

Catch Game:

Description:

In this game, objects are falling down and they are to be caught by another sprite (e.g a basket).

These objects can be fresh fruits and rotten fruits.

When fresh fruits are caught, the player's points will increase. Similarly, on catching rotten fruits there will be negative points.

There will be a timer, during which the player has to score. High scores are recorded accordingly.

Implementation:

1. The game is to be played by a single player, who shall move a basket to catch fruits. The basket is movable only in the right and left directions.
2. A fruit will start falling from the top and will continue falling until it either touches the ground or the basket, it will then disappear.
3. If a fresh fruit is caught, add points. If a rotten fruit, deduct points.
4. Display and update Score during the game.
5. There should a time limit to the game.
6. Display and update time during the game.
7. Maintain High Score in a file. Also, display a message if the player makes a high score.

Bonus Features:

- Graphics
- Background Music
- Ask players for their name at the start. Record their scores against their names in a Player Log File.
- Multiple game modes such as one without a time limit, a mode in which fruits fall faster etc.
- Multiple levels in the game, each with increasing difficulty.

Adding these bonus features, or even any other extra features will earn you bonus marks. However, these are not necessary.

Note:

This game is to be implemented in bash script.

Students will be assessed on their logic for the flow of the game and on how well they have implemented its features.

GOOD LUCK!