

Brick Breaker

6.111 Final Project by Jonathan Abbott and Jemale Lockett

Brick Breaker is a game where players try to break a number of bricks with a ball. The ball is continuously moving, similar to Pong, and the user controls a paddle that the ball bounces off. Our plan is to augment this simple game by the addition of a real ping pong paddle that will be used to control the virtual paddle. We will use a camera to track the position of the paddle and make the virtual paddle follow appropriately. The game will involve the creation and storage of different sprites (different brick layouts, ball, paddle), interfacing with a camera, and displaying through the VGA. We also plan to augment the game with sound upon collisions and maybe animations when bricks are broken. There are many potential ways to make the game and implementation more fun/complicated in terms of power-ups and the game representation. Power-ups might include bigger paddles or bigger balls that would be activated upon breaking special bricks. We also plan to investigate rotations of the virtual paddle instead of it just being a side scrolling rectangle.