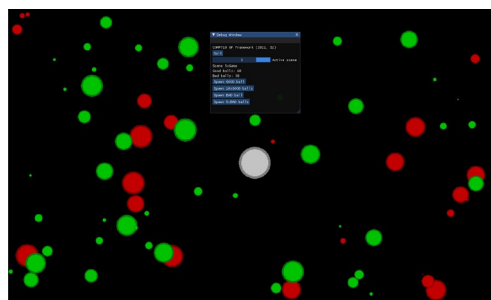# COMP710: Studio Session 06 – Exercise:

EXERCISE NAME: *Game – The Ball Game*

Based upon the Studio Session 06 Lecture 06b slides, implement a scene named **SceneBallGame** within your framework. Remember:

- "Good" green balls spawn from the top of the screen.
- "Bad" red balls spawn from the bottom of the screen.

For example:

Add the ability for the grey player ball's position to be controlled by mouse movement – simply set the position of the player based upon the current position of the mouse. For example:
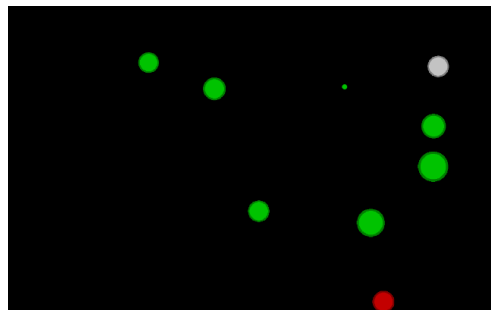
Finally, ensure player ball collision with "good" green balls cause the player ball to grow, and collision with "bad" red balls causes the player ball to shrink: