Task Session (5)

Requirement: Create a Dodging Game

Objective: Develop a game where the player controls a rocket ship that must dodge falling obstacles.

Instructions:

1. Design the Dodging Game:

- Create a backdrop that resembles outer space.

- Design a sprite for the rocket ship (player character).

2. Rocket Ship Code:

- Program the rocket ship to move left and right using the arrow keys.

- Add code to ensure the rocket ship stays within the game area.