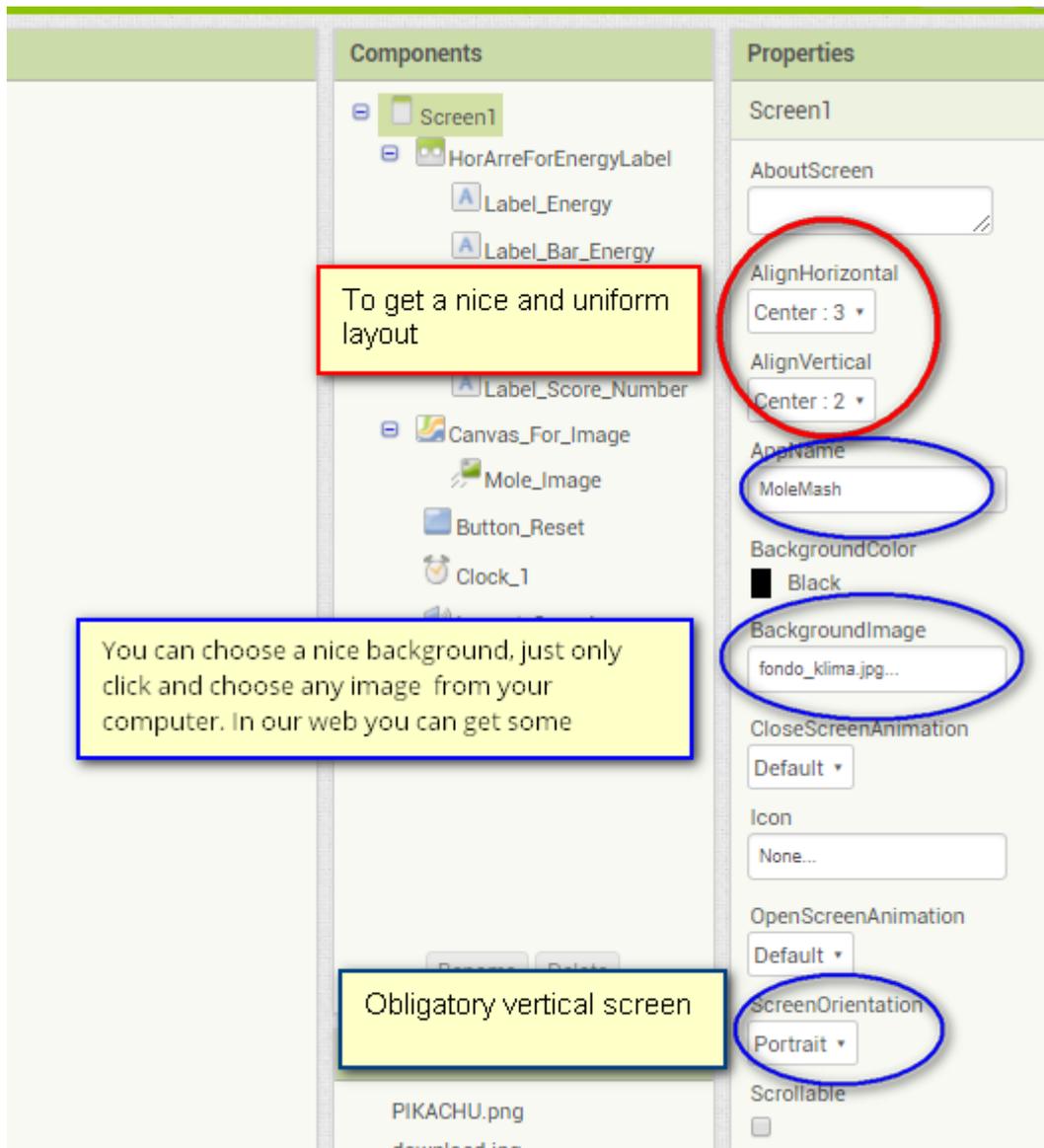
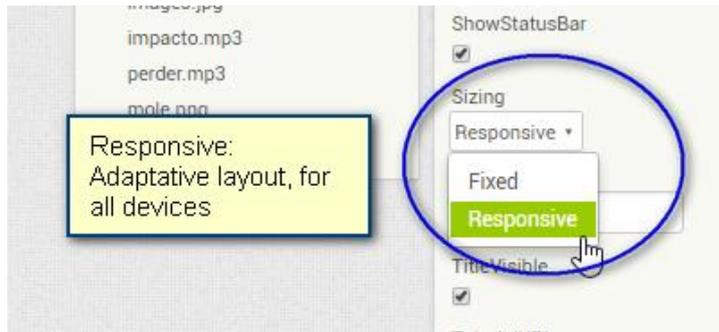


DESIGNER

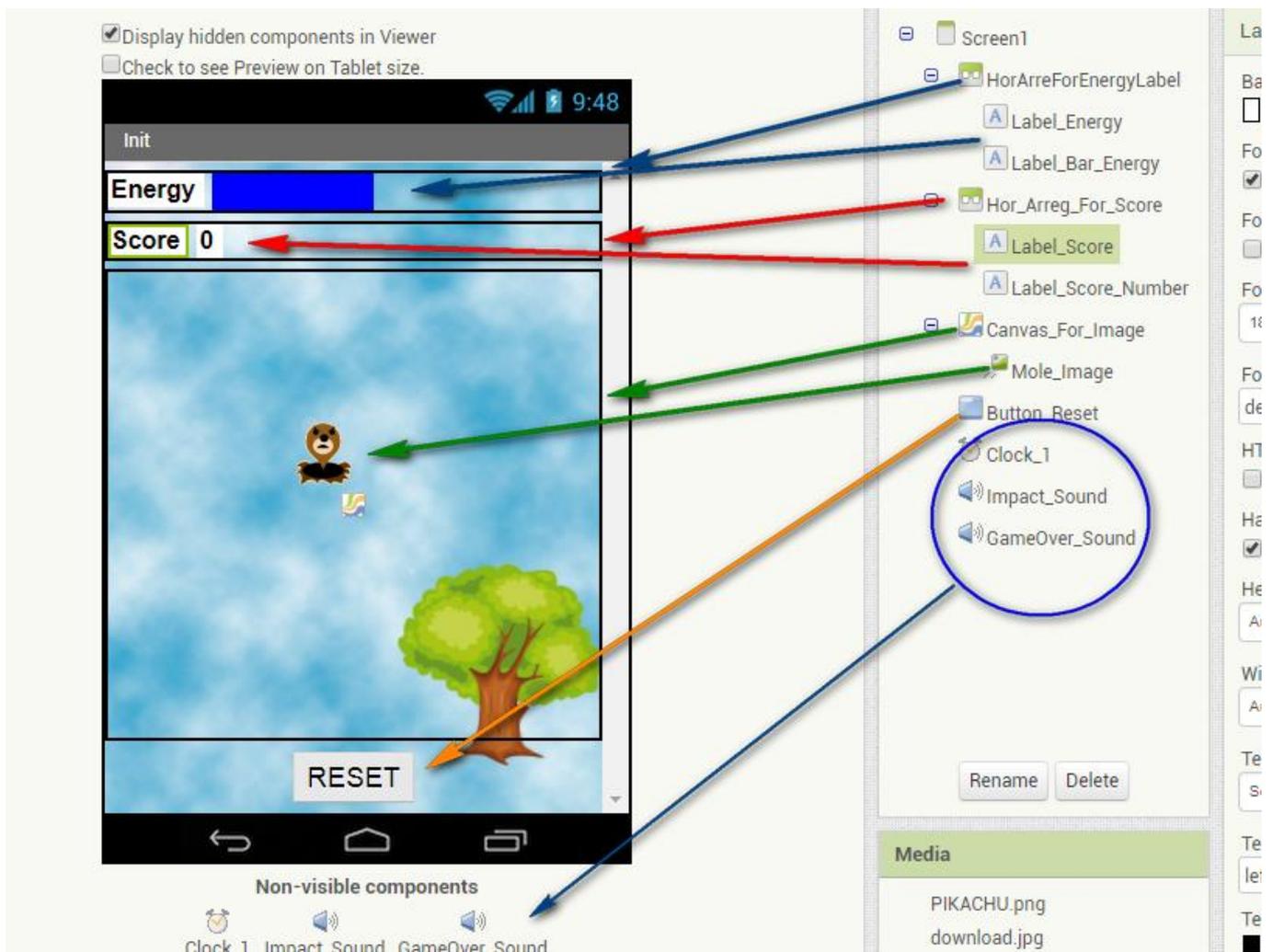
1.- Create a "New Project" with the name "...That you want..."

2.- Let's see some features that must have **Screen1**:

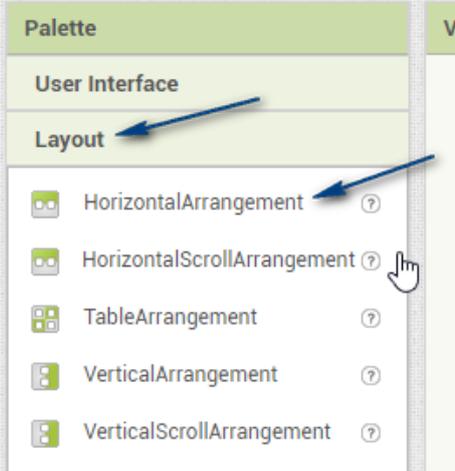
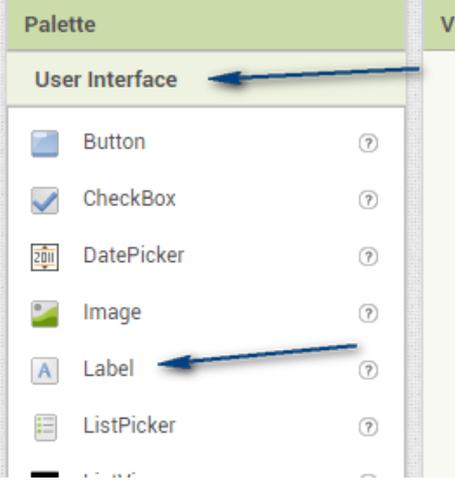
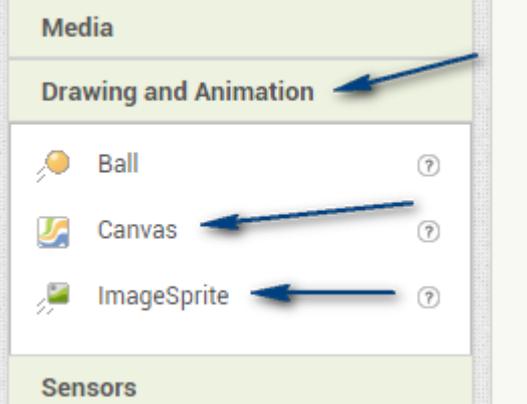


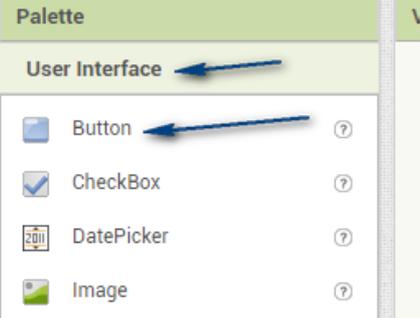
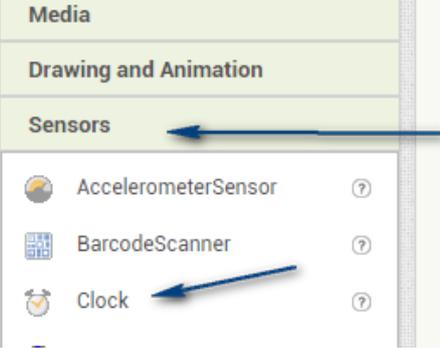
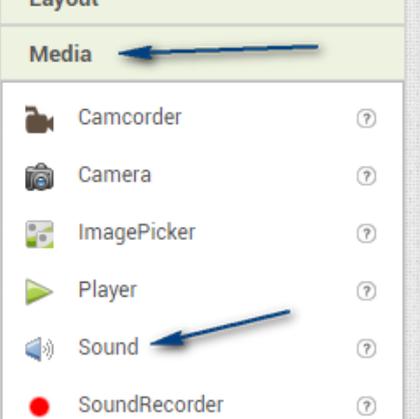


3.- We must get this components



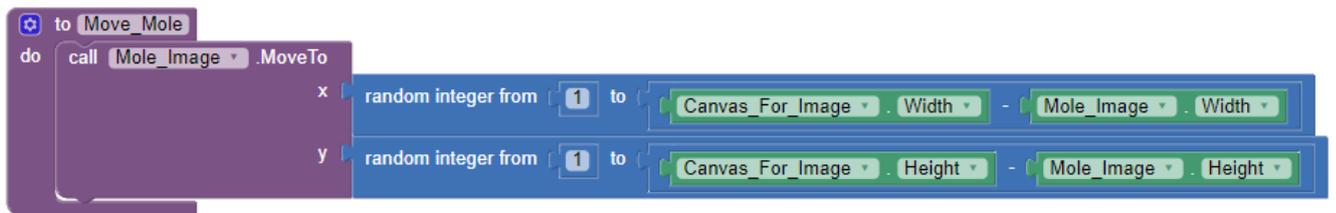
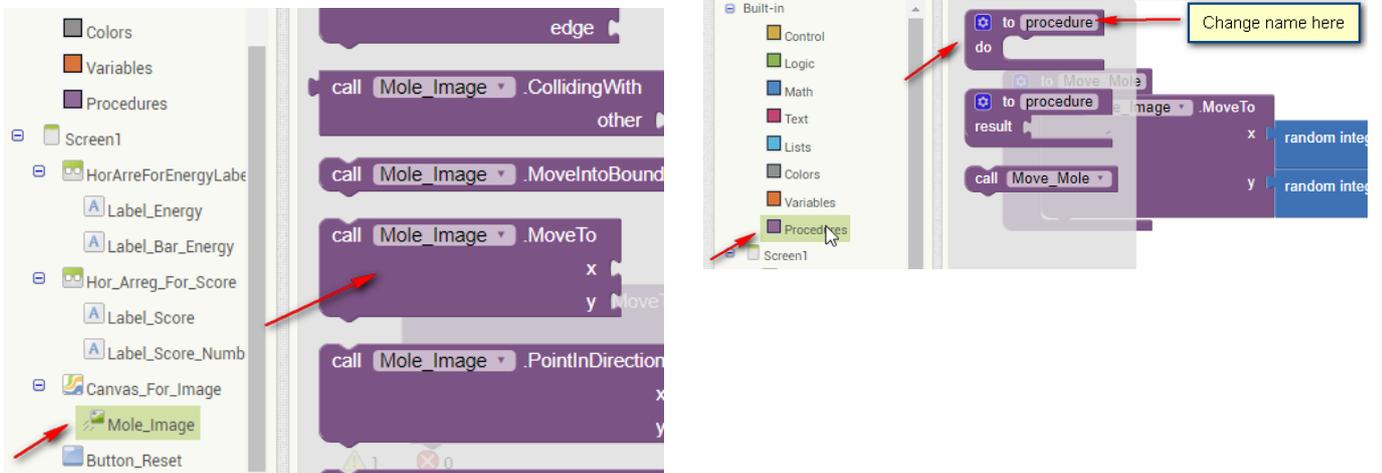
Properties of each component

| | |
|---|--|
|  | <p>Horizontal arrangements (<i>component to distribute in a uniform way the elements of the application, for get good layout</i>)</p> <ul style="list-style-type: none"> - Height: Automatic - Width: Fill parent |
|  | <p>Label_Energy, Label_Score, Label_Score_Number (<i>component to show text on app screen</i>):</p> <ul style="list-style-type: none"> - Font Size: 18 (for example) - Height and Width: automatic - Rest of properties how you prefer (background color, ...) <p>Label_Bar_Energy:</p> <ul style="list-style-type: none"> - Height: 20 px - Width: 100 px - BackgroundColor: Blue (for example) |
|  | <p>Canvas_For_Image (<i>A two-dimensional touch-sensitive rectangular panel on which drawing can be done and sprites can be moved</i>)</p> <ul style="list-style-type: none"> - Height, Width: Fill parent - The rest of properties you can keep them. <p>Mole_Image (<i>You must put it inside canvas component. It's a sprite and it can react to touches</i>). For further information about what is a canvas click here</p> <ul style="list-style-type: none"> - Height, Width: Automatic - Interval: 100 - Picture: You must upload the image file |

| | |
|--|--|
|  | <p>Button_Reset:</p> <ul style="list-style-type: none"> - Height, Width: Automatic - Text: "Reset" - The rest of properties like you prefer |
|  | <p>Clock_1 (<i>Non-visible component that provides the instant in time using the internal clock on the phone. It can fire a timer at regularly set intervals and perform time calculations, manipulations, and conversions</i>)</p> <ul style="list-style-type: none"> - TimeInterval: 1000 (each 1000 msg th clock gives a signal) <p>This app use the clock to control the sprite image ´s movement (mole.png)</p> |
|  | <p>Impact_Sound, GameOver_Sound: <i>Non-visible components to play a sound when something happens.</i></p> <p>In this app we use it when the user hits the mole, and when the game is over.</p> |

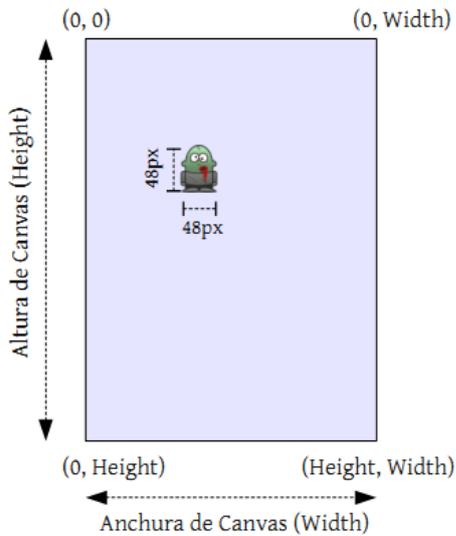
BLOCKS

1.- Positioning initially the mole into the canvas:



Note: The block's color can tell you where you can find it (for example, Math is blue, so all blue blocks that you can see in the app, must be in Math option, "random integer from")

The dark green blocks appears when you click over a component that you have use in your app In the left column of the "Blocks" Screen. With them you can change block's properties from here depending on the app's behavior



The rectangular canvas component is defined by 4 coordinates as you can see.

If you allow that your sprite (mole) moves until the canvas's edge, can happens that you don't show it whole because the image has a width too. So for avoid this situation you must move it between 1 and Width - Image_Width, in this way you won't lose your sprite never into the canvas.

It's the same for the Height

2.- Game start

The first screenshot shows the 'Screen1' object in the project pane and its 'Initialize' event block. The second screenshot shows the 'Clock_1' timer object and its 'Timer' event block. The third screenshot shows the 'Variables' category in the block palette and the 'initialize global' and 'initialize local' blocks. The fourth screenshot shows the 'Initialize' and 'Timer' event blocks with their respective 'do' blocks containing 'call Move Mole' and 'initialize global energy to 100'.

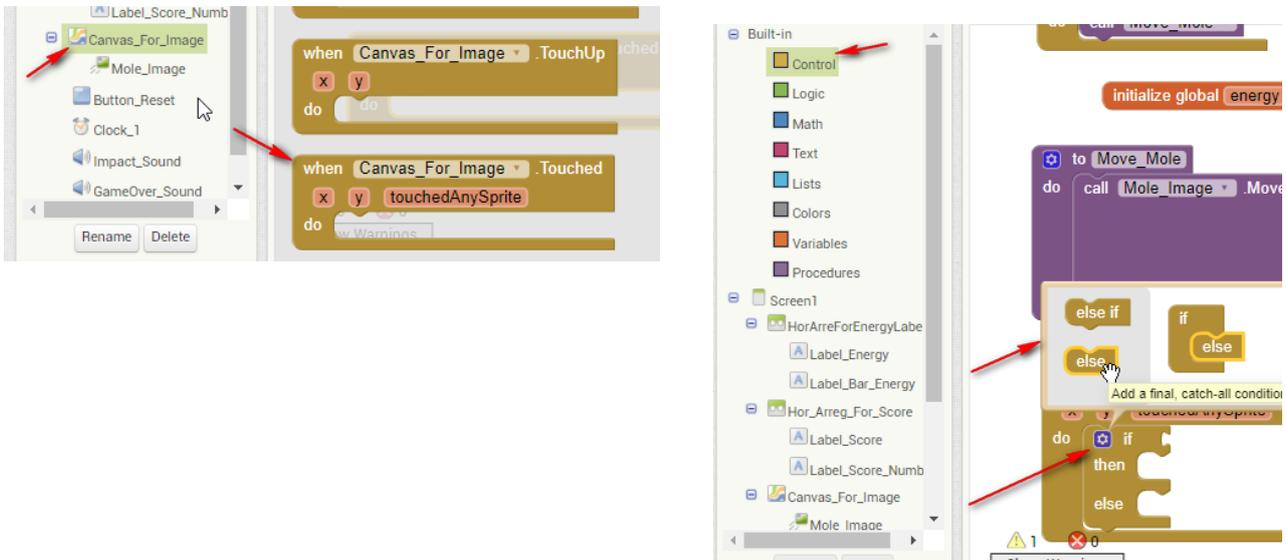
3.- How does it work?

If the player hits on the Zombie sprite, then the following should happen:

- The score will increase by 1.
- The game will play a sound so that the player knows that he has hit the zombie

- The mobile phone will vibrate so that the player has something more than feedback.

So the most important part of the game is here:



```

when Canvas_For_Image .Touched
  x y touchedAnySprite
do
  if get global energy >= 0
  then
    if get touchedAnySprite
    then
      set Label_Score_Number .Text to Label_Score_Number .Text + 1
      call Impact_Sound .Play
      call Impact_Sound .Vibrate
      milliseconds 250
    else
      set global energy to get global energy - 10
      set Label_Bar_Energy .Width to get global energy
      if get global energy <= 0
      then
        set Clock_1 .TimerEnabled to false
        call GameOver_Sound .Play
  
```

4.- Resetting game

```

when Button_Reset .Click
do
  set global energy to 100
  set Label_Bar_Energy .Width to get global energy
  set Label_Score_Number .Text to 0
  set Clock_1 .TimerEnabled to true
  
```