**GAM523/DPS923**

**LAB FOUR**

In this lab, you are requested to further develop the “Mario” game that we develop in the class. Specifically, you are requested to add the following features:

1 – Add clouds that are spawned in random locations in the sky (the same as coins), but do not collide with “Mario”.

2 – Add bombs that are randomly spawn. The frequency of spawning the bombs is five times less than that of coins. For instance, if you spawn the coins every one second, then spawn the bombs every 5 seconds. Once the bomb is collided with Mario, one life is lost and the game starts over.

3 – Mario has three lives at the beginning of the game. Illustrate the lives as three small images of Mario at the top left side of the screen. After each loss, one of these icons disappears from the screen.

4 – Display “Game Over” message on the screen after three losses.