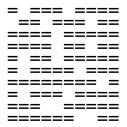# Ball Roll Game

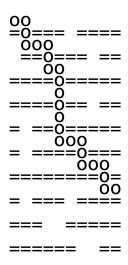**Step 1:**

Randomly generate a NxN play area of characters where there is an X% chance of each character being a space " " and an Y% chance of it being a "=". Pass N, X, and Y to the program as a command line arguments. For example, if N is 10, X = 20, and Y = 80, then the randomly generate array could look like this:

```
=  === ====
 == === ==
==== =====
==== == ==
=  == =====
=  ==== ===
======= =
=  === ====
===  =====
======  ==
```

Step 2.

Drop a ball on top of the top/left corner of the array and assume it can only roll right and fall down. Draw the result on the screen (the console). For example, given the above configuration:

```
oo
=o=== ====
  ooo
  ==o=== ==
    oo
====o=====
      o
====o== ==
      o
=  ==o=====
      ooo
=  ====o===
          ooo
=======o=
          oo
=  === ====

===   =====

======  ==
```

Note that your output won't look exactly the same as the above, but it needs to show the dot rolling on each level.