BREAKSOUT

GENERAL

MOBILE SPECIFIC

DONE

~~SPACEOUT: On reset after last brick it resets: wrong.~~
~~SNAKEOUT: Snake not moving after death (on self-collision at least?)~~
~~SNAKEOUT: If snake flashing on game over (e.g. hits itself) it stays awkwardly through game over etc…~~
~~OUTBREAK: Too fast~~
~~TRAVEL: Fix the unknown location situation~~
~~BLINKOUT crashed on mobile on brick collision~~
~~Test test test, send to parents~~
~~MOBILE INPUT make it possible to touch sides of screen outside game to move paddle~~
~~**SCREW MOBILE, LEAVE TOUCH SUPPORT AND THAT'S IT** Work on mobile experience in general (especially paddle control — also: slower ball for mobile and a bit faster for desktop?). ALSO KNOWN AS how can the mobile experience not just be so awful that it's semi unplayable and nobody bothers?~~
~~I hate you mobile. I hate you so much. Why don't you just leave me alone? Maybe you will? Maybe I'll just DELETE YOU FROM MY GAME MOBILE HOW DO YOU FEEL ABOUT THAT?!?!?!?!?!~~
~~OH GOD IT'S ALMOST FINISHED?~~
~~WOW that menu experience on mobile sucks fix it a little bit by making the name of the game itself tappable~~
~~Return to menu needs to pick the correct menu state (just store it)~~
~~**PENDING ALEX**: RUSSIAN — need a translation of 'GAME OVER / FINAL SCORE'~~
~~Make a menu for mobile (tilt to scroll, touch to select? Just touch to select? It would be too small right? Touchable arrows on the sides and one title at a time? (that's the easiest one obvi))~~
~~Fix shutdown() code to destroy things appropriately~~

~~**YOU DO** Do you need to destroy sounds?~~

~~What about other 1 POINT brick setups? Are there any? CHECK.~~

~~PONG OUT – special scoring? (two scores)~~

~~BREAKOUT 2P – no game over. Hm.~~

~~BREAKOUT 2P – Specialist scoring (two scores)~~

~~Instructions? Does every level need them or just a generic "left and right to move your paddle" and "escape to exit to menu"? And whatever similar for mobile? And in that case I guess I need them in Russian?~~

~~USE [LEFT] AND [RIGHT] TO MOVE PADDLE, [ESCAPE] TO EXIT~~

~~TOUCH LEFT AND RIGHT OF SCREEN TO MOVE PADDLE, TOUCH MIDDLE TO EXIT~~

~~(I still feel frustrated by the width of the game, be great to add bars down the side to press, but it would hugely mess with basically everything... bleaaaaahhhhhhhh. Fuck it.)~~

~~OR~~

~~ROTATE DEVICE LEFT AND RIGHT TO MOVE PADDLE, TOUCH MIDDLE TO EXIT~~

~~And a Russian translation~~

~~INSTRUCTIONS: May need to tweak gyro response if I change it in the game?~~

~~TRAGIC BREAKOUT – 1-point bricks (may need this for others too)~~

~~SOCIAL BREAKOUT – tweet final score~~

~~EKE OUT – bricks should be worth less? (Even floating point?)~~

~~**NO IT DOESN'T** TREE OF BREAKOUT – final score needs to be 1~~

~~FREAKOUT – should have a freaked out final score?~~

~~An ending for each one - should be customisable, but a variant on "FINAL SCORE / 1000" etc., but depending on the level. So yeah just a black screen at the end with "TEXT" and "NUMBER" that represents an evaluation. Mostly this will be 'FINAL SCORE' and their final score, but not always.~~

~~Return to menu on game over, or give the option I guess... 'left' to play again and 'right' to go to the menu... or at the very least do some kind of 'final display' of the score at the end. May not really need 'play again' so much.~~

~~Change SPACEBAR to ESCAPE for exit to menu (on desktop)~~

~~**CAN'T REPRODUCE? THE BANE OF EXISTENCE!** BREAKOUT OF LIFE: Ball out not working? Once?~~

~~OUTBREAK: Ball seemed to restart at top of screen at one point?~~

~~TREE OF BREAKOUT: Didn't seem to continue messages after the first one~~

~~BREAK INVADERS: Ball launch location a mess when bricks are low...~~

EKEBREAKOUT: Soften sounds

BREAK IN: Put bricks back

BREAK IN: Ball seemed to escape screen (went behind kitchen bench, then up the side 'inside' the wall?)

BLEAK HOUSE: No exit to menu button

OUTBREAK: Slow it down

OUTBREAK: add paddle death

SPACEOUT: Does it end? (When you get all the bricks.)

OUTBREAK: Bricks didn't 'kill' paddle?

TRAVEL BREAKOUT: How does it behave if it can't locate you?

PONGOUT: A bit too reliable AI

TRACEOUT: Remove trace on death? So it's more of a badge of honour?

ZENO'S BREAKOUT: Add launch sound

TRAVEL BREAKOUT: Add brick sounds (not for not successful bricks though)

BREAK IN: Better 'get' sound for furniture

BLEAK HOUSE: Still has breakout running behind it! And makes the launch sound.

BREAKOUT 2P: Add jostle sound

BREAKOUT 2P: Add brick sound

MAKEOUT: Add brick sound

GHOST BREAKOUT: Lower music volume

FREAKOUT: Possible to mess with sounds in engine?

SOCIAL BREAKOUT: No sounds (could be the quick switch though?)

SNAKEOUT: Add paddle sound

PONGOUT: Add brick sound

INCONSISTENT BUG, THE WORST! EKEBREAKOUT: Why is it suddenly so fucking slow?

Check all SFX show up for all games (some will probably lose them somewhere with overloading)

Look at UI in each game and make sure it looks okay and updates okay – from beginning to end (reduce paddles to 2 I guess?)

BLEAK HOUSE: Doesn't seem to like the 'ending'?

EKEOUT (pixels instead of bricks, quieter sfx)

BLEAK HOUSE (just shows you the text of Bleak House)

REPLACED! BROKEN! REALISTIC BREAKOUT: Play with the physics a bit more to see if there's more comedy in there? (Or even just 'GRAVITY BREAKOUT' would be a better name!

REPLACED! BROKEN! BREAKUP: Complete broken right now still, with balls not setting 'collides' correctly

BREAKOUT 2P: Play with handling a little bit?

TRAVEL BREAKOUT: Consider going over to Paolo's much simpler system.

SOCIAL BREAKOUT: Variable tweet texts.

PONGOUT: Special AI attention to both balls, fix UI

Fix AI to at least move a bit more smoothly (needed by: BREAKOUT 2P, PONGOUT, BALLOUT, GHOST, ...)

BREAKINVADERS: Flashing paddle death

BREAKINVADERS: Bricks don't move when not in play

BREAKINVADERS: Add the classic dum-dum-dum-dum sounds to moves. Fiddle with speed increase.

BREAKART: Make the character controllable with artwork, walk off screen to end

BREAKOUT OF LIFE: Die on touching a brick? (Since that happens in other games? Or not, because it's not the point here)

SOCIAL BREAKOUT: Gameover tweet.

Fix music cues so they stop (especially on exit to menu) (GHOST, TRAGIC)

xxxxx NO WAY One of these BREAKSOUTS can be replaced with: BREAKOUT, if need be.

SCREENSHAKEOUT: Add sound

BREAK IN: Add ability to steal all furniture (they flash and show points value ala Pacman and then ball continues – screen clear when you've stolen everything)

SPACEOUT: Fix bricks restarting after flashing death

SNAKEOUT: Fix 'no paddles left' situation

FREAKOUT: Manage the madness so it builds

ZENO'S BREAKOUT: Check up on the speed of the ball - seems weirdly slow? Maybe increase speed per move?

ZENO BREAKOUT: some sort of game over? How else will they escape the infinite? Maybe they just can't.

FAKEOUT: Consider tweaking *when* it does a fake (e.g. only when approaching paddle?)

TREE OF BREAKOUT: Add shift from 'I give you my son' to menu (maybe even on death)

SNAKEOUT: Add flashing snake when it dies (think about a generic flashing function)

EDU: Change quote on clear

Fix menu keys to not trigger not in the menu!

~~Add all the issues from individual games as tasks~~

~~Improve the SFX with a scale rather than shitty frequency beeps~~

~~Add basic sound effects (beeps n boops)~~

~~Make a menu for desktop obviously~~

~~BUG where the paddle seemed to get caught moving left on game over - should kill its velocity~~

~~Fix SNAKEOUT bouncing which is still weird~~

~~Fix the end of game stuff (currently it keeps subtracting paddles on game over)~~

~~Fix BALL_SPEED etc. because some levels change it and at the moment it will stay changed, which is a bad thing (move it into the standard Create and then reset below the call to that)~~

~~All number display is totally fucking broken~~ **FIXED updated Phaser to 2.4.3**

~~Fix keys sticking when you change between tabs (social) or pause the game (breaktime)... I think I fixed this in BAKU or another one~~ **FIXED put stage.disableVisibilityChange = false in Boot**

~~Fix ball speed coming off paddle calculation, as right now with a very long paddle (e.g. SNAKEOUT and UNFAIR BREAKOUT) it goes ridiculously fast.~~
~~OUTBREAK: Game over handling, flashing death~~

THE LIST OF "FINISHED" BREAKSOUTS (36)

~~EDUBREAKOUT~~
~~As with PONGS, teach something, maybe a question per brick? And if you get it wrong it doesn't break. Facts about Breakout the game? Facts about walls? Or just you reveal something behind the wall by breaking it, and it's a fact to memorise or something, or a quote, or it helps you to memorise shakespeare or something...~~
NEED TO ADD SHIFTING THROUGH THE QUOTES AND SOME SORT OF 'RESULT' EACH TIME LIKE 'MEMORISE THIS' AND LET THEM INDICATE WHEN THEY'RE DONE

~~BREAK-IN~~ *~~**THIS ONE IS AMAZING**~~*
~~There is an apartment above the screen (maybe you can see the door?) and you can get the ball in there.~~
NEEDS SOME KIND OF ENDING, LIKE STEALING THE TV MAYBE

TRAGIC BREAKOUT

Each brick has an obituary. JavaScript alert() or in-game interface? Maybe better in game as it would allow full pause, no disabling, and musical accompaniment.

SNAKEOUT

The paddle is the snake and can travel around the screen but must create a shape for the ball to bounce off.

NEEDS A FLASHING THING WHEN SNAKE DIES

SCREENSHAKEOUT

Screenshake, recoil, particle effects, sound effects (Vlambeered)

SHOULD PROBABLY REPLACE SOUND EFFECTS TOO? BIGGER...

BLACKOUT

Hitting a brick, start of game, missing the ball, all trigger a black-out during which the screen is black and fades back in. (Repeated blackouts should probably lengthen the amount of time it stays blacked-out)

RECURSIVE BREAKOUT

Hitting a brick zooms into that brick to reveal another game of breakout. game.canvas.toDataURL() to get a current image, then zoom it from an appropriate anchor while also zooming a tiny version of the next game screen then switch state to the next one

SERIOUS BREAKOUT

As with PONGS, tackle a serious subject. The wall spells out a 'bad thing' which you then have to destroy/break

BRAKEOUT

The paddle moves back and forth and interaction slows and stops it.

TREE OF LIFE BREAKOUT

Little interstitials with stupid phrases ala Tree of Life. My Son, etc.

NEEDS CODE TO GO TO MENU ON END GAME

COULD THIS HAVE MORE AESTHETIC EMPHASIS?

GHOST BREAKOUT

Plays Unchained Melody and tries to help you move to the right locations.

STOP THE MUSIC ON RETURN TO MENU

OUTBREAK

Each time you hit a brick, more appear on each free-side. OR over time each brick adds more bricks to each side, maybe randomly.

NEEDS BETTER GAMEOVER HANDLE, NEEDS TIMING POLISH

SPACEOUT

Bricks come down from the top (and maybe there's a starfield in the background to indicate movement) and you have to dodge and hit them with the ball.

NEEDS A BETTER RESPONSE TO GAME OVER AND BALL OUT

BREAK___

The wall of bricks is invisible.

BREAKOUT 2P

Two paddles at the bottom. Can shunt each other. The one who hit it gets the points.

~~**NEEDS PADDLE AI**~~

NEEDS "GAMEFEEL"?

BALLSOUT

You play as the ball with an AI paddle, controlling horizontal tracking I suppose? Could try to help it or hinder it presumably, depending on your understanding of the ball's 'role' once it's active.

NEEDS BETTER PADDLE AI

MAKEOUT

The ball 'hitting' a brick adds that brick to the screen and from then on it's indestructible. Start from the top row.

BREAKART

When you die, the shape constructed by your game is framed and seen in a gallery setting (ala Art Game)

Could you move the guy around? Maybe move him off screen? (e.g. just left and right? Or is that just too much to bear? I guess it's not that hard.)

PONGOUT
Players at the top and bottom, each with a ball, with the wall in the middle.
NEEDS AI THAT PAYS ATTENTION TO BOTH BALLS
NEEDS better UI positioning, paddle positioning

FAKEOUT
Ball pauses a bit above the bat and then zigs or zags? Or just occasionally changes directions anyway? (use distanceBetween and velocity to judge when the ball approaches the paddle, and at a set distance have it randomly change direction or not in terms of x velocity)
SOME GAMEFEEL FOR WHEN IT SHOULD ZIG AND ZAG (still nice at any time because might miss a brick aimed for for example, especially late in the game, could be 'intelligent' and check for impending collisions and dodge them, question of frequency, random distribution, etc.)

TRACEOUT
As with PONGS.

FREAKOUT
Bricks, ball, paddle, walls, scores, randomly: blink, change colour, jitter, swap locations, at high speed, probably unplayable, should look like a visual madness if possible
ADD MADNESS FACTOR BASED ON SCORE

BREAKINVADERS
The bricks come down like space invaders and maybe shoot too? UFO.
NEEDS SOME NICETIES LIKE SPEED
PROBABLY NEEDS THE MUSIC?

ZENO'S BREAKOUT
Ball goes halfway, halfway of halfway, and so on.
MIGHT NEED SOME TWEAKING FOR PERFECT BEHAVIOUR

BREAKOUT VR

Just display the game in two shapes that look like Oculus display.

SHIT BREAKOUT

As per PONGS.

SOCIAL BREAKOUT

Every brick hit gives you the opportunity to tweet about it, and bounces. Every collision. Maybe also starting to play, and so on.

NEED ONE FOR GAME OVER

UNFAIR BREAKOUT

Paddle almost the width of the screen. Maybe you can't win though because possible that you would never get the right angle for the final brick.

BREAKOUT OF LIFE

The bricks run Conway's game of life.

NEED TO ADD DEATH ON BRICK TOUCH

TRAVEL BREAKOUT

Bricks are only destructible in particular cities (geofenced bricks)

BREAK-TIME

Bricks are only destructible at particular times — OR enforced breaks for 'healthy' activities. Maybe for every brick or every few would be funny - "You've been breaking a lot of bricks, maybe you should take a break"...

BROKENOUT

All the bricks are already gone.

KOUTBREA

The ball wraps (maybe in both directions?)

BLINKOUT

The bricks blink on and off and only collide when visible

THE LIST OF REJECTED BREAKSOUTS

~~*BREAKUP*~~
~~Each brick doubles the ball (maybe each collision even)~~
THIS IS STILL TOTALLY BROKEN ARGH

~~*REALISTIC BREAKOUT*~~
~~There is gravity, so you're fucked.~~
NEEDS tweaking to be more funny

~~*xxxx BREAKOUT 2D*~~
~~xxxx You can move the paddle anywhere on the screen.~~
~~xxxx **GYRO WILL NEED ANOTHER TILT. SCREW OTHER INPUTS? IF NO TILT, DOOM?**~~
~~xxxx **NIGHTMARE ANYWAY. WOULD NEED PROPER PHYSICS. PROBABLY NOT WORTH IT.**~~

~~*xxxxx PITCH DROP BREAKOUT*~~
~~xxxxx The ball only drops every few years.~~
~~xxxxx **CONFLICT WITH ZENO'S BREAKOUT...**~~

~~*xxxxx BREAKOUT TEACHES TYPING*~~
~~xxxxxA deterministic game that proceeds so long as you keep typing sentences (of some kind) and otherwise *xxxxx*you miss the ball. Or maybe at least, typing well moves the paddle toward the right spot, while errors stop *xxxxx*it.~~
~~*xxxxx***CONFLICT WITH MOBILE (just not available?)**~~
~~*xxxxx***MAYBE AVOID AT LEAST FOR NOW**~~
~~*xxxxx***COULD BE REPLACED BY TOUCHOUT IF I COULD BE BOTHERED**~~

~~*xxxxxTOUCHOUT*~~

*xxxxx*For mobile only (perhaps to replace some that can only work on a computer, e.g. typing) — the ball just *xxxxx*bounces but you can destroy bricks by tapping them.

Wednesday, 16 September 2015

Sunday, 13 September 2015
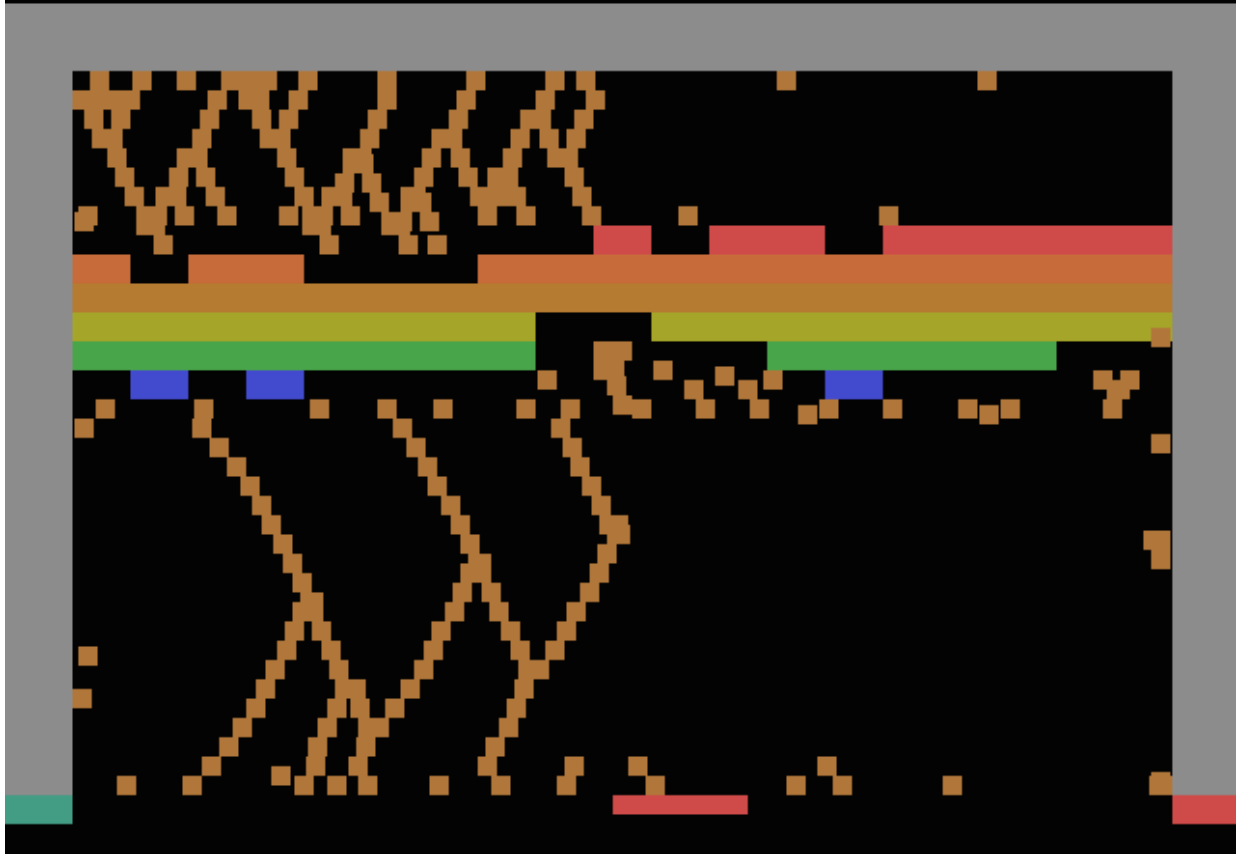
Thursday, 10 September 2015
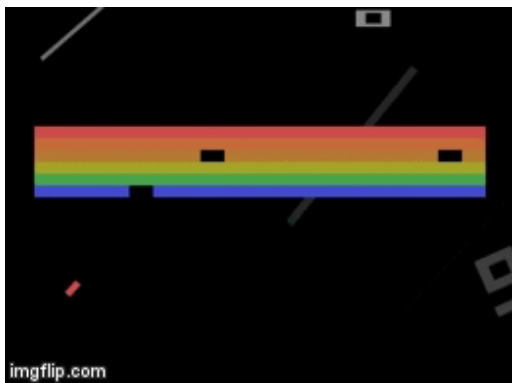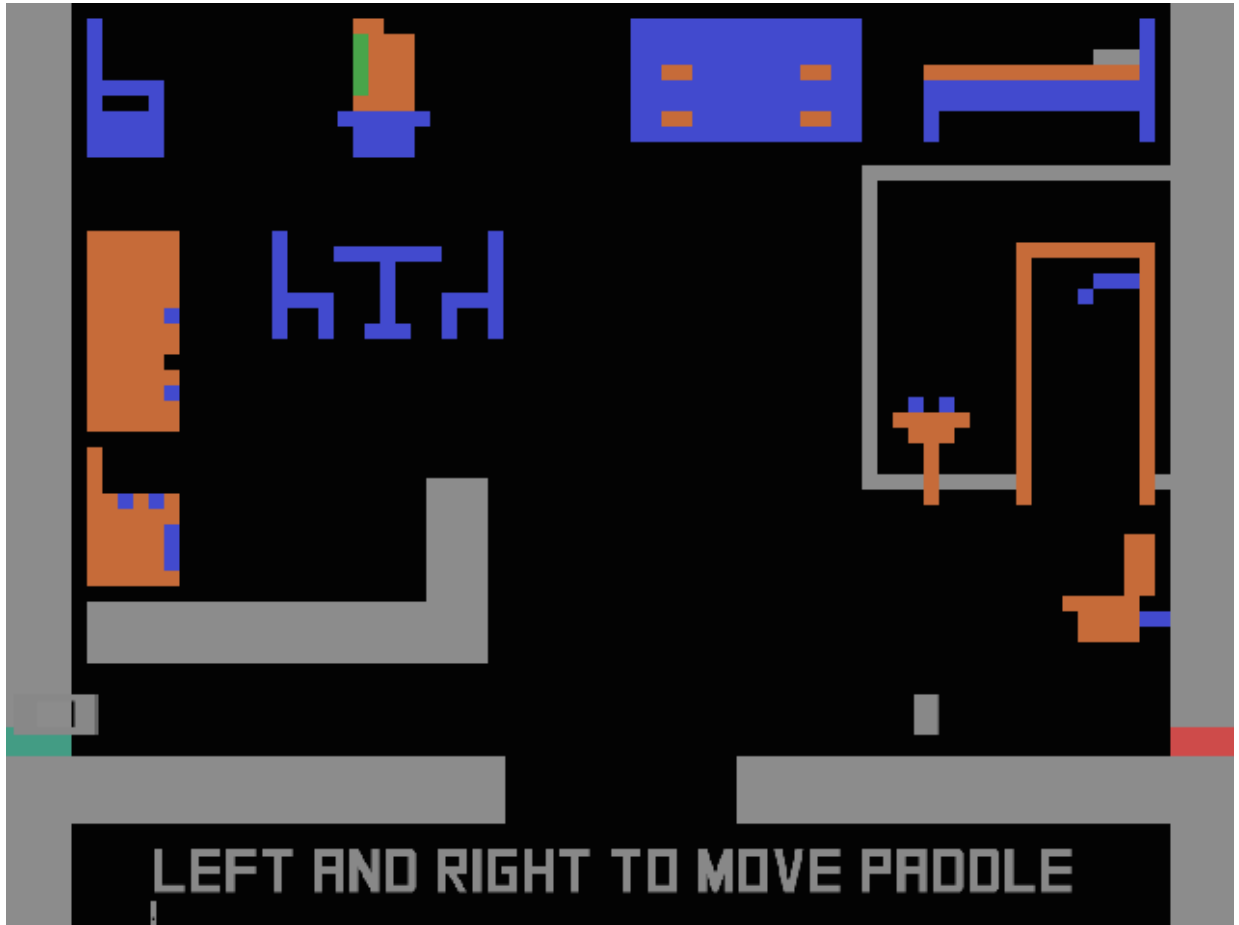

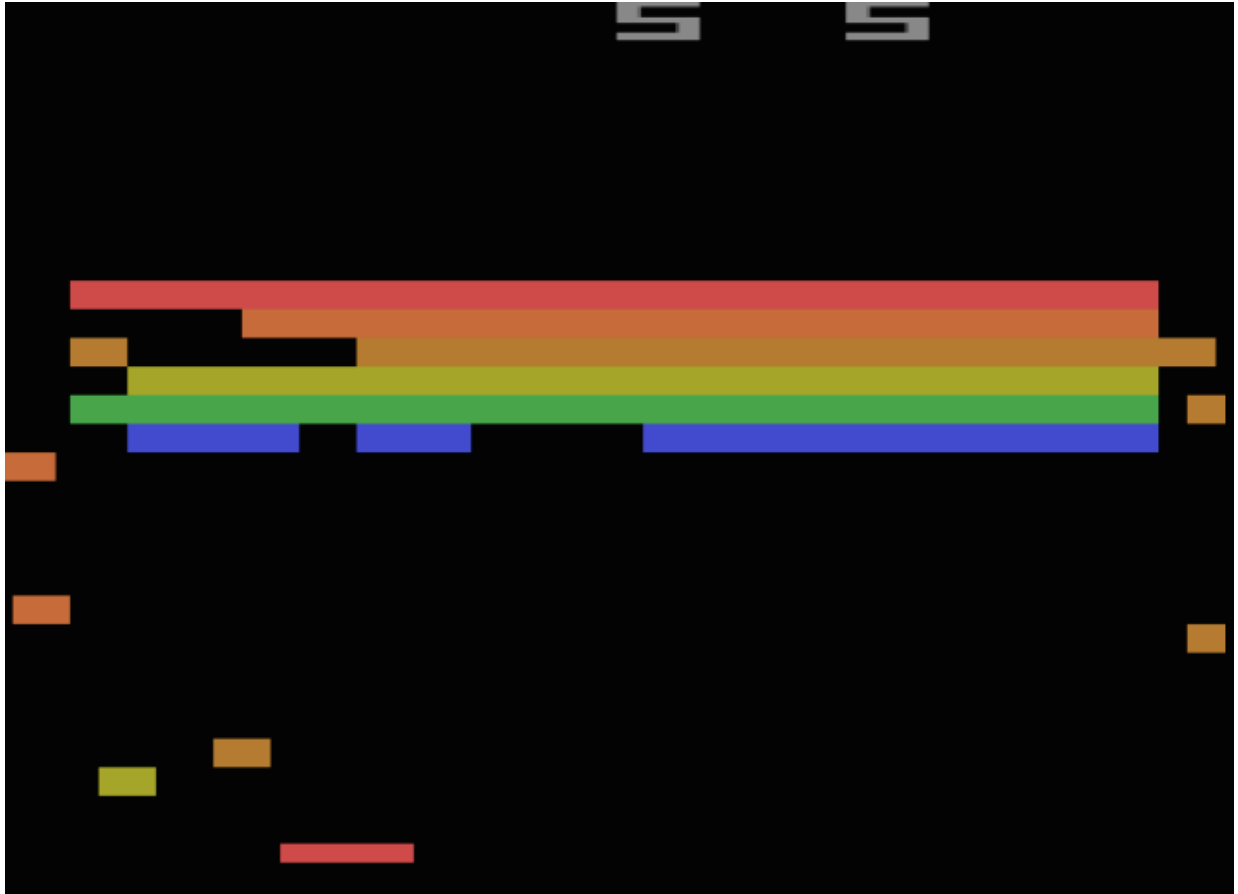**Tuesday, 8 September 2015**
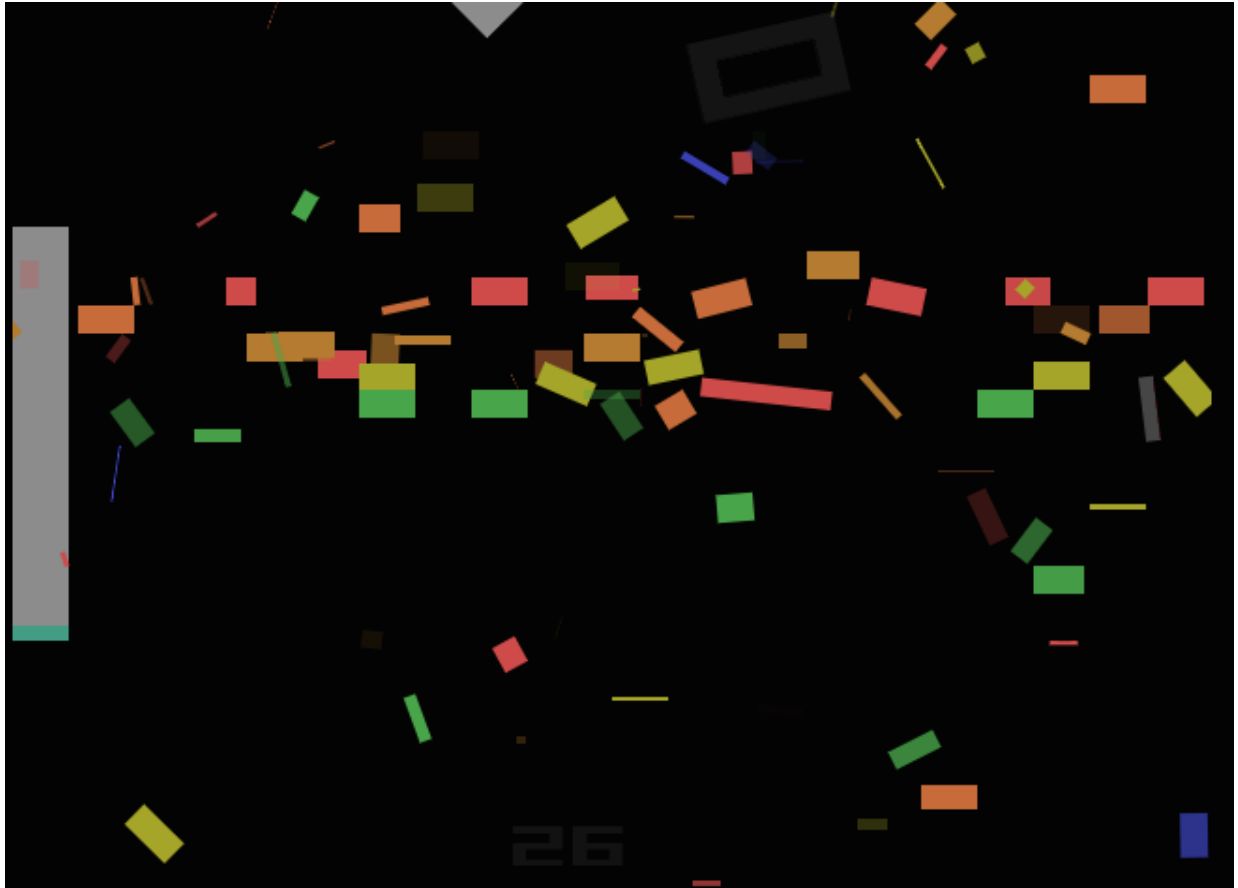
Thursday, 3 September 2015

Saturday, 29 August 2015

LEFT AND RIGHT TO MOVE PADDLE

FOUR SCORE AND SEVEN YEARS AGO
OUR FATHERS BROUGHT FORTH ON THIS
CONTINENT A NEW NATION

LEFT AND RIGHT TO MOVE PADDLE
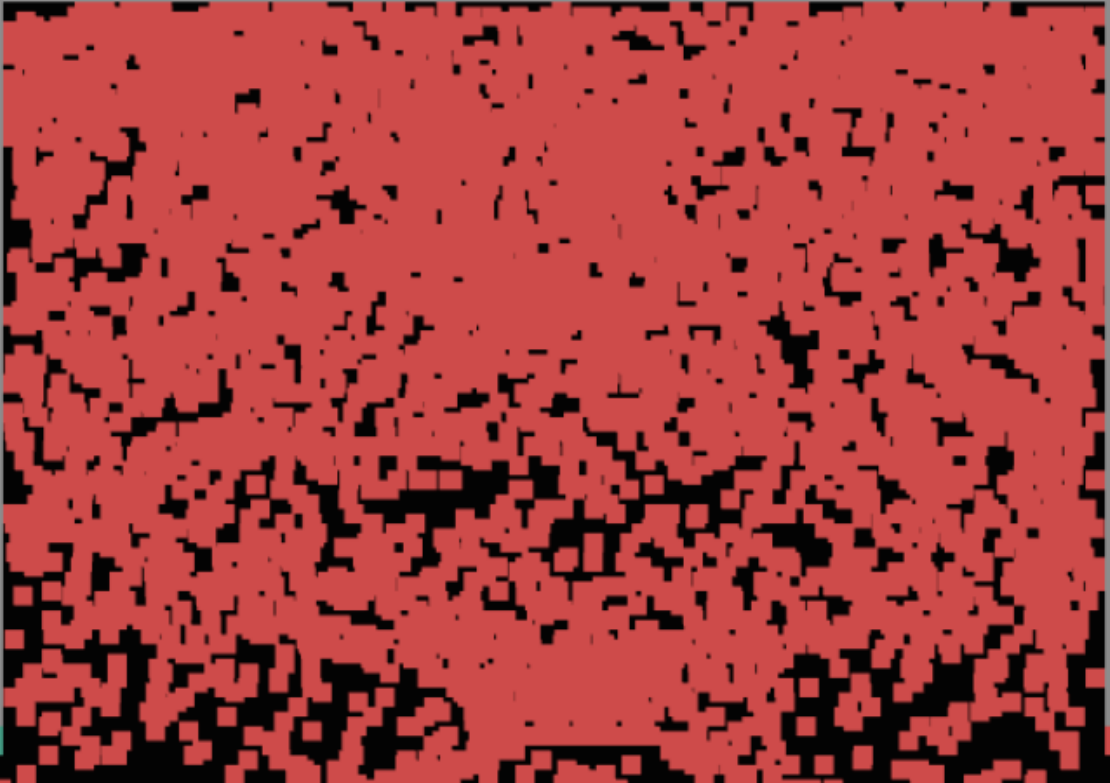
Saturday, 15 August 2015

BREAK INVADERS not working in a weird way involving it weirdly sending bricks down the screen. Looks cool.
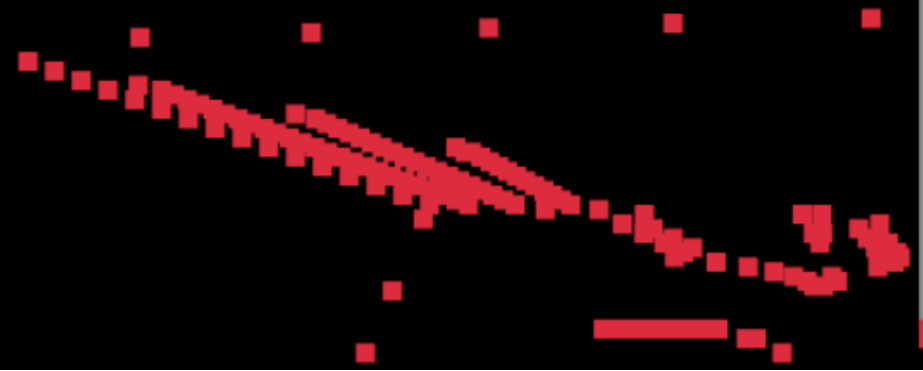
Saturday, 8 August 2015

Some screenshots of the games not particularly working – usually via BREAKUP, which works now but is still out of control in terms of the number of BALLS produced, nor does it ever seem to want to end?
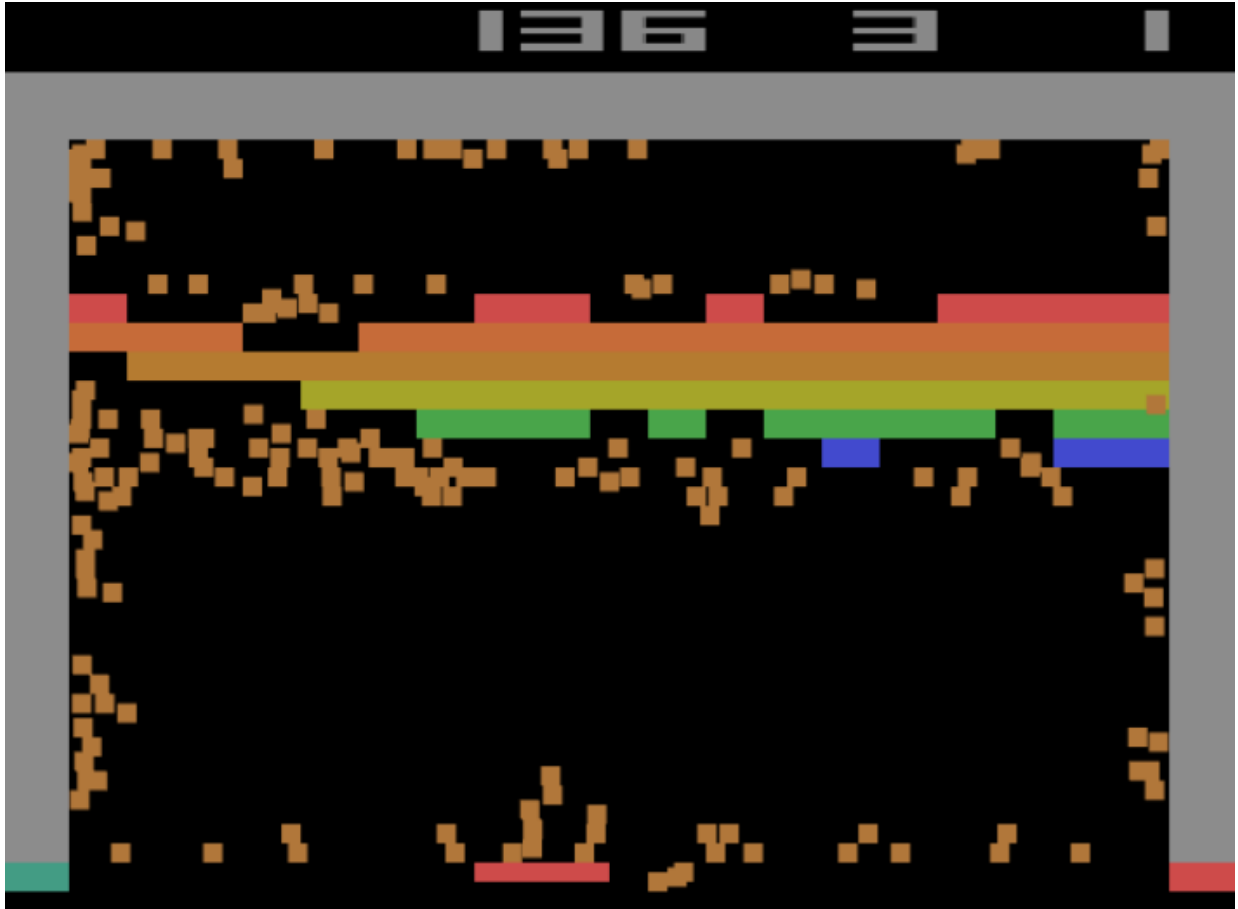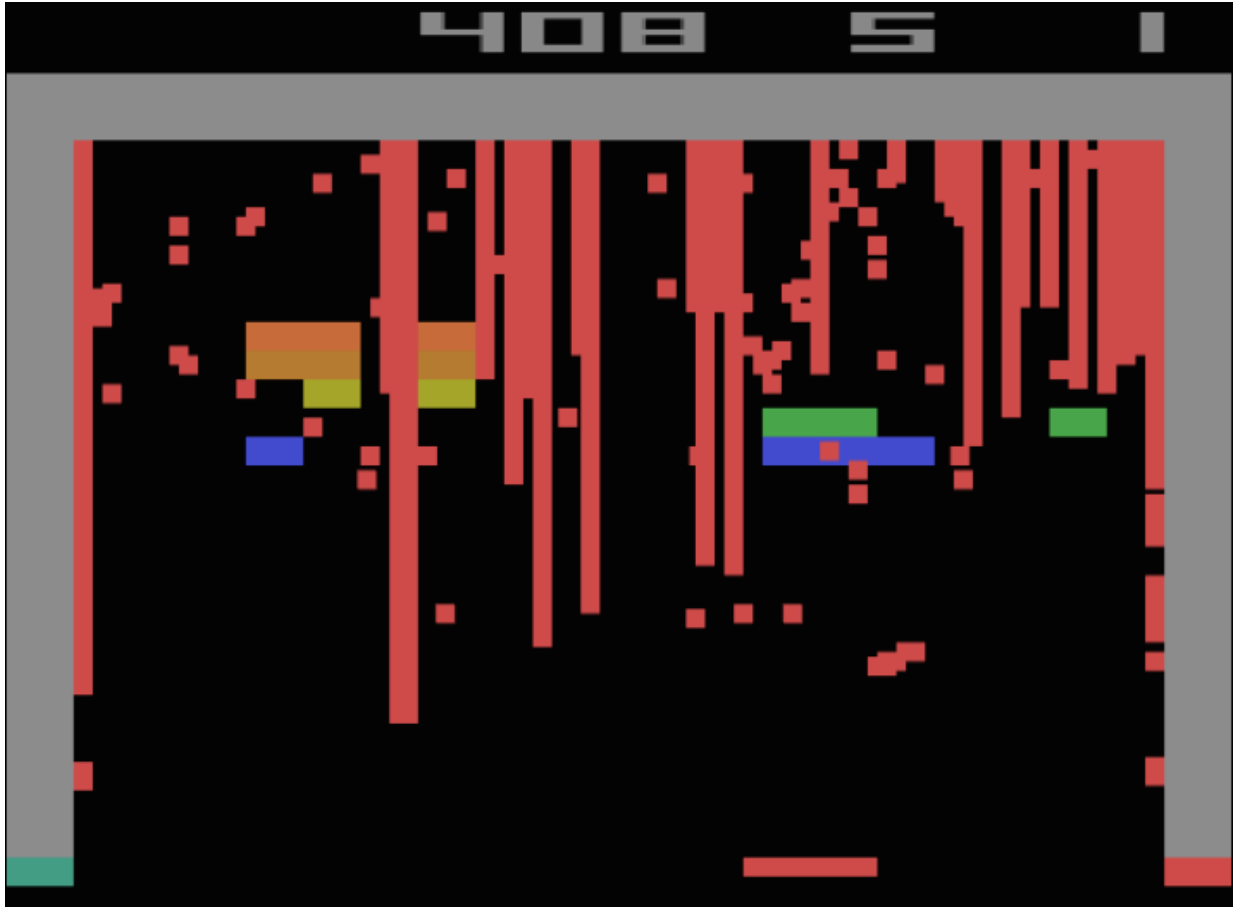
LEFT AND RIGHT TO MOVE PADDLE

Wednesday, 5 August 2015

TODO: Make the game reset (but not score) on total clear.

Johannesburg : -26.2113300, 28.0527400
Sliema : 35.9148790, 14.5021140
Istanbul : 41.0082380, 28.9783590
Montréal : 45.5016890, -73.5672560
Copenhagen : 55.6760970, 12.5683370
Wellington : -41.2864600, 174.7762360

Wednesday, 5 August 2015

FYI, the 'administrative_area_level_1' is not always defined. Like for Sliema, Malta.

So for the places I'm thinking of:

Sliema
types: [locality, political]
address_components
    ["Sliema","locality"],
    ["MT","country"]

Johannesburg
types: [locality, political]
address_components
    ["Johannesburg","locality"],
    ["City of Johannesburg Metropolitan Municipality","administrative_area_level_3"],
    ["City of Johannesburg Metropolitan Municipality","administrative_area_level_2"],
    ["Gauteng","administrative_area_level_1"],
    ["ZA","country"]

Istanbul
types: [locality, political]
address_components
    ["Istanbul","locality"],
    ["Istanbul","administrative_area_level_1"],
    ["TR","country"]

Montréal
types: [locality, political]
address_components
    ["Montreal","locality"],
    ["Montreal","administrative_area_level_2"],
    ["Québec","administrative_area_level_1"],
    ["CA","country"]

Copenhagen
types: [locality, political]
address_components

["Copenhagen","locality"],
        ["København","administrative_area_level_2"],
        [""Capital Region of Denmark"","administrative_area_level_1"],
        ["DK","country"]

Wellington
types: [locality, political]
address_components
        ["Wellington","locality"],
        ["Wellington City","administrative_area_level_2"],
        ["Wellington","administrative_area_level_1"],
        ["NZ","country"]

Wednesday, 5 August 2015

I did end up understanding inheritance (I literally had it right except was missing the word 'prototype' in a couple of places, sadly). Here is a picture of BREAKOUT OF LIFE, for the record, before it actually worked properly:

Sunday, 2 August 2015

Okay shit. I still don't understand inheritance AT ALL. So that's not very ideal. So. So, hm. So then. What do we have in Phaser.

Well we have BasicGame which appears to just be a 'namespace' to keep things all nice and separated. Fine, it doesn't seem to actually do very much?

Then we also have Phaser.State which we can maybe 'extend' (somehow) to manage states in Phaser. (But note that almost no examples in Phaser actually do this.

Then we have BasicGame.Breakout, which is the actual version of vanilla breakout. It runs on its own if you tell that state to start.

THEN the big thing is wanting to extend BasicGame.Breakout so that we can modify its methods and properties to create a new version breakout. And THAT is where nothing is working. Right now I'm making

BasicGame.REALISM_BREAKOUT for example.

But whenever there is a call to, say 'this.addBrickRow' inside BasicGame.Breakout, the 'this' seems to be BasicGame.Breakout and not the child...

Saturday, 1 August 2015

Yesterday or so I got the game-sizing working (at least to full-screen on mobile and browser, with resizing etc.).
This morning I finally conquered (without quite understanding) the prototype stuff in JavaScript so that I can subclass a basic breakout setup. So theoretically at this point I could just be building the BREAKSOUTS? I should really write the list down.

In the beginning

36 versions of BREAKOUT, the sequel to PONGS.

~~First just make a gyro-controllable version of BREAKOUT, that's all. And make it size nicely in both browser and mobile okay thanks.~~

that's all.