

## Task Session (4)

### **Ant Smasher - Advanced Game Mechanics**

**Objective:** Create an engaging Ant Smasher game by adding scoring, and level progression.

#### **Instructions:**

##### **1. Implementing a Scoring System:**

- Create a score variable and increase it for each successful smash.
- Display the current score on the screen and update it dynamically.

##### **2. Adding Difficulty Levels:**

- Implement different difficulty levels (easy, medium, hard) that affect the speed and number of ants.
- Use conditions to adjust game parameters based on the selected difficulty.

##### **3. Level Progression:**

- Set up a level system where the game gets harder as the score increases.
- Introduce new challenges (e.g., faster ants, additional objects) as levels progress.

##### **4. Game Over Screen:**

- Create a Game Over screen that displays the final score.
- Add a Restart button that resets all game variables to start from Level 1.

##### **5. Countdown Timer:**

- Add a visible countdown timer for a timed gameplay mode.
- Make the game end when the timer reaches zero and display the player's score.