

first tutorial:

http://www.youtube.com/watch?list=PLCD6B6D279036462A&v=0TI1Cc0IRnI&feature=player_embedded

Read

http://www.gamasutra.com/view/feature/130053/breaking_down_breakout_system_and_.php?print=1

GOAL: 1 level per day

new mechanics:

bricks

tough brick - more health

-/ metal brick - unbreakable

-/ money brick - drops bonus points

-/ dispenser bricks

brick that spawns other bricks

Bricks that move side to side along waypoints

thingies

-/ ferris wheel of bricks (Spinning parent game object with many child bricks)

power ups

-/ bonus point drop

fire ball - ball does more damage

-/ longer paddle

explosion - does 1 damage to all bricks

safety net - places a temporary full width block above the death zone

grow / shrink the ball

changes bounce physics to multiply instead of maximum

-/ shoot from paddle

- two side shooters that auto fire

Additional 'side paddles'

Double mode where there's a second paddle above the first

Wall around play area

-/ ice ball - stops moving bricks, and makes the next hit on that brick fatal!

lightning ball - shocks adjacent balls

-/ bomb ball - destroys bricks in an AOE

something that caught the paddle on fire, and you'd need to hit it with water to heal

general changes

Ball speed should influence damage (give player more control)

Add a second ball if one has not been hit for 30 seconds

Balls captured in an area to be released

menus etc

- continue
 - -/ pause
- play
 - -/ levels
- leaderboards
- options
- help
- about

host online

brickblaster.herokuapp.com/brickblaster/brickblaster.html

now: brickblaster.net

Log:

9/27/2013

built more bricks and basic bonus system

- bonuses can either be dropped or applied on break
- money brick
- metal "brick" (removed brick tag and script, colored dark)

9/28/2013

- reworked level 5
- hosted web player online

9/29/2013

- new level 6
- pause button
- load level button
- build for android

9/30/2013

- reduce annoyingness of sounds (ball won't sound when hitting backdrop)
- reset from game over screen
- level 7 - ferris wheel level

10/1/2013

- level 8 - moving columns
- BUG1: after loading a level from the levels screen , the level won't advance

10/2/2013

- BUG1 resolved: brick count was based on a static variable that was not reset on new level load
- BUG2: ball tends to bounce side to side and lose vertical momentum
- tweaked physics again ball shouldn't slow down as much
- level 9, brick rainbow
- started ball dispensing brick

10/3/2013

- ball dispensing brick
- level 10 - crazy ball dispenser

10/4/2013

- powerup that grows width of paddle
- level 11 - powerup madness

10/5/2013

- BUG2 Resolved worked out a fix for the ball bouncing side to side and not going up or down ever
- BUG3: when the sound has to play in reverse, the game crashes...

10/6/2013

- level 12 powerup spinners
- level 13 bonus overdose
- ball dispensers also provide 1 health by default
- balls can grab powerups and the paddle will get them once hit
- fixed BUG3 lots of minor tweaking (just import 2 sounds, 1 reverse)
- more better sound effects

10/7/2013

- level 14 round mesh of bobbing and spinning

10/8/2013

- level 15 spinning bumpers of spinning blocks

10/9/2013

- developing fire, damage buff for ball
- added bigmesh level

10/10/2013

- BUG restart button broke
- finished fire powerup/brick
- interesting strat = you can "catch" powerups on the paddle to save them

10/11/2013

- BUG fixed restart button (was behind the "glass screen" that keeps everything inside the play area)
- slightly different firewall level, that has extra balls on right, and powerups on left

10/12/2013

- started developing explosion ball
- BUG: sometimes levels end early for some reason...
probably because the same brick would get exploded at once
- level bomb disposal

10/17/2013

- cannons level
 - cannon brick
- I broke something because ball deaths don't register anymore...

10/18/2013

- added demo level with every brick in the game

10/21/2013

- moved hosting to github pages
- random brick that drops random powerups
- fireball power up is broken, doesn't activate on ball contact
- fireball power up is broken, kills too many bricks at once, causing silliness
- level Random Mesh

10/23/2013

- working on a hidden/secret brick that reveals another brick on hit, but otherwise looks normal
- explosion bug fixed

10/24/2013

- ice ball / brick power up
implemented with coroutines and delegates

- gameobject preservers should not be included by default

11/4/2013

- Timescale brick power up slows down time