**Implement the "Falling Rocks" game in the text console. A small dwarf stays at the bottom of the screen and can move left and right (by the arrows keys). A number of rocks of different sizes and forms constantly fall down and you need to avoid a crash.** **Rocks are the symbols ^, @, \*, &, +, %, $, #, !, ., ;, - distributed with appropriate density. The dwarf is (O). Ensure a constant game speed by Thread.Sleep(150). Implement collision detection and scoring system.**

**^ @**

**\* \***

**& + % $ + .**

**+++ # !**

**+ ; \***

**. \* ++**

**. \* --**

**; . (O) @**

**t**