Lab Exam: **Flutter Fishing Game**

Game Requirements:

1. Game Theme:
   - The theme is fishing. The player will simulate fishing and catching various fish.

2. Player Resources:
   - The player starts with a limited number of worms (5) and a starting number of coins (0).

3. Fish Types:
   - There are multiple types of fish, each with a name, image, and coin value. The fish are selected randomly when fishing.

Name Fish	Price
AnglerFish	20
NeonTerTra	10
Shark	10
Puffer	5

4. Gameplay Mechanics:
   - Each time the player attempts to fish, one worm is decreased.
   - The player receives a random quantity of a randomly selected fish.
   - The player earns coins based on the type and quantity of fish caught.
   - The fish image and result message update to reflect the catch.

5. User Interface:
   - Display the number of worms (as icons: waves_rounded).
   - Display the current coin count (as icons: currency_exchange).
   - Show the image of the fish caught (or a default image if no fish is caught yet).
   - Show a message about the result of the fishing action (e.g., which fish and how many were caught, and the coins earned).
   - Provide a button to attempt fishing and a button to reset the game.

6. Reset Functionality:
   - The game can be reset at any time, restoring the initial number of worms, coins, and default images/messages.

Demo app
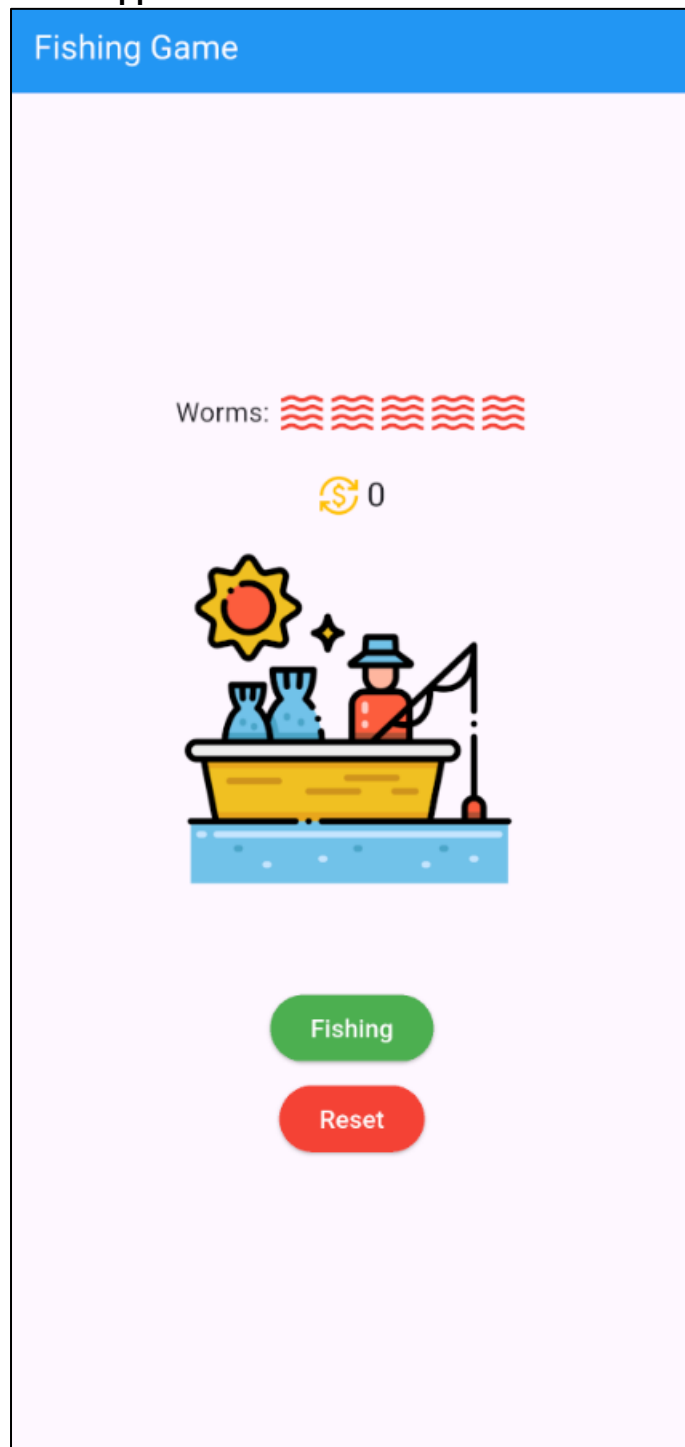
← app bar show 'Fishing Game'

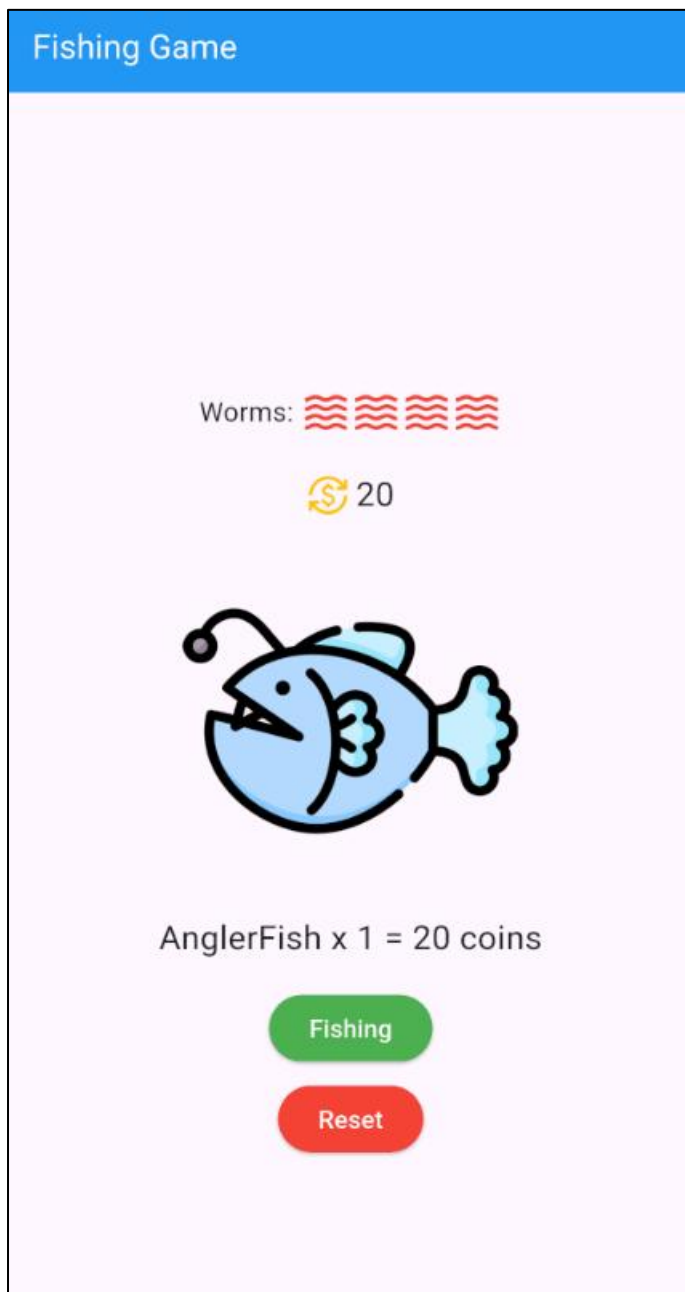← show the number of worms
(icon waves_rounded)
← show total coins (default 50 coins)

← Default image

← Fishing button
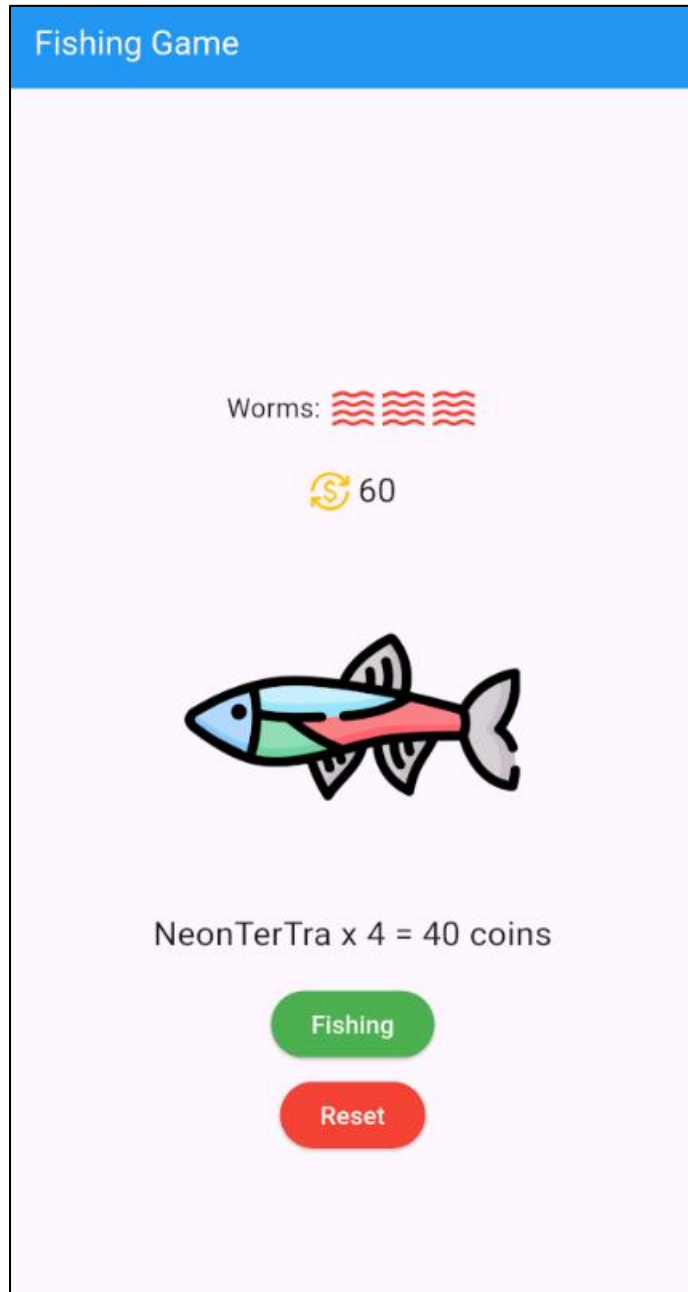
← Reset button

When pressing the Fishing button (1)

Fishing Game

Worms: ≋≋≋≋

⟳ 20   ← Number of coins updated.

← The icon shows that the number of worms decreases

← change image
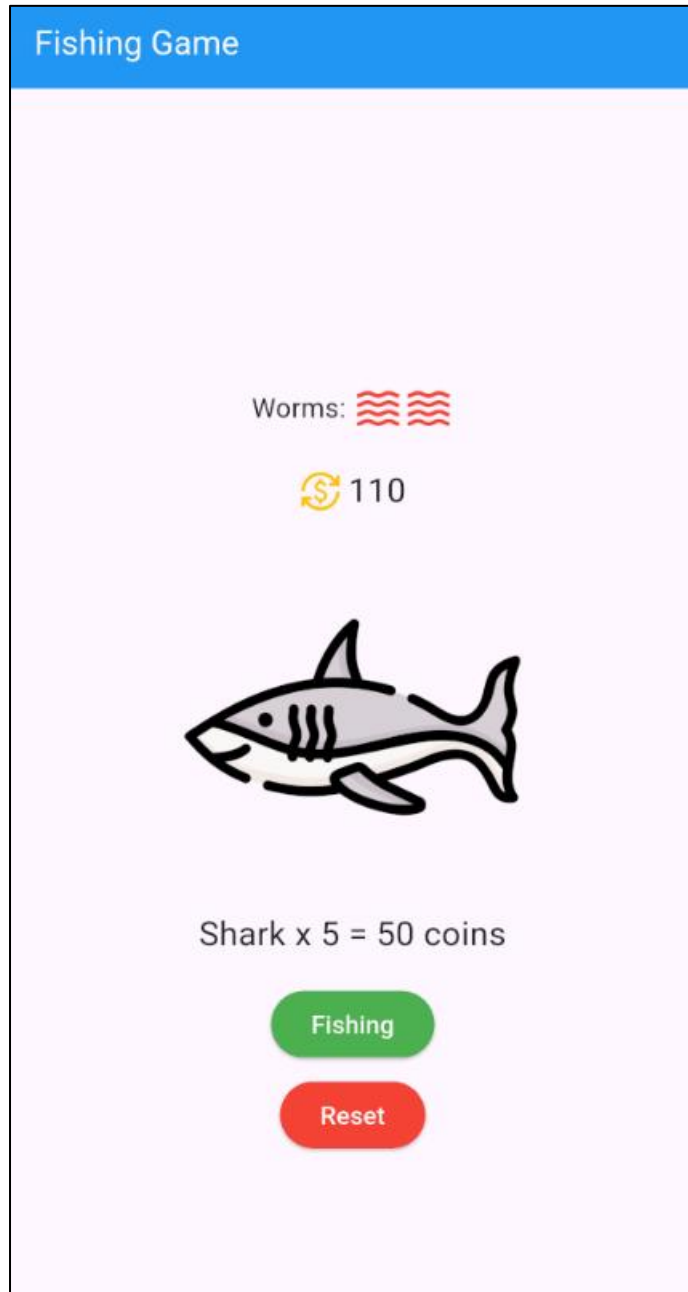
AnglerFish x 1 = 20 coins   ← message Fish type, quantity, and coin (Price x Quantity)

Fishing

Reset

When pressing the Fishing button (2)

When pressing the Fishing button (3)

Fishing Game

Worms: 〰〰 〰〰

⟳$ 110

Shark x 5 = 50 coins

Fishing

Reset

When pressing the Fishing button (4)

Fishing Game

Worms: ≋

$\circlearrowright$ 130

AnglerFish x 1 = 20 coins

Fishing

Reset

When pressing the Fishing button (5)

Fishing Game

Worms:

🔄 145

Puffer x 3 = 15 coins
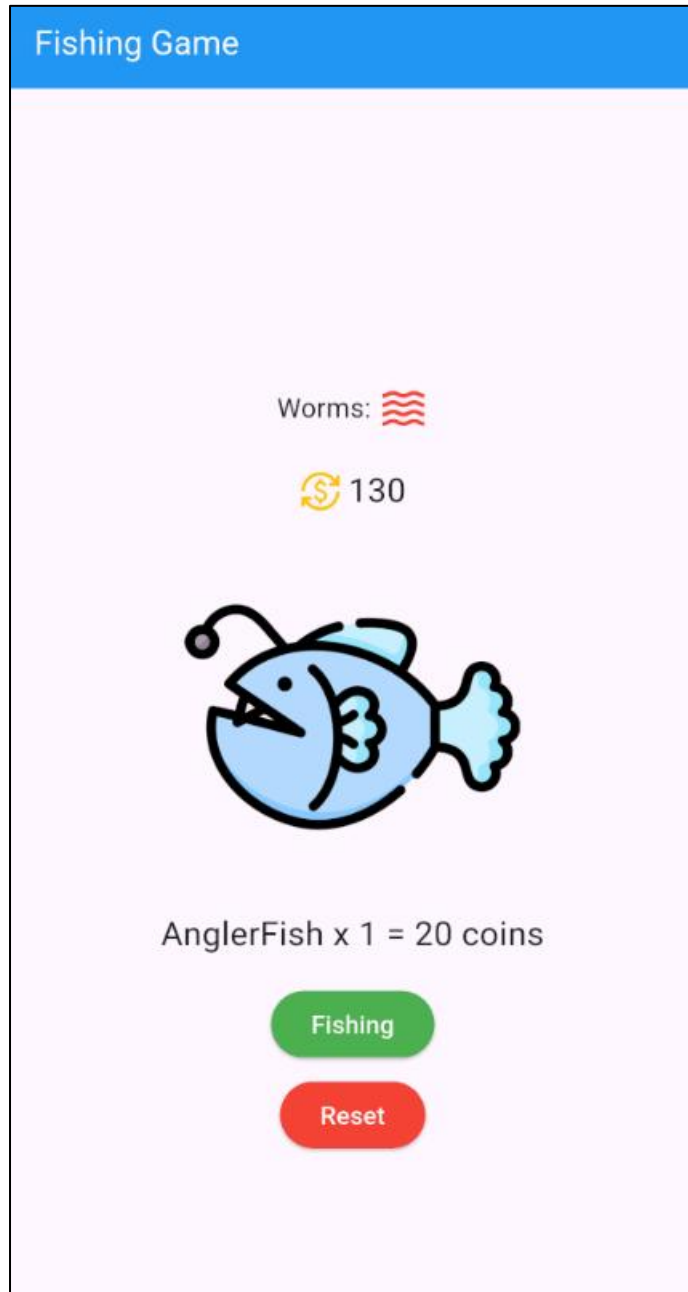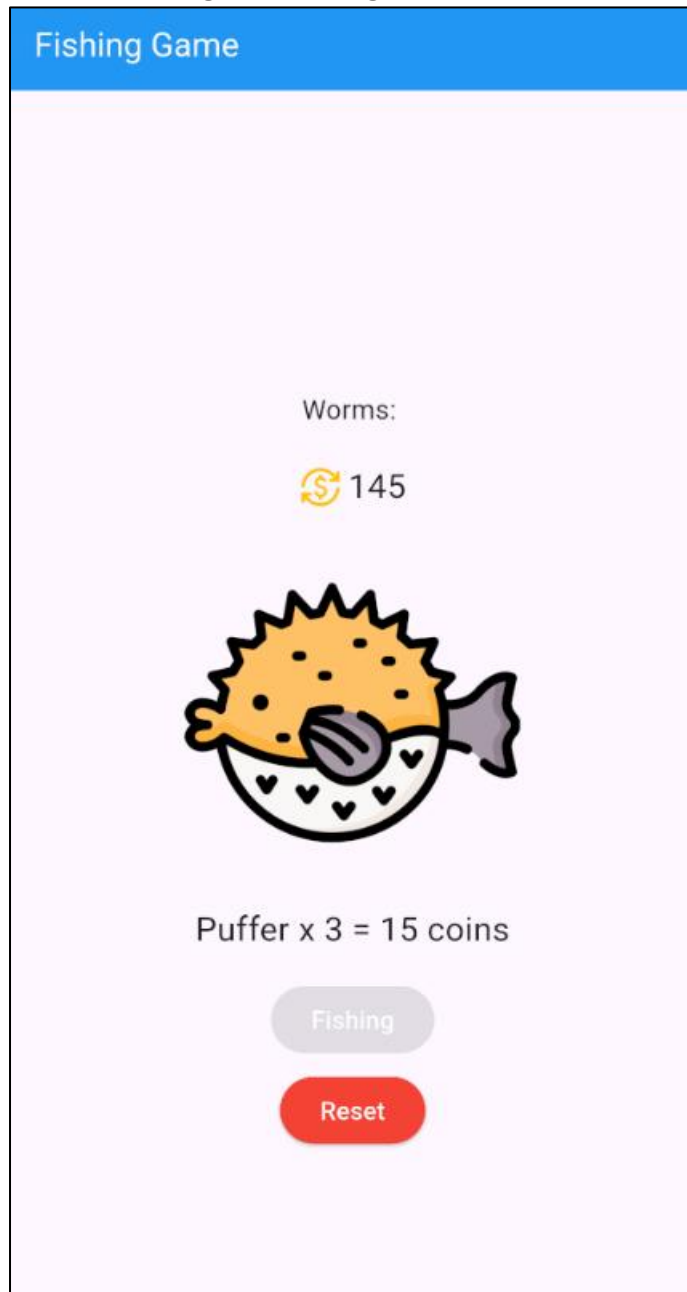
Fishing

Reset

← No worms

← Fishing button is disabled

When press the Reset button