KILL THE VIRUS

Time remaining

15

Start

Score: 0

Restart the score

Screen1
  HorizontalArrangeme
    lbl_time
  HorizontalArrangeme
    lbl_timing
  HorizontalArrangeme
    btn_start
  cnv_backg
    img_spr3
    img_spr
    img_spr2
  HorizontalArrangeme
    lbl_score
    lbl_score_bck
  btn_restart
  clk_backg
  snd_hit

snd_hit
ntfr
clk_timing

```
initialize global whendead to 0

initialize global score to 0

to movingVirus
do  set img_spr . X to   random integer from 0 to   cnv_backg . Width - img_spr . Width
    set img_spr . Y to   random integer from 0 to   cnv_backg . Height - img_spr . Height

to movingVirus2
do  set img_spr2 . X to   random integer from 0 to   cnv_backg . Width - img_spr2 . Width
    set img_spr2 . Y to   random integer from 0 to   cnv_backg . Height - img_spr2 . Height

to movingVirus3
do  set img_spr3 . X to   random integer from 0 to   cnv_backg . Width - img_spr3 . Width
    set img_spr3 . Y to   random integer from 0 to   cnv_backg . Height - img_spr3 . Height

when clk_backg .Timer
do  call movingVirus
    call movingVirus2
    call movingVirus3

when btn_start .Click
do  set clk_backg . TimerEnabled to true
    set clk_timing . TimerEnabled to true

when btn_restart .Click
do  set global score to 0
    set clk_backg . TimerEnabled to true
    set clk_timing . TimerEnabled to true
    call scoring

when clk_timing .Timer
do  set img_spr . Picture to covid1(1).png
    set img_spr2 . Picture to covid1(1).png
    set img_spr3 . Picture to covid1(1).png
    set lbl_timing . Text to   lbl_timing . Text - 1
    if    lbl_timing . Text = 0
    then  call ntfr .ShowMessageDialog
                          message   lbl_score_bck . Text
                          title   " TIME'S UP! "
                          buttonText   " return "
          set clk_timing . TimerEnabled to false
          set lbl_timing . Text to 15
          set lbl_score_bck . Text to 0

to scoring
do  set lbl_score_bck . Text to   get global score
```

```
when img_spr2 .Touched
  x  y
do  set global score to  get global score + 1
    call movingVirus2
    call scoring
    call snd_hit .Play
```

```
when img_spr3 .Touched
  x  y
do  set global score to  get global score + 1
    call movingVirus3
    call scoring
    call snd_hit .Play
```

```
when img_spr .Touched
  x  y
do  set global score to  get global score + 1
    set img_spr . Picture to  covid2(1).png
    set img_spr2 . Picture to  covid2(1).png
    set img_spr3 . Picture to  covid2(1).png
    call movingVirus
    call scoring
    call snd_hit .Play
```