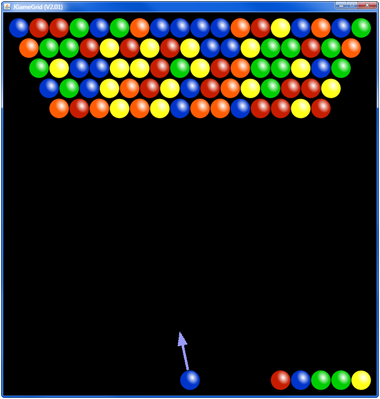
* + Objective
  + To create a complete working bubble shooter game
  + Write a larger program that actually does something
  + Put the knowledge of many small individual pieces together into a larger system
  + To get some experiences writing a GUI program that utilizes mouse and keyboard input.
    - When a new game begins, the game area should contain at least 3 rows of bubbles with at least 5 bubble types. (Your choice for the exact values. Pick something that makes the game fun)
    - Bubble can be drawn as simple colored circle or as fancy as you would like to get with custom graphics. Whatever you chose, they should be round(ish) and packed together in a hex grid, the way that circles naturally pack together.
  + Pointer and Moving Bubble
    - The player will control a pointer used to aim and shoot a bubble towards the bubble configuration at the top of the game area.
      * The pointer can be a simple line or arrow, or as fancy as you would like to get with custom graphics
      * The player controls the pointer with the mouse or keyboard.
      * The moving bubble will bounce off the sides of the game area. Bouncing should look reasonable, but does not have to be a true physical model. The human eye will not notice a bounce being off by a pixel or two.
      * When the moving bubble hits the top of the game area or one of the stationary bubbles, it will stick, snapping into place in the bubble packing pattern.
      * After shooting a bubble a next bubble to shoot, if you may wait until the previous bubble sticks before creating the next bubble
  + Matching and Removing Bubbles
    - When the moving bubbles sticks, you must check to see if it is part of a group of 3 or more bubbles of the same type and if so, remove the group.
    - After removing a group of matching bubbles, there may be some “floating” bubbles that are no longer connected to the top of the board. Detect and remove these as well.
  + GUI Layout
  + You have a lot of freedom in designing this GUI, but it require at least the following elements.
    - A panel where the “gameboard” is drawn.
    - A start button that begins a new game
  + Game Play and Scoring
  + Game starts with an initial configuration bubbles and a random buble ready to shoot
  + When the game is over, somehow let the user know. This could be when the board is cleared of all bubbles (win!), when the bubbles reach the bottom of the game area (Lose!).
  + Extras
  + Adding extra features can make your game more fun. Just make sure you have the basic game functionality first. Here are a few ideas to get you started
    - Custom background image instead of plain color
    - Sound effects and/or background music.
    - Fancy game over notification
    - Multiple m0oving bubbles in play at once.
    - Increase difficulty as progresses. Add more colors? Require ever more points to get to the next level?
    - Add special types of bubbles with additional powers. For Example, a colored bomb bubble could remove all bubbles of the given color on the entire board.
    - Gracefully handling resizing the window. So you can rescale the game while maintaining the aspect ratio.
    - Easter eggs.
  + Expected outcome Screen shot.

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