Name:

Mission 16 Assignment – Breakout

Now that you've conquered *Handball* you are all set to code one of the all-time arcade classics! Imagine that you've been tasked by Atari's CEO to create the next hit game for the company. *Ready to break some bricks?*	**Mission 16: Break Out** ✓ Follow in the footsteps of legends to create an iconic arcade game.

1. Read the introduction. Click **NEXT**	

2.   Complete Objective #1. Read the instructions and then follow CodeTrek for the code.

What is a prototype?	

3.   Complete Objective #2.

What is a matrix?	
How do you create a matrix in Python?	

4.   Complete the quiz.

5.   Complete Objective #3.

6.   Complete Objective #4.

Why do you need the int() conversions for i and j?	

7.   Complete the quiz.

8.   Complete Objective #5.

Describe how the code bounces the ball in this objective:	

9.   Complete Objective #6.

What is the secret word? Hint: It is in a comment and says "the secret word is.."	

10. Complete Objective #7.

What is the pattern for adding a new feature to a program or game?	

11. Complete Objective #8.

To turn in the assignment, download your code (FILE-DOWNLOAD), which will be a text file. Add your name in the filename. Then submit the file through Google Classroom or the class LMS.

SUCCESS CRITERIA:
- ❏ Add 8 rows of bricks to the handball program using a matrix.
- ❏ Detect if the ball collides with a brick.
- ❏ Delete a brick when the ball collides with it.
- ❏ Bounce the ball when it collides with a brick.
- ❏ Add a score and lives to the game.
- ❏ Add a mute button.
- ❏ Add a "level-up" feature
- ❏ Game works correctly and without errors