//to make a Vintage-Style Arcade Game with Free RTOS Gaming Engine (Hungry Machine).

//First of all, to programme this in c we need 5 main Tasks which will be performed in sequence

//T1- RUN GAME- Display a welcome Quote on Screen. E.g. “Welcome to the game”.

// -Loading

// -Display main character which is a tank

// -Display Start When user click any button on joystick Game will start.

//T2- IMPACT GAME- if user catch Friend Character, there will be a Score addition.

// -if user catch an Enemy Character, Message will display "GAME OVER".

//T3- PLAYER- move left and right to get rid of enemies.

// - increase the count of scores by catching friends.

//T4- FRIEND- Come downward from top of the screen.

// - diminish when touch to the bottom line of screen.

// - Disappear when come in contact with user character.

//T5- ENEMY- Come downward from top of the screen.

// - diminish when touch to the bottom line of screen.

// - destroy the user character when come in contact with it then disappear.