Brick Breaker

Question:
Design a feature for your **BrickBreaker** game where the player can choose the initial direction of the ball before launching it. The player will be prompted to enter the ball's direction as either "L" (Left), "R" (Right), or "S" (Straight) after each hit. The game should keep track of ball positions, detect collisions with bricks, and update brick life accordingly.

Task:

1. Modify the initiateBall() method to handle the user's input for the ball's initial direction ("L", "R", or "S"). The ball should move accordingly in that direction:
   - "L" moves the ball diagonally left.
   - "R" moves the ball diagonally right.
   - "S" moves the ball straight up.
2. Implement logic to detect if the ball collides with a wall or a brick. If it hits a wall, it should bounce back in the opposite direction (left becomes right, right becomes left). If it hits a brick, the brick's life decreases, and once the brick's life reaches 0, it gets destroyed.
3. After each move, display the updated game board, and prompt the user again to select the next direction.
4. The game should end if all bricks are destroyed or if the ball falls below the last row of the board (meaning the player missed the ball).