

JAVA SWING GAME

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ABSTRACT

BREAK OUT BALL:

- Breakout Ball game is a widely used game which was developed in the 1970s.

- In Breakout, a layer of bricks lines the top third of the screen and the goal is to destroy them all.
- A ball moves straight around the screen, bouncing off the top and two sides of the screen.
- When a brick is hit, the ball bounces back and the brick is destroyed. The player loses a turn when the ball touches the bottom of the screen; to prevent this from happening, the player has a horizontally movable paddle to bounce the ball upward, keeping it in play.
- The player uses the platform to keep the ball running. The goal is to break the bricks without missing the ball with your platform.
- Here, we used new java concepts such as (AWT, Swing, JFrame, JPanel etc). This game is not meant to be the next most sold game but just a platform from which to learn and maybe inspire someone to be the next most successful developer in the world.