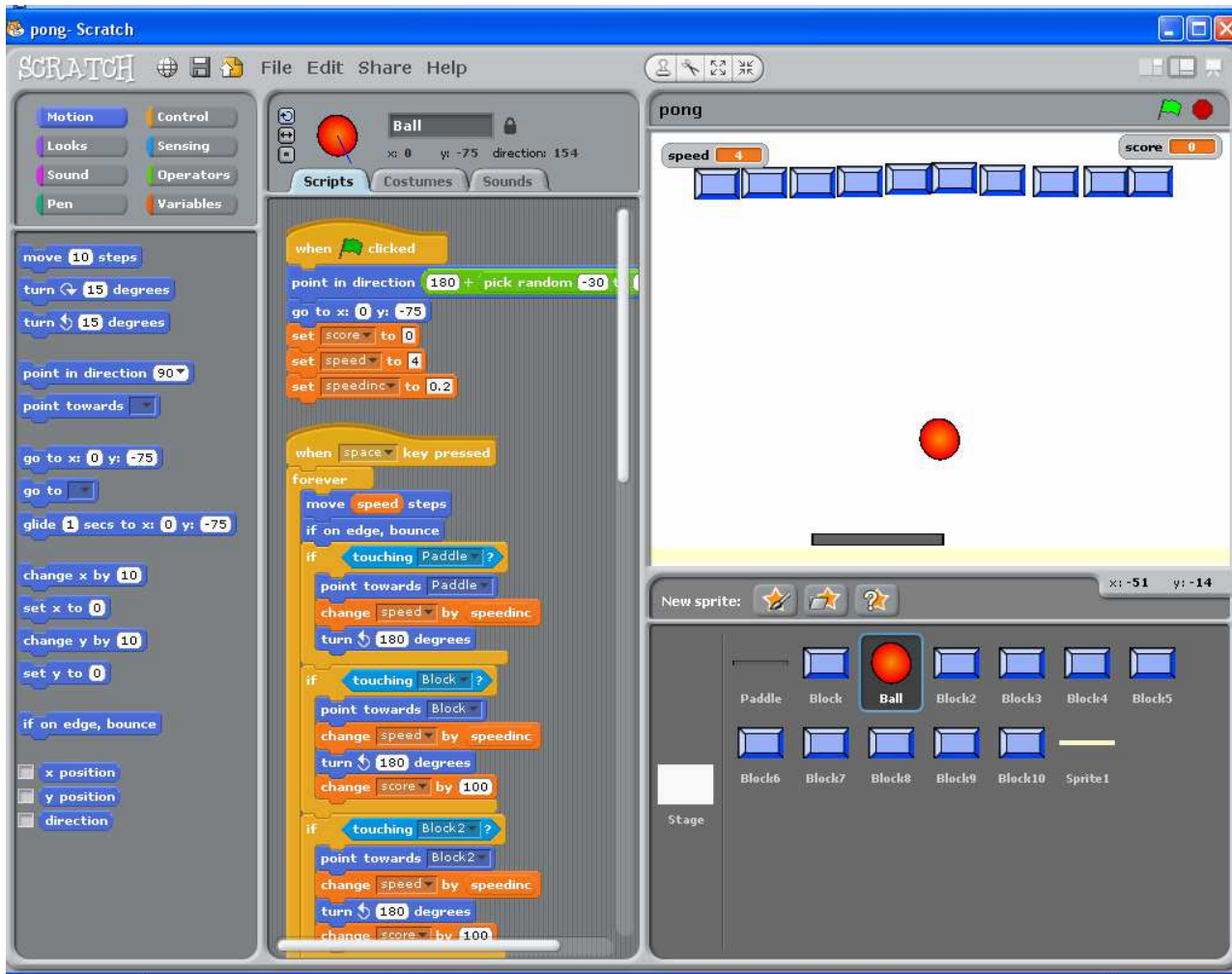


Assignment 12: Third Game: Breakout

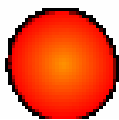


Object of the Game

This game involves the player bouncing a ball off of the paddle, and hitting bricks. If the ball hits bricks, then they disappear. The game is won when all of the bricks disappear. The game is lost if the player misses the ball.

To Start:

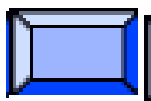
First make a sprite for the ball, paddle, and block. Add one of each to the stage. Make three variables: score, speed, and speedinc.



The Ball – What bounces around the screen.



The Paddle – What the ball bounces off of and what you use to keep it in play.



The Block – What you need to bounce the ball off of and destroy.

The Paddle:



Make sure the paddle starts the game at full size

Make sure the paddle moves with the mouse, but ONLY left and right!

If the paddle hits the ball, make it smaller to make the game harder!

The Edge:

Make a clear picture (white) to place at the bottom of the screen. Make sure it covers the whole stage, but is completely below the paddle.



If the ball touches the edge, stop the game completely!

The Block:

For each block that you want to use in your game, you must have the following code. An easy way to do this is to get one block working, and then just copy and paste your working block to make more!



Make sure that the block appears at the start of the game.

Keep testing throughout the game to see if the block touches the ball. If it does...make it disappear!

The Ball

```
when green flag clicked
  point in direction 180 + pick random -30 to 30
  go to x: 0 y: -75
  set score to 0
  set speed to 4
  set speedinc to 0.2
```

Send the ball in a random direction when the game starts

Make sure the game starts with a new score and all of the ball speed variables set.

```
when space key pressed
  forever
    move speed steps
    if on edge, bounce
    if touching Paddle?
      point towards Paddle
      change speed by speedinc
      turn 180 degrees
    if touching Block?
      point towards Block
      change speed by speedinc
      turn 180 degrees
      change score by 100
    if touching Block2?
      point towards Block2
      change speed by speedinc
      turn 180 degrees
      change score by 100
    if touching Block3?
      point towards Block3
      change speed by speedinc
      turn 180 degrees
      change score by 100
```

Move the ball SPEED steps, where speed is a variable you make to keep track of the speed.

When the ball touches the paddle, make the speed faster, and then make it bounce off (turn 180 degrees)

When the ball hits a block, make the ball move faster, and then bounce off. Add 100 points to the score. You need to copy this for EVERY block that you use in your game!