Brick Breaker

ZOMBIE APOCALYPSE
THE FINAL COMING...

PLAY
HOW TO PLAY

By Connor Molde Computer Games & Interactive Media Year 1
Contents

Section One: Project Abstract
Section Two: Concept Design
Pages 2-3

Section Three: Research
Pages 4-7

Section Four: Storyboard
Page 8

Section Five: Assignment Process
Pages 9-10

Section Six: Evaluation
Pages 11-12
For this assignment I have been asked to create a flash based Brick Breaker game. The process of the assignment will be building the main base of the game using some code called ‘Action Script 3’. We will then have to put our own personal stamp on the game by redesigning all the assets in game and the layout.

The main part of the creation of the brick breaker game will be the coding of the flash game using ‘Action Script 3’. This is because if any problems or glitches occur in the coding then the game will not work.

The process of designing and producing the brick breaker game will enable me to increase my software skills in mainly Adobe Flash and Adobe Illustrator. I am going to use Illustrator instead of Photoshop because it is more compatible with Flash, as you can copy from the Illustrator art board and paste it straight into Adobe Flash. This will save me lots of time as I don't have to save each image and import them into Flash, which takes a lot of time and makes it hard to rescale.

There are 2 main parts of this assignment. The first part of the assignment was the ‘research and ideas generation’. In this stage I will analyse different flashed based brick breaker games and give an analysis on what I like about them, what I didn't like and what may inspire me to create my own. Finally, once I have completed the research and have inspiration I will generate ideas by creating sketches and compiling my own concept design document, which will consists of what I will use for the designs throughout the game.

The second part of the assignment was the ‘production’. In this stage I will take into account all my research on what I believe is suitable for my game style and the ideas I have already generated and then create the game.

Overall I am looking forward to this assignment as I believe it will be interesting and enjoyable to create a game in Adobe Flash. It is something new for me I am also looking forward to adapting on my software skills in Adobe Flash as I still think there is a lot in the program that I think I could learn and improve on.
I did some research into different zombie-styled games and common weapons which were used to kill zombies was a baseball bat. Therefore, I thought this would be a perfect fit for the actual bat for my game because it too fits with the game theme.

Finally, for ball of the game I decided to use the design of the mace weapon. I believe this works well with my game style because the ball is a sharp object, which could inflict a lot of damage to an enemy.

I will also be adding sounds to my brick-breaker game and I believe it is important to create/edit sounds, which fit the zombie-themed game style because sound is one of the most important elements to a game. If the sounds work well with the theme the overall game will be a success. However, if the sounds don’t fit the theme properly the game will not be good quality. I am going to research games such as ‘Resident Evil’, which is a zombie game based game and look at the sound styles they use to make their game very effective.

Overall, I think this is a really good theme to base a game on and I am really happy with my choice. As I believe there are a lot of different ways in presenting the game so it looks both professional and unique.
The main in game feature, which I believe makes this game very unique and effective is the bat in the game moves the full 360 degrees around the screen. I think this element is the main factor for why the name of the game fits the game.

One aspect of this game, which I think makes this game so effective are the use of sound. The sounds used main in the background is very retro and arcade like. I personally think that the sounds work very well with the game and together with the designs makes it very successful.

Overall I think this game is a very good game and the quality may not be as good as some of the other game out there in the market I believe the style is unique and I believe that some elements to this game are very effective and make this game one of the best brick breaker games.


Brick Breaker 360:

I decided upon analysing ‘Brick Breaker 360’ because I am creating a brick breaker themed game for one of my assignments and there are some features in this game and I am going to use some of them in my own game level.

One part of the ‘Brick Breaker 360’ that I like the look of is the start screen because it fits with the theme of the overall game very well as they have the name title moving around at a 360 degree angle, which fits the theme of the game.

I also like the ‘how to play’ feature on this game because it is very descriptive and gives the player a bit of background information and visuals of what to expect in the game and how to play it correctly. I really like this feature and I am definitely going to add something like this to my own game because I like the positive effect it has on their game.

This image shows a screenshot of the start screen of the game 'Brick Breaker 360'. I like the use of typography as I believe it fits the arcade style theme, which runs throughout the game.

This image shows a screenshot of the game play for 'Brick Breaker 360'. I like the overall game play because the bat moves all the way around the screen and not just at the bottom. I think this is very unique and fits the theme of the game well. I believe this aspect make the game one of the best brick breaker games.
The main in game feature, which I believe makes this game very unique and effective is the transition of when you destroy one of the bricks. It triggers something that looks like a 'particle system' to create the effect of an explosion. I think this is a very good and effective idea because it visually looks appealing and for the player it is more satisfying seeing something explode, rather than just seeing a brick disappear.

One aspect to a game that I would add is sound because I believe it can add another dimension to a game. This game does not have sound on the introduction to the game or in the background so when I am playing it I feel like there is something key missing to the game. However, the in game sounds for when you hit a brick or destroy it are very good and complements the game well. I believe if there was some subtle background sound it would make the gaming experience much better.

Overall I think this game is a very good game and the quality may not be as good as some of the other game out there in the market I believe the style is unique and I believe that some elements to this game are very effective and make this game one of a kind in the flash based game market. I am definitely going to use some aspects of this game as inspiration for when I come to create my own brick breaker game.


Magic Bounce Ball:

I decided upon analyzing this Chinese based brick breaker because I am creating a brick breaker themed game for one of my assignments and there are some features in this game that I am going to use in my own game level.

One part of this brick breaker game that I like the look of is the start screen because it doesn’t have too much information on the screen. Therefore it uses the effect of ‘white space’ which is used in design to make designs look professional.

I also like the style of the bricks in this game because they use different shades of a colour to resemble how difficult it will be to break each brick for example, on one level there is two shades of a blue and visually you could tell before the game started that you would have to hit the darker blue more times to break it. I think the use of colour is very effective as it can give you as the player a lot of information about the game.

This image shows a screenshot of the start screen of the game ‘Magic Bounce Ball’. I like how simple the design of the screen is. I believe using ‘white space’ makes this design look clean and professional.

This image shows a screenshot of the game play for ‘Magic Bounce Ball’. The main element of the game I enjoy the most is when you destroy a brick because you see a mini explosion, which for me makes this game visually appealing and unique.

This image shows a screenshot of the game play for ‘Magic Bounce Ball’. The main element of the game I enjoy the most is when you destroy a brick because you see a mini explosion, which for me makes this game visually appealing and unique.
This image shows the storyboard for my introduction animation. This consists of three zombies appearing from background and the text coming on to the screen letter by letter. Then finally it moves to the menu screen where the buttons appear.
Assignment Process

For this assignment there were a lot of stages to the process of completing the brick breaker game. The process started off by building the code in class as a group. The building of the game was spread over a few weeks. I liked the idea of building the game as a group because we were taught how to code the game as if it was a tutorial. Personally I find this method of learning very effective. The code we were using to create the brick breaker game was called ‘Action Script 3’. This part of the assignment was the most important part because if the code wasn’t correct then the game would not work.

Once we had built the main code for the game and we had a simple brick breaker game working I then went on to research different themes and styles to base my own game on. After a lot of research on different forms of media I decided to base my game on a ‘Zombie Apocalypse’ because zombies are fictional I thought it would be easier for me to be imaginative with my designs. I didn’t want to create my game based on a film or something like that because once you brand your game to a style that has been used before your audience will already have a rough estimate to what they would expect the game to look like, which for me is not what I wanted as I wanted my game to be unique.

Once I had decided what I was basing my game on I went into Adobe Illustrator and starting creating all the different assets for my game. Such as, bat, ball and bricks. It was important that my designs resembled my theme but also would work in a brick breaker styled game. So for the bricks I created a zombie head, which I think fits with the game style well because the aim of the game is to kill all the zombies. For the bat and ball I decided to design some weapons, which people would associate with killing zombies. For the bat I designed a baseball bat and for the ball I created a spiky ball (ball of a mace weapon).

Once all my own designs were in the level I decided upon adding some sounds to my game because I believe it adds an extra dimension to a game and can enhance the player’s experience. I started off by taking a few sounds from different sources and importing them into an audio editing software called ‘Logic’. I would then add some effects to each audio file and then export each file as a .wav (sound format) because it works well with flash.

Once the sounds have been edited in ‘Logic’ I then imported each sounds into flash and using an option in flash called ‘Linkage’ I created a specific class for each sound. So all I then had to do was target each sound using ‘Action Script 3’. This allowed me to control when I wanted the sound to play and when I wanted it to stop.

Finally, I then published the final brick breaker game as a ‘SWF file’ and as a ‘HTML file’ because this then allows you to play the game through flash player (using SWF file) and on the web (using HTML file).
Evaluation

For this assignment I have been asked to create a flash based Brick Breaker game. The process of the assignment will be building the main base of the game using some code called ‘Action Script 3’. We will then have to put our own personal stamp on the game by redesigning all the assets in game and the layout.

The main part of the creation of the brick breaker game will be the coding of the flash game using ‘Action Script 3’. This is because if any problems or glitches occur in the coding then the game will not work.

This process of designing and producing the brick breaker game will enable me to increase my software skills in mainly Adobe Flash and Adobe Illustrator. I am going to use Illustrator instead of Photoshop because it is more compatible with Flash, as you can copy from the illustrator art board and paste it straight into Adobe Flash. This will save me lots of time as I don’t have to save each image and import them into Flash, which takes a lot of time and makes it hard to recyle.

The part of this assignment that I enjoyed the most was designing all the assets. I used Adobe Illustrator to trace over some images all ready out there and then I put my own stamp on them. The main design style that I used for this assignment was silhouettes because I wanted to try and create a design theme, which was different to all other games out there. The main reason why I enjoyed this element of the assignment the most is because I like to see my own designs come to life in the game as it gives me a good sense of satisfaction.

The part of this assignment that I found the most difficult was the coding of the game using Action Script 3. We went through the fundamentals of the code as a class in lessons. However throughout the assignment I wanted to add some extra frames which would require more code to set up each of the buttons. When I added the code to the game it would prompt some errors because I have either pasted the code wrong or there were duplicate fields. It took me a while to get used to know what to change before I got my head around what exactly each part of the code did.

If I was to do this assignment again I would make sure that I research and understand a lot more Action Script 3 so that I can get into the habit of being able to write the code for myself and not have to copy it from other sources. I think this will be a massive help because then I will know exactly what each aspect of the code does in the game so if I do need to change anything I will know what to do.

In conclusion, I am very happy with the final outcome of my brick breaker game as I believe it looks really good as I took a lot of great care into the overall design. Also, key element, which I believe makes my brick breaker game successful, was the research I did into the different elements of the process. For example, design, layout and sounds. I believe all the research into these different fields of the building process helped inspire me in so many different ways and gave me so many ideas. Which, I have interpreted into my own design.