SI@UCF Java/Java GUI
Homework Assignment: Whack-A-Mole Mouse Input

Program

Previously you wrote a version of Whack-A-Mole using keyboard input. A more natural way to write the game is using mouse input, where the user clicks on a mole when one appears. In this version, instead of having the moles always show up in three adjacent rectangles, please make a mole appear in a random location and make it disappear after 5 seconds if the user hasn't clicked it. (You may adjust this length as you see fit, within reason – just make the game easy enough for the grader to grade it!!!) As soon as one mole disappears, randomly generate another mole in a new location.

In the regular game, many moles may appear and stay for varying lengths of time, but since arrays are very new, in this game there will only ever by one mole appearing. Also, to keep the mole simple, just make it a colored square (say blue) on a white background.

Create the scoring system as you see fit and when you submit your file(s), please submit a separate file called **rules.txt** which clearly explains the rules you've implemented (so scoring, how long the game lasts or how it ends, etc.) so the grader can easily grade it. The minimum requirements are having one randomly generated mole (a colored square) appear for some duration of time that can be whacked with a mouse click and doing so earns points in some fashion that are displayed in the GUI. After some time or after the mole gets whacked, a new mole should be generated. You are free to choose the game ending criteria.

Finally, no scaffold will be given, but you can use any of the previous scaffolds as a starting point. Feel free to rename the classes to more appropriate names. Feel free to add extra features if you complete the basic requirements early.