

Assignment 5 (10 points)

Game finish

1. Finish the game „ Hit the fly “. You can find the work in progress in file *lab05_fly.zip* (*Assignment* directory). You need complete the following tasks:
 - a. Create a timer, which will count down the time from 30 to 0. (1 point)
 - b. After the game is finished, hide the fly, and stop all timers and set the time to 30s again. (1 point)
 - c. If you start the game again, reset the score. (1 point)
 - d. If you click on the fly twice or more on the same place, the score will increase more than once. Correct this behaviour. (1 point)
2. Add more flies to the game (at least 3, but you can add more). You can add a constant and dynamically create a number of flies specified in this constant. If you hit any of the flies, your score will raise. (3 points)
3. Change the way, how the fly (flies) moves. Now it jumps to another location. After the change, the fly should “walk”, in other words, the fly will move along the line (random direction) and after a period will change its direction. Even after hitting the fly change its direction. (3 points)

Extra points (you can implement one or more) (5 points)

1. Create game with OOP principles (The classes will be Game, Fly, App) (1 point)
2. Create levels in the game. The difficulty of the levels is up to you, e.g., the goal of a level could be to hit a given number of flies... (2 points)
3. Add more types of insects, and you can add more points if the player hits a different type of the insect. (2 points)