no bug point.

III. Design Feature

➢ There are multiple levels and speeds to make more fun.
➢ There are multiple shapes of the paddle to choose from.
➢ The player can start the game with different choices of the background and arrangement of the bricks.
➢ Two players can join the game at the same time through network.