

## Task Session (4)

**Requirement:** Create a Fish Game

**Objective:** Build a game where a player controls a fish, aiming to catch smaller fish while avoiding larger predators.

### Instructions:

#### 1. Setting Up the Game:

- Choose a sprite for the player-controlled fish.
- Add sprites for the smaller fish (targets) and larger fish (predators).
- Create a suitable ocean backdrop.

#### 2. Player Fish Movement:

- Program the player fish to move using arrow keys.

#### 3. Catching Smaller Fish:

- Implement code to increase the score when the player fish touches a smaller fish, making the smaller fish disappear.

#### 4. Avoiding Predators:

- Add a condition where the game ends if the player fish touches a larger predator.