**OOP Mini-Project Requirements**

**Project Title:** BITCOIN CATCHER

**Author:** \*\*\*\*\*\*

**Project Aims**

* To develop a fully functional game titled "Bitcoin Catcher."
* The player must catch(collect) as many bitcoins as possible.
* The system must include logic to determine whether the bitcoin fell to the ground and the player did not catch it, in which case the game is over.
* If the player continues to catch bitcoins, each catch accelerates the rate at which the bitcoins drop.
* To handle events such as clicking (catching) bitcoins, the system will implement the MouseListener interface.
* The game should also be able to request a player's nickname and save it in a file.
* Have the ability to serialize and deserialize scores and nicknames