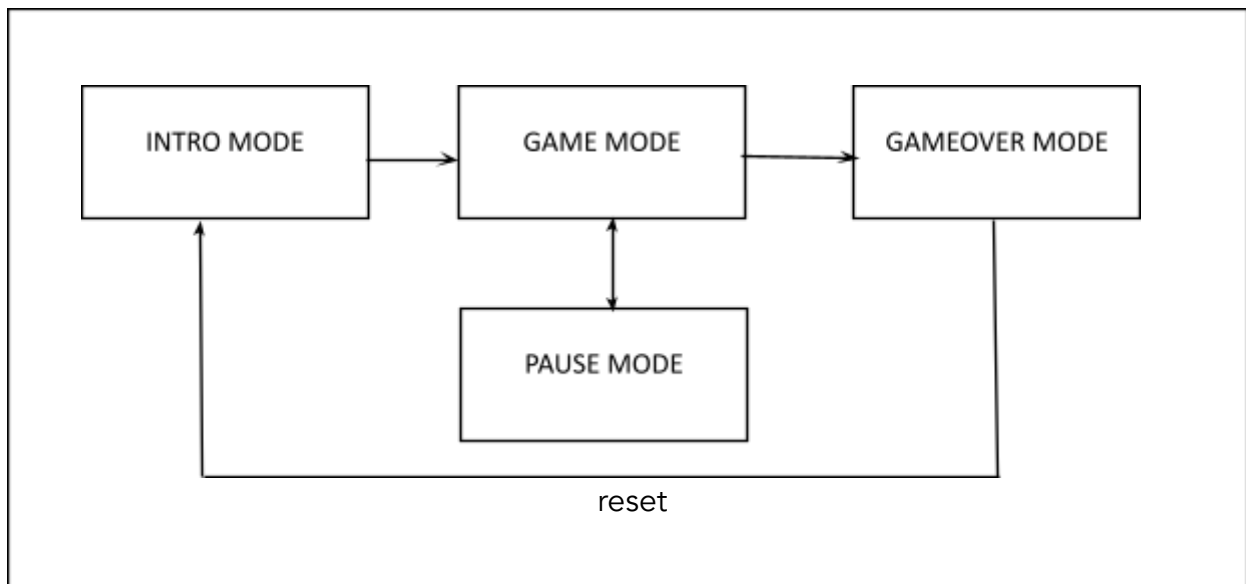


Breakout Project Criteria

General Criteria:

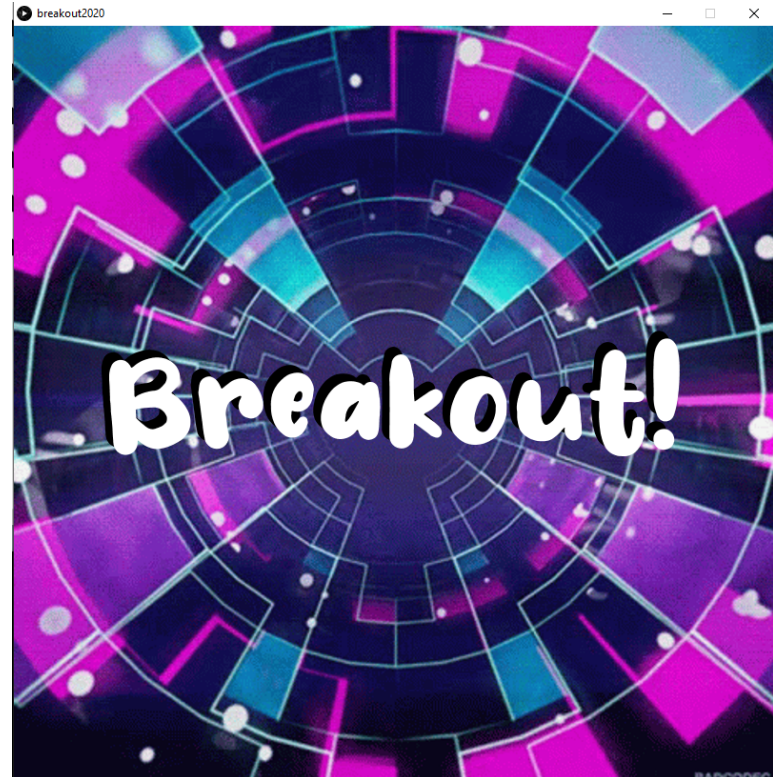
- Mode Framework should consist of INTRO, GAME, PAUSE, and GAMEOVER modes.
- Include sound effects throughout for bouncing, scoring, intro music, and winning and losing the game. You can use my sounds if you like (posted in teams).
- No buttons necessary this time (I got lazy!)
- Put some effort into the design of your project to make it more than the bare-bones basic circles and text. This might include choosing colors, fonts, and other animation effects to improve the various screens.
- Include an animated GIF in one or more of your modes.

The Mode Framework



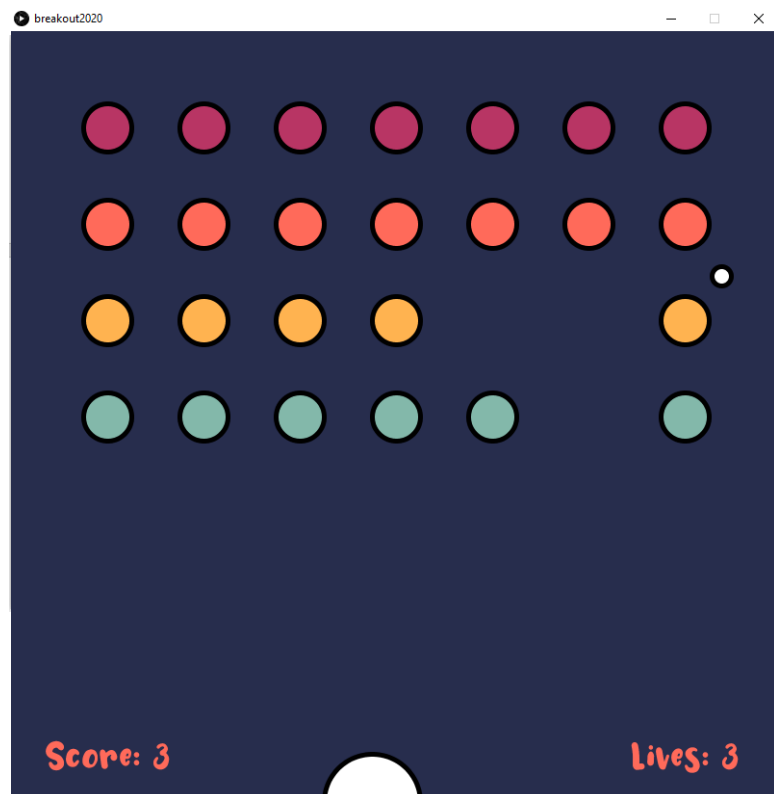
INTRO Mode:

- Display some intro text and play some intro music
- A click should take you into the GAME mode!



GAME Mode:

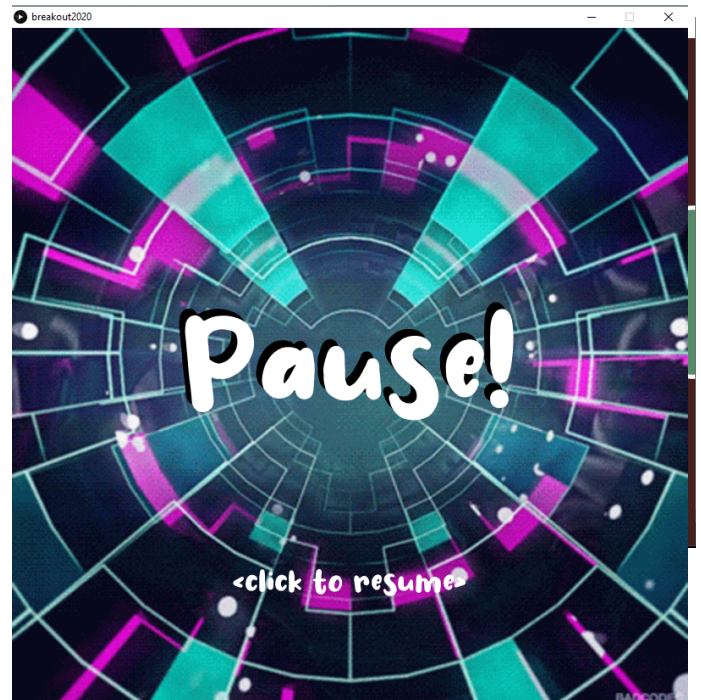
- The paddle, balls, and bricks should be drawn as circles.
- The paddle can be controlled by pressing keys or the mouse (your choice). The paddle can't go beyond the edge of the screen.
- You should use a loop to place the bricks in a pattern that is different from the one I did in class (or on YouTube). Include a gap between the bricks and the sides and top of the screen and change the number of bricks in a row.



- Each row of bricks should be a different color.
- Bricks should be managed with a loop that makes:
 - the bricks disappear when hit with the ball and the score increase by 1.
 - the ball bounce off bricks at the correct angle.
- Clicking on the screen or pressing a key switches to PAUSE mode.
- The ball collides with paddles on the correct angle.
- You have three lives. When the ball goes off the bottom of the screen, you lose a life. The ball should then reset to the starting position and starting velocity.
- When you have zero lives, the program switches to GAMEOVER mode.

PAUSE Mode:

- Clicking on the screen resumes the game



GAMEOVER Mode:

- Display a different message depending on whether you won or lost.
- Clicking on the screen should set mode to Intro and reset the score, lives, paddle position, ball position, ball velocity, and make all the bricks come back to life.

