```
var score = 0;
var lives = 3;
onEvent("start_button", "click", function() {
  setScreen("game_screen");
  score = 0;
  setText("total_score", score);
  lives = 3;
  setText("number_lives", lives);
});
onEvent("fish", "click", function() {
  score = score + 1;
  setText("total_score", score);
  setPosition("fish", randomNumber(0,220), randomNumber(50, 350));
  if (score == 10) {
    setScreen("win_screen");
  }
});
onEvent("background", "click", function() {
  lives = lives - 1;
  setText("number_lives", lives);
  if (lives == 0) {
    setScreen("lose_screen");
  }
});
onEvent("playAgain_button", "click", function() {
  setScreen("welcome_screen");
});
onEvent("tryAgain_button", "click", function() {
  setScreen("welcome_screen");
});
```