Project 1: Game of Primitives

Your first project is to create a **simplified** version of the classic game "Duck Hunt" but with primitive shapes instead of ducks. You have 3 rounds to click on the moving shapes to get points.
There is an example of the project here: (need link)

What are the requirements for the project?

The following are **required** to earn points for the project:

Menu Scene (5%)
- Title of the game, your name, Pace email and press space to start.

Game Scene (70%)
- There needs to be 2 different primitives (such as a square and circle) that move around in different ways (one harder to get than the other) such as different directions, randomly, faster than the other, etc.
- Clicking on one should give you a point (and remove it), the harder one should give more points.
- You move to the next round after both have been clicked or the player has clicked 5 times.

3 Rounds (20%)
- There should be 3 rounds. The UI should indicate which round it is, such as "Round 1"
  (Hint: You can duplicate a scene as well as hide/show objects.)

Game Over Scene (5%)
- Show the words "Game Over" and the final score and press space to return to main menu.

Any tips on how to get started or approach this project?

Start with the main "mechanics" of the game first, such as getting the objects to move and knowing when they were clicked on. Work on the menu and game over scenes last.

If I want to go that extra distance, what are some things I can add to my game?

While **not required**, here are some ideas for things to add to your game:
- Switch out the primitives for some sort of sprites.
- We haven't covered audio yet, but adding a sound effect or music can add a lot.
- Have objects "fly off screen" before going to the next round.
- Whatever else you can think of!

How do I submit my work?

Your project must compile! Non-compiling projects will get a 0. When you are done, you must post a link to your code in GitHub to the **Assignments** area in **Blackboard**. **After the due date,** there will be a discussion board post where you will post a link to itch.io

Do not share your code or your links with anyone until after the project is completed. All code must be your own, any plagiarism will result in a grade of 0.