**Before Turning in Breakout**

**Have you included…**

\_\_\_ 5 Sprites (Barrier, Ball, Wall, Bat, Invisible Wall Sprite)

\_\_\_ 3 Sounds (Collisions for Bat, Wall, and Barriers)

\_\_\_ 2-3 Splash Screens (Logo, Game Title and Directions, Extra Screen for Directions?)

\_\_\_ 6 Objects (1 for each of 5 sprites, Control Object)

\_\_\_ 3 Rooms (Logo Splash, Title Splash, Game Room)

**When playing, does…**

The ball:

\_\_\_ Start moving when the game starts?

\_\_\_ Bounce off the wall? The bat? The barrier?

\_\_\_ Collision with each item cause different sound play?

\_\_\_ Colliding off the back wall subtract a point from the score?

\_\_\_ Destroy a barrier if it collides with it? Add a point to the score?

\_\_\_ Display a victory message if it hits the top invisible wall and restart the game?

\_\_\_ Display a game over message if it hits the bottom invisible wall and restart the game?

The bat:

\_\_\_ Stop when it collides with the wall?

\_\_\_ Move right when the right arrow is pressed and stop when it’s released?

\_\_\_ Move left when the left arrow is pressed and stop when it’s released?

The control object:

\_\_\_ Allow the space bar to advance to the next room from the logo and title splash screens?

**Also consider…**

Does the storyline or the gameplay make sense? It does should have continuity in perspective, design and theme. A school bus doesn’t drive at a 45 degree angle, so don’t have the sprite drift across the screen that way. Does it make sense what the ball is colliding off and against?

How do the graphics you’ve created look? Do they look high quality enough for the game to be taken seriously? Even games with simple graphics (Flappy Bird) are well done enough to be square, clean and make sense when you’re playing.

Did you add anything extra? If you have added powerups, extra rooms, anything extra to make the game more appealing or interesting will add points to your score! This isn’t a requirement, just a way to boost your grade… extra credit.