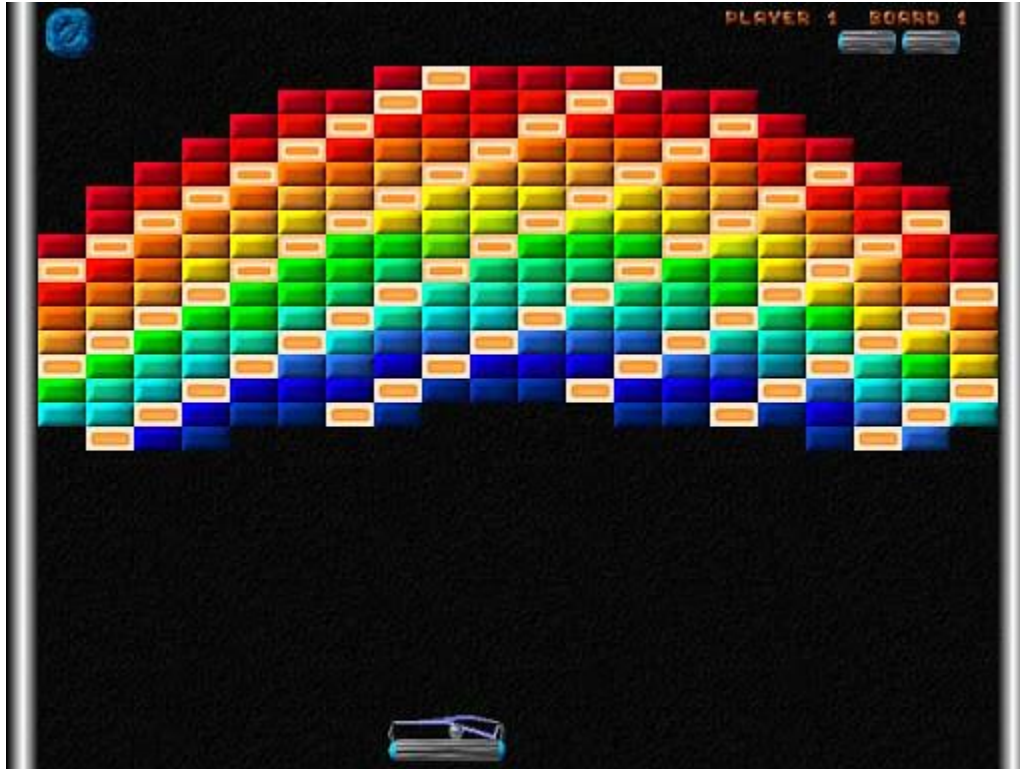# Term Assignment (DX-ball Game)

Marks: 30, Bonus: 15

In this assignment, you have to implement famous DX-ball game using iGraphics library in C programming language. If you have not played the game ever! Try it. (https://dx-ball.ru/).

Game overview: The player controls a paddle at the bottom and deflects a single ball, hitting different colored blocks on the top of the screen without having the ball fall below the screen. You should be able to operate the paddle using both keyboard and mouse.

Clearing all the blocks results in winning the game. The target is to win the game in minimum amount of time. You will have initially three life. Ball speed increase gradually over time. You will see your time, points and existing life while playing.

Hitting different block may drop different items as perks. You have to implement at least three perk item: granting extra life, faster ball speed and wider paddle.

Basic requirements:

- Implement the base game functionality (18)
- There will be a menu page to start/resume/see high score/exit functionality. Back and forth between different pages. (2)

- When the game ends (player either wins/loses), there will be a prompt to save his name. You can see the top-10 high scores from menu. (2)
- Player can pause the game/exit any time. (2)
- Player can reload the game from the last time that he did not finish. (6)

Bonus: There will be 15 bonus marks. You should explore the game more to implement these functionalities. Some sample ideas are given.

- Brick wall as block.
- Implement other perks/damage as drop items, such as fireball, through brick, immediate death, shrinking paddle, shooting paddle etc.
- Add a help menu to demonstrate functionality
- Use music, different sound effect in the game.
- You will move to a new level if you win the game (Only do this if you get enough time and implement all base functionalities successfully)