Game 1

Create 4 rectangles of the same color that bounce off the 4 edges of the window. I will give you artistic license to determine the initial size. Start their trajectory at a 45 degree angle (for example, move up and left the same amount). If any block hits the top or bottom of the window, reverse the up and down movement. If any block hits the left or right of the window, reverse the side-to-side movement.

Every 10 seconds, increase the speed of 2 of the blocks by some amount. (Hint: instead of changing the timer speed, change the amount that the blocks move each tick of the timer.) Increase the size of the other 2 blocks by some amount. (Hint: to keep the aspect ration, length:width, multiply both sides by the same amount).

Create a 5th rectangle of a different color. This rectangle should move with your mouse. Do not allow the user to move the rectangle off the window. For example, if the user drags the mouse to the right edge of the window, stop the rectangle so its right edge touches the right edge of the window.

Detect collisions between the user's rectangle and the 4 "enemy" rectangles. If there is a collision, the game is over. Stop the movement of the "enemies" and display a button to play again or quit.

If the play again button is pressed:

Remove the button

Reset the "enemy" speed to the initial speed

Reset the "enemy" sizes to the initial size

Start the movement again

Create an initial splash screen for your game. Give the game any name you want.a