

#### GameObjects

- red humanoid with one eye: the player
- hearts: indicate the lives the player has left
- tumbling gears: the enemies
- white dots: the trajectory guideline
- desert scenery: the background and movement path of enemies
- score display: a display for the score

#### Expected behavior:

- Player is static and cannot move
- The player can throw bombs that will explode on contact with anything that is not the player or other bombs
- the white dots will predict the path of travel of bombs you throw
- the prediction will move dynamically according to the power and angle
- There is a cool down timer for shooting, player can fire twice every second
- Enemies (tumbling gears) will start spawning at the right end of the map as soon as the game begins
- They will damage the player if they collide with the player (sound will play here)
- The bombs will blow the enemies away
- As you score points, the enemies will roll faster and spawn more frequently
- After a certain number of points, the game will enter the final turbo mode
- During the final stage, enemies will pile up and spawn extremely quickly (you will likely lose here)

#### Controls:

- space bar to shoot
- L/R arrow keys to adjust angle of trajectory
- Up/down arrow keys to adjust the velocity of your throw
- 'r' key to restart when game is over

#### Scoring:

- you will score a point every time you hit an enemy (gears) with a bomb
- the spawn frequency and enemy speed will scale according to your score
- score is displayed on the top right
- A ding sound will play when you score a point

#### Win/lose:

- you have four lives
- you lose half a heart for each collision the player has with an enemy
- the game is over once you lose all your lives
- all enemies should disappear from the screen and you can restart the game with 'r'
- you will be able to see your final score in the top right