Whac-A-Mole

Game

The game is inspired by the arcade game Whac-a-Mole, written in Java. Moles as well as Bombs appear randomly; the goal is to whack the moles and avoid the bombs. Every time a bomb is clicked player loses a life (total 3 lives). Objects appear and change faster as the score increases.

Bug

Although the same logic for mole objects is applied on the bombs, mouse events on a bomb is problematic. Therefore no lives are lost and the game does not end.

Literature
 Free PNG images, Game Programming lecture (class structure)