

# Project: Ball dodging Game

This is the end of term project for term 1. We plan to use all of the skills that you have learnt throughout the term to make a fun and interesting game!

We will be using a lot of the topics that we have covered before - so you might want to have your old sheets and programs on hand to remind you of some things!

This is **your** game - after you have finished the basic version feel free to make any changes you want!

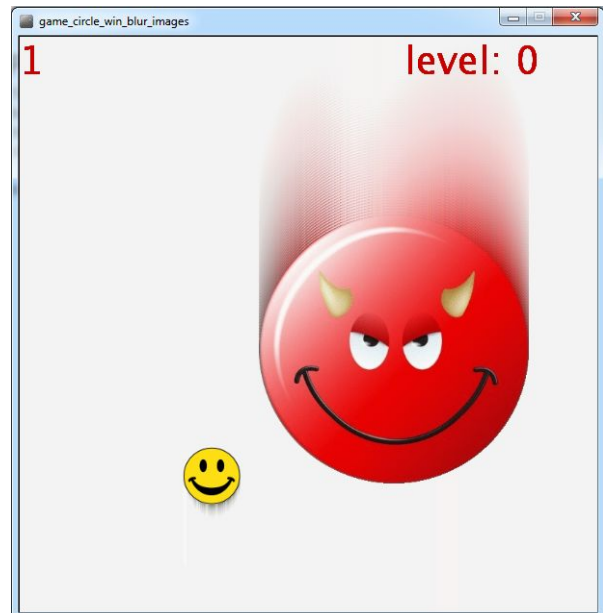
## What we are aiming for:

We want to make a game where balls drop down the screen and the user controls a character that has to avoid the dropping balls. We hope to make something like the game you see on the right.

## Steps to make the basic game:

To make a simple version of the game we need to have:

1. A ball **dropping** from the top of the screen to the bottom.
2. That appears at the top of the screen **when it reaches the bottom of the screen**.
3. A **player circle**. That is a different colour to the “enemy circle”.
4. The player is **controlled by the user**, and can move left and right using the keyboard (we suggest the ‘a’ and ‘d’ keys).
5. We need to do collision detection between the player circle and the enemy circle. If the two circles overlap, we should see a “game over” screen. (We need a “isGameWon” boolean to do this. If the game is not won - use the game code, otherwise show an end game screen.)



## Congratulations! That's the basic game completed!

You should feel really proud of what you have just programmed.