

when btn_start Click
do
set clk_backg TimerEnabled to true
set clk_timer TimerEnabled to true

initialize global score to 0

when img_sp_backg Touched
do
set global score to get global score + 1
set lbl_score Text to join "Score:"
get global score
set img_sp_backg Visible to false
set img_sp_backg Enabled to false
call snd_backg Play

when clk_timer Timer
do
set lbl_timing2 Text to lbl_timing2 Text - 1
if lbl_timing2 Text = 0
then
call rtr_msg ShowMessageDialog
message lbl_score Text
title TIME UP
buttonText Return
set clk_timer TimerEnabled to false
set lbl_timing2 Text to 10
set lbl_score Text to 0
set global score to 0

when img_sp_backg2 Touched
do
set global score to get global score + 1
set lbl_score Text to join "Score:"
get global score
set img_sp_backg2 Visible to false
set img_sp_backg2 Enabled to false
call snd_backg Play

when img_sp_backg3 Touched
do
set global score to get global score + 1
set lbl_score Text to join "Score:"
get global score
set img_sp_backg3 Visible to false
set img_sp_backg3 Enabled to false
call snd_backg Play

```
when img_sp_backg4 .Touched
  x y
do
  set global score to (get global score + 1)
  set lbl_score .Text to (join " Score: " (get global score))
  set img_sp_backg4 .Visible to false
  set img_sp_backg4 .Enabled to false
  call snd_backg .Play
```


```
when img_sp_backg5 .Touched
  x y
do
  set global score to (get global score + 1)
  set lbl_score .Text to (join " Score: " (get global score))
  set img_sp_backg5 .Visible to false
  set img_sp_backg5 .Enabled to false
  call snd_backg .Play
```

0

when **clk_backg** .Timer

do

- call **img_sp_backg** .MoveTo
 - x random integer from 1 to 300
 - y random integer from 1 to 300
- call **img_sp_backg2** .MoveTo
 - x random integer from 1 to 300
 - y random integer from 1 to 300
- call **img_sp_backg3** .MoveTo
 - x random integer from 1 to 300
 - y random integer from 1 to 300
- call **img_sp_backg4** .MoveTo
 - x random integer from 1 to 300
 - y random integer from 1 to 300
- call **img_sp_backg5** .MoveTo
 - x random integer from 1 to 300
 - y random integer from 1 to 300



if **modulo of** **get global score** **÷** 5 **=** 0

then

- set **img_sp_backg** .Visible to true
- set **img_sp_backg2** .Visible to true
- set **img_sp_backg3** .Visible to true
- set **img_sp_backg4** .Visible to true
- set **img_sp_backg5** .Visible to true
- set **img_sp_backg** .Enabled to true
- set **img_sp_backg2** .Enabled to true
- set **img_sp_backg3** .Enabled to true
- set **img_sp_backg4** .Enabled to true
- set **img_sp_backg5** .Enabled to true

