Dino Runner

Rules

* Simply press the space bar and the dino will start running.
* Press the space bar to jump over the obstacles in your path.
* The longer you hold the up arrow, the higher dino will jump.
* The longer you play, the faster dino runs/the ground moves.
* Once you crash into something, the game is over and you have to restart (your score resets, too).
* You can play again by hitting the space bar.

Requirements

* The program may be any type of game or interactive simulation.
* The program should use classes and instances.
* The program should apply the four principles of programming with classes.
* The program should use the libraries chosen in the course.
* The program should be delivered through a version control system.
* The program should be able to be run from the command line

Assignments

* Need to change the starting position to horizontal
* Need to draw obstacles in a different position.
* Need to set the score with velocity.
* Need to change the key use to the space bar
* Need to set gravity to put the dinosaur at the bottom again when jumps.
* Need to figure out how to use polymorphism
* Create game interface:
  + Show the rules
  + Press space to start
    - Use the hilo Director outputs.