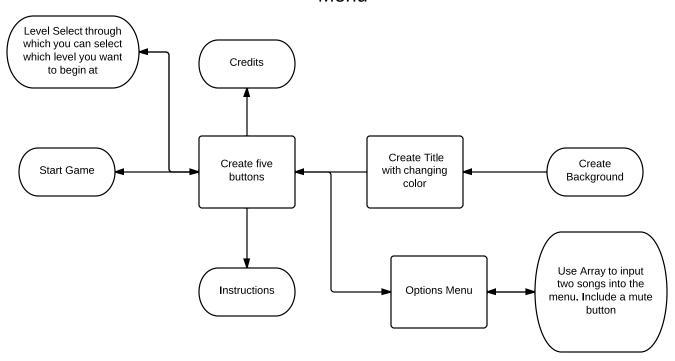
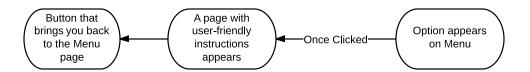


Menu



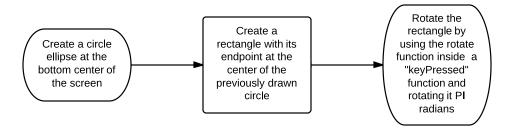
Instructions



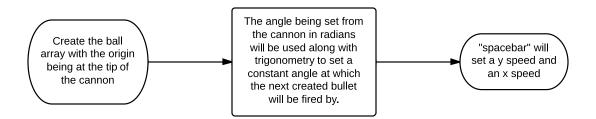
Credits



Cannon Object



Shooting the Ball



Array of Balls Shot Set parameters so that the array starts from the Create a pspawn Create Array variable that controls end of the if pspawn!=1 List the probability that a cannon and give them random ball will be a power up colors If pspawn==1 ptype variable determines which type The background of power up you get. (One of the screen extplotdtes, one randomizes the ball changes to the colors, one pierces balls and another color of the ball is a rainbow ball that pops any color) Create functions (move function Move Function -Space Bar pressedand checkIntersection) As ball moves

Check

Intersection

-If False

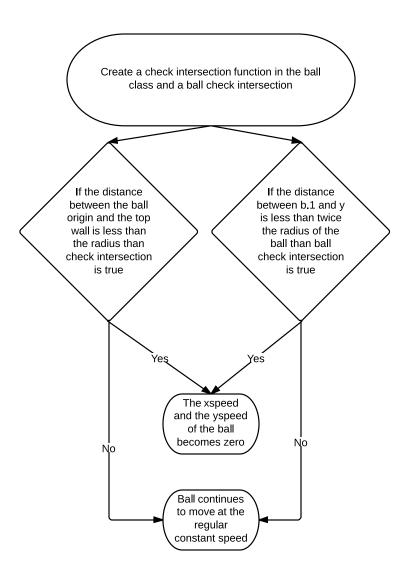
If True

Balls stick

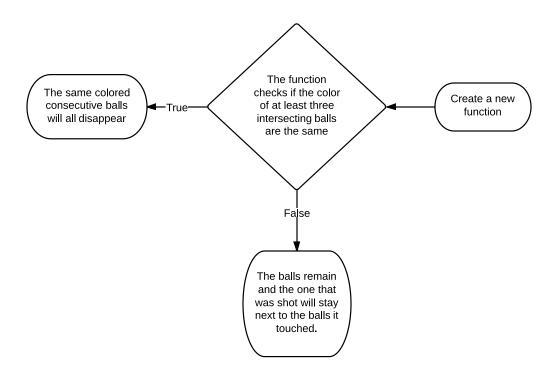
Balls continue

to move

CheckIntersection



Pattern Function



Rank and Final Score

Depending on what your score was, you will receive a rank. The five ranks are 'Complete Loser,' 'Barely Competent,' 'Amateur,' 'Bubblemaniac' and 'Paras Jha.' Your final score will also appear and your score is determined by the two times the number of balls you shoot subtracted from the number of balls you make disappear times ten.

Rank= (10 * number of balls dissapeared)-(2 * # balls shot)

A button will also appear at the bottom saying, 'Try Again?' so the player can restart the game.