

Brick Breaker

Brick breaker was a project where we had to recreate the game atari breakout. Some challenges for this project included making the player move, which took a while as it was our first ever unity project so far. After that game the challenge of the ball and brick which wasn't too bad to start.

This was the first unity project we started learning as a class. We started very slowly, beside me who already practiced unity beforehand. This project helped me learn about things like serialized variables. I also learned about many other functions of unity that I never learned about on my own and was very helpful.

Our project used unity particle systems for the breaking of bricks. Then when a brick ran out of hp it would explode and give points. We also gave the player a health system that worked when the ball went out, resetting it above the paddle and making the player lose health, the last thing was new levels for the player to play which was quite easy.