In this Project you are expected to write a Windows Form application using C# language. In this project you will design a game which is played on a 2D board. In this board there exist a single Robot object and a number of collectable items. The aim of the game is to collect all the items on the board using the robot.

The rules:

- The robot can collect an item by touching it.
- A pop-up message should be given after collecting each item telling the number of items left.
- At the beginning, there should be 3 (three) items that are generated on random locations of the board.
- There should be a single robot. The initial location of the robot can be constant.
- The game ends when all the items are collected.
- The movements of the robot should be smooth, meaning no big jumps or teleportation is allowed.
- The game should have two modes that the user can select: manual and automatic.
  1. In the manual mode, the robot is controlled by the player using arrow keys in the keyboard.
  2. In the automatic mode the robot should find the path by itself.
     a. In this mode there should be 3 speed modes that the user can select (slow / medium / fast).

All the design decisions are left to the developer. Writing a user friendly and nice looking GUI is your responsibility.

You can either do the project on your own or with a group of two students.

A demo with all group members must be done. The demo time and schedule will further be announced.

**The deadline is 13 December 2017 Wednesday.**

Good luck and have fun ☺️