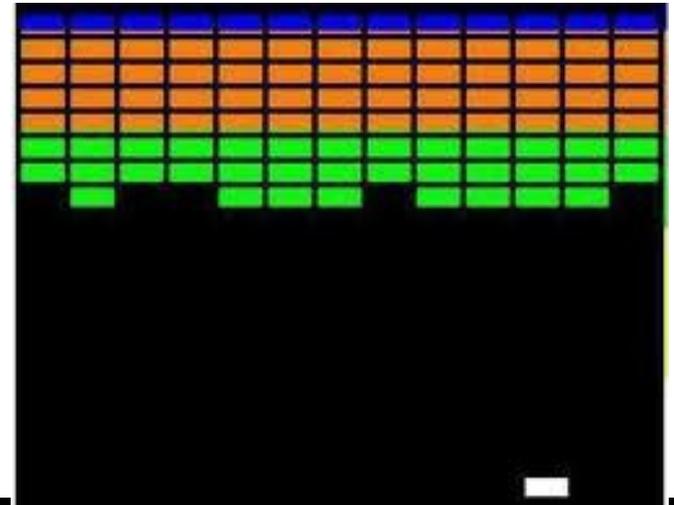


PRACTICAL GAME PROGRAMMING

- Genre: Breakout
 - Definition
 - Code considerations
 - Content considerations

DEFINITION

- Player destroys a wall by bouncing a ball at it.
- Lots and lots of variants.
 - Some tiles may require more hits.
 - Powerups.
 - More complex physics (spin).



GAMEPLAY

- Player controls a paddle, with which a ball is deflected towards a brick wall. Each time the ball hits a brick, the brick gets destroyed.
- The ball leaves the paddle at an angle depending on where in the paddle the ball hits.
- When the wall is destroyed, a new one is shown.

GAMEPLAY ISSUES

- From a modern viewpoint, breakwall is, bluntly put, boring.
- Worse yet, the fewer bricks are left, the more boring it gets.
- Variants may make things more fun:
 - Powerups
 - Certain % clearing requirement
 - Or some other criteria, like collecting items

CODE CONSIDERATIONS

- Controls
 - Generally only sideways movement.
- Ball-brick collision
 - Probably easiest as a rect-rect collision.

CONTENT CONSIDERATIONS

- Art
 - Very minimal requirements.

CONTENT CONSIDERATIONS

- Audio
 - Very minimal requirements.