## Falling Rocks

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.

