Brick breaker

Develop a console application in C# which implements a version of the game Brick breaker. In this game there are two players: a Builder and a Wrecker.

- At the beginning, the top of the gamespace is filled by random-colored bricks forming a wall.
- Both players have their own cannon on the bottom of the gamespace, which are controlled by players (using the left and right arrows).
- By hitting the space button, a random-colored brick is released towards the wall from the player's cannon (no animation needed).
- If the brick hits an other brick int he wall with the same color, then this brick and all its neighbours with the same color disappear.
- If the brick hits a different-colored one, it simply sticks to the wall.

The goal of the Builder is to fill the whole gamespace with bricks, while the goal of the Wrecker is to remove all the bricks.

Store all the table states of the games in named files. Make it possible to replay saved games from files.

Use object-oriented programming for both desing and implementation!