Introduction

In this task, I made the following changes:

1. Display the player's lives in the top right corner of the screen, using red-filled circles to represent each life. The player starts with 5 lives, and when all lives are lost, the game will quit.

2. Display the score in the top left corner of the screen, along with the game level. The level will increase every 10 points; if the score is below 10, it will display as level 1.

3. Enable the player to fire bullets based on mouse clicks. The bullet will travel toward the mouse and can destroy only one robot before disappearing.

UML Diagram