**ICS 108 – Object-Oriented Programming**

**Project**

Design and implement a speed click game. In this game, a fixed number of objects will fall to your board from top and move down and leave the board. Each object will have a value. Each object will be faster than the previous object. Clicking an object removes it from the board and adds its value to the score. Keep track of the top 5 scores. As a player, click as many objects as you can. Display the score while playing the game. When the game is over, display the top scores.

**Notes:**

1. The project will be carried out in teams of 2 students.
2. Formation of teams should be completed before April 12, 2023.
3. Submission includes the code and a report.