Pygame Assignment – Block Invaders

Description
Square blocks are invading! At the beginning of the program, several square blocks start from the top of the screen and slowly descend down towards the bottom. You are a block on the bottom of the screen and can only move left and right via the keyboard.

Your goal is to shoot the descending blocks. To shoot, use your mouse. Draw a line from where your block is and where you clicked. This is the direction of the bullet. If a block gets to the bottom, the game ends and your score is equal to the number of blocks you were able to shoot.

You can decide how many blocks are invading and their colors. For a challenge, have many blocks. If you are having some difficulty, just limit it to three blocks.

Requirements
Utilize the token class shown to you today. You'll have to rewrite the draw function to draw squares instead of circles.

Potential Enhancements
Look up how to display the score nicely on the pyGame screen and have it showing. Do the same with a timer, if you want to create one. Give the player multiple lives. Have the blocks speed up each time the player successfully shoots one. Detect a collision between the player and a block and have the player lose a life if this occurs. If all blocks are cleared, create a new level with more blocks!