

Task Session (6)

Requirement: Complete the Dodging Game

Objective: Finalize the dodging game by adding falling obstacles, collectible stars, and a game-over condition.

Instructions:

1. Create Rocks and 'X' (Obstacle) Code:

- Design sprites for rocks or other obstacles that fall from the top of the screen.
- Program the obstacles to fall at random positions and increase in speed as the game progresses.

2. Star Code:

- Add star sprites that the rocket ship can collect for points.
- Program the stars to appear randomly on the screen and disappear when collected.

3. Game Over Code:

- Implement a game-over condition that triggers when the rocket ship collides with an obstacle.
- Display a "**Game Over**" message and stop the game when this condition is met.