

Independent Activity – 12 (Brick Breaker)

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Create a 'Brick Breaker' game

Activity	Examples
<p>Create a version of the 'Brick Breaker' game.</p> <p>Place bricks in a grid. Create a ball sprite that breaks them.</p> <p>Get comfortable with the notion of direction in this process.</p>	<p>scratch.mit.edu/projects/199142335/editor/</p> <p>https://scratch.mit.edu/projects/415351076 https://scratch.mit.edu/projects/415731452 https://scratch.mit.edu/projects/415486398/ (Outstanding) https://scratch.mit.edu/projects/415351301/ https://scratch.mit.edu/projects/416170509/</p> <p>https://scratch.mit.edu/projects/382015565/editor/ https://scratch.mit.edu/projects/18246592/editor/ https://scratch.mit.edu/projects/47788666/editor/</p> <p>Block Ball: https://scratch.mit.edu/projects/370047531/</p>
	<p>Class Project:</p> <p>https://scratch.mit.edu/projects/415200279/</p>

Marking Criterion (Max Marks: 12)

Task	Marks Given
A grid of bricks created (At least 3 rows and 5 columns)	2
Bricks disappear when they are hit by the ball	2
The ball reflects after hitting the bricks and the pedal	2
The player loses if the pedal misses to hit the ball	2
The player wins if all the bricks are hit and hence have disappeared	2
BONUS: See ideas from the class notes slide number 25	2
PENALTY: Late Submission (Per Day)	-1
PENALTY: Project not shared on scratch	-1

Common Problems

Problem	Remedy
Clones of the bricks do not appear at regular places	Check the logic carefully. Are the x- and y-coordinates set correctly?
Bouncing does not work well – the ball seems to get stuck inside the pedal sprite	Give a small wait after the touching event. Make the pedal thin
Ball just goes through the pedal sprite	Reduce the speed of the ball

Enjoy!

- * Remember to submit your project in time!