

Block Breaker : Asteroid Smash

For our block breaker game we've decided on a space theme. There will be four levels total. In the first level we start with a basic space themed paddle and basic "blocks" stylized to look like asteroids. The objective is to destroy all the blocks in each level to win.



Game Flow:



At the beginning of each level, the platform will evolve via animation into a new paddle design. In each level there will be a new type of block added to the "asteroid blocks". The new block will vary in color and also in attribute settings, like toughness.

Background:

The background will be mostly simple of a starscape. If time allows, we will have the background animated so that in timed intervals, some of the stars shoot upwards and off screen.

Sound:

The looped sound will be a space-themed sound. We also plan to have impact and explosion sounds for when the asteroids are hit and broken up.

Basic Storyline: (may change later)

Before Start:

There has been an increase in highly compacted asteroid matter in intergalactic speedways. Please clear out the matter by breaking it down so we can re-open our supply lines.

Level 2:

It's almost as if someone has done this on purpose... The shapes of these asteroids is unnatural.

Level 3:

These are getting harder and harder to break. It we're almost to the end of this speedway. Keep it up!

Win:


Congratulations! You've cleared the entire speedway. Thank you so much for your service. Please stay close by, just in case.

Lose:

You've lost.

The asteroidian empire overwhelms the intergalactic speedways...

You are now hated... everywhere.



*You've lost.
The asteroidian empire overwhelms
the intergalactic speedways...*

You are now hated... everywhere.

Restart

Exit