

# COW - Blob Game

## Level 1

Do the following:

- Program the methods in the Blob so that it will work as indicated.
  - Add to the constructor of the Blob game so that the playerBlob is created. It should start blue with a somewhat small size.
  - Add code to the keyPressed method so that the PlayerBlob will change directions when the W-A-S-D keys are pressed.
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## Level 2

Do the following:

- Put in an if-statement into the checkForCollision method to check if the player Blob is still within the acceptable range (-100 to 900 in either x or y). If the playerBlob is not then gameOver should be set to true.
  - Code the static distance method that returns the distance between two coordinates.
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## Level 3

Do the following:

- Program the createEvilBlob method so that it will create one Evil Blob (red color) and add it to the evilBlobs ArrayList. Start by having the createEvilBlob method create Evil Blobs on the left side with a direction to the right.
  - In the constructor, set up a loop to call the createEvilBlob method 20 times.
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## Level 4

Do the following:

- Edit the createEvilBlobs method so that it will randomly choose between the left, right, upper, or lower side with the direction set so that it will travel inward.
- Edit the checkForCollision method to check to see if any of the evil Blobs have gone off the edge of the screen. If they have it should remove that evil Blob from the ArrayList of evil Blobs and call the createEvilBlob method to add in another random evil Blob.

## **Level 5**

Do the following:

- Edit the `checkForCollision` method to check if there has been a collision between the player Blob and any of the evil Blobs. The `distance` method is very useful for this. If there is a collision it should check which was bigger. If the player Blob was bigger, the evil Blob should be removed, another random evil Blob added, and the player Blob should be told to eat (the method that increases its size). If the evil Blob is bigger, then the game should end.
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## **Level 6**

Do the following:

- When an Evil Blob is created, it should have a random direction
- When the player Blob reaches a certain size, have the game be over and display a congratulatory message.
- The color of the Player Blob should also change to something more and more red every time it eats so it eventually turns purple when it has eaten enough evil blobs.