

Clicker

```
1  var score, lives;
2
3  onEvent("start_button", "click", function() {
4      score = 0;
5      lives = 3;
6      setScreen("game_screen");
7      startTimer();
8  });
9  onEvent("penny", "click", function() {
10     score += 100;
11     lives++;
12     setText("total_score", score);
13     setText("number_lives", lives);
14     setPosition("penny", randomNumber(0, 270), randomNumber(50, 400));
15     for(var i = 2; i <= 27; i++)
16         setPosition("image" + i, randomNumber(0, 270), randomNumber(50, 400));
17 });
18 onEvent("game_screen", "click", function() {
19     lives--;
20     setText("number_lives", lives);
21     if(lives <= 0)
22     {
23         stopTimedLoop();
24         setText("win_score", "SCORE " + score);
25         setScreen("win_screen");
26     }
27 });
28 onEvent("playAgain_button", "click", function() {
29     setScreen("welcome_screen");
30 });
31
32 function startTimer()
33 {
34     var remaining = 10;
35     setText("timer", fmtMSS(remaining));
36     timedLoop(1000, function() {
37         remaining--;
38         setText("timer", fmtMSS(remaining));
39         if(remaining <= 0)
40         {
41             stopTimedLoop();
42             setScreen("win_screen");
43             setText("win_score", "SCORE " + score);
44         }
45     });
46 }
47 // StackOverflow; changes seconds to M:SS
48 function fmtMSS(s){return(s-(s%=60))/60+(9<s?' ':'':0')+s}
```