```
1    var xMap = 0;
2    var health = 100;
3    var score = 0;
4    var scoreToWin = 100;
5    var sector = 0;
6    update();
7
8    function update() {
9      setText("Health", "Health: "+health);
10     setText("Score", "Score: "+score);
11   }
12
13   //Game Functions
14   function newEnemies() {
15     if(score >=10){
16       showElement("tie2");
17     }
18
19   }
20   function enemyMove() {
21     timedLoop(800, function() {
22       setPosition("tie1", randomNumber(150, 250), randomNumber(70, 300), 75, 75);
23       setPosition("tie2", randomNumber(150, 250), randomNumber(70, 300), 75, 75);
24       newEnemies();
25     });
26   }
27   function friendlyMove() {
28     timedLoop(300, function() {
29       setPosition("xWing", 0, randomNumber(270, 280), 100, 100);
30     });
31   }
32   function over() {
33     if(health <= 0){
34     setScreen("LOSE");
35     }
36     else if(score >= scoreToWin){
37     setScreen("WinScreen");
38     }
39   }
40   function panMap(seconds) {
41     timedLoop(seconds, function() {
42       setPosition("background", getXPosition("background")-1, -10, 4200, 500);
43     });
44   }
45
46
47   //Game Actions
48   onEvent("tie1", "click", function( ) {
49     console.log("tie clicked!");
50     score += 5;
51     update();
52     over();
53     setPosition("image3", getXPosition("tie1")-50, getYPosition("tie1"), 170, 170);
```

```
 54        showElement("image3");
 55        setTimeout(function() {
 56          hideElement("image3");
 57        }, 100);
 58        setPosition("tie1", randomNumber(150, 250), randomNumber(70, 300), 75, 75);
 59      });
 60      onEvent("tie2", "click", function( ) {
 61        console.log("tie clicked!");
 62        score += 5;
 63        update();
 64        over();
 65        setPosition("image3", getXPosition("tie2")-50, getYPosition("tie2"), 170, 170);
 66        showElement("image3");
 67        setTimeout(function() {
 68          hideElement("image3");
 69        }, 100);
 70        setTimeout(function() {
 71          setPosition("tie2", randomNumber(150, 250), randomNumber(70, 300), 75, 75);
 72        }, 110);
 73      });
 74
 75      //Game Menu Buttons
 76      onEvent("start", "click", function( ) {
 77        setScreen("p1Start");
 78      });
 79      onEvent("info", "click", function( ) {
 80        setScreen("Tutorial");
 81      });
 82      onEvent("EnterP1", "click", function( ) {
 83        setScreen("p1Battle");
 84        friendlyMove();
 85        enemyMove();
 86        panMap(100);
 87          if(getChecked("Senate") == true){
 88            sector = 800;
 89          }
 90          else if(getChecked("North") == true){
 91            sector = 2200;
 92          }
 93          else{
 94            sector = 1;
 95          }
 96        console.log("sector :" + sector);
 97        setPosition("background", -350-sector, -10, 4200, 500);
 98      });
 99
100
101      //Main Menu/Win Screen Buttons
102      onEvent("background", "click", function( ) {
103        console.log("background clicked!");
104        health -= 10;
105        update();
106        over();
107      });
108      onEvent("Retry", "click", function( ) {
109        setScreen("StartScreen");
```

```
110      score = 0;
111      health = 0;
112    });
113    onEvent("saber", "click", function( ) {
114      setScreen("WinScreen");
115    });
116    onEvent("Restart", "click", function( ) {
117      setScreen("StartScreen");
118      score = 0;
119      health = 100;
120    });
121    onEvent("back", "click", function( ) {
122      setScreen("StartScreen");
123      score = 0;
124      health = 100;
125    });
126    onEvent("Back", "click", function( ) {
127      setScreen("StartScreen");
128      score = 0;
129      health = 100;
130    });
131    onEvent("mini", "click", function( ) {
132      setScreen("minigame");
133      timedLoop(700, function() {
134        setPosition("saber", randomNumber(-5, 310), randomNumber(-5, 435), 75, 75);
135      });
136    });
137
138
139
140
141    ///////////////////////////IMAGES USED
142    // Star Wars Logo (Disney Wiki - Fandom): https://vignette.wikia.nocookie.net/disney/images/2/21/Star_Wa
143    // Actis class interceptor (Jedi Legacy): http://www.jedi-legacy.com/vaisseau/actis11.jpg
144    // 'Star Wars X-Wing 2' Blueprint Graphic Art (Wayfair): https://secure.img1-fg.wfcdn.com/im/47571380/co
145    // Coruscant Celebration (Wookieepedia - Fandom): https://i.ytimg.com/vi/_v0xi1HI-zE/maxresdefault.jpg
146    // Galactic Empire (Lucasfilm Wiki): https://vignette.wikia.nocookie.net/lucasfilm/images/4/46/Galactic_
147    // XWing Victory (warosu.org): data:image/jpeg;base64,/9j/4AAQSkZJRgABAQAAAQABAAD/2wCEAAkGBxMTEhUSExMWFR
148    // ObiWan Quote (i.ytimg.com): https://i.ytimg.com/vi/_v0xi1HI-zE/maxresdefault.jpg
149    // Fall of the Old Republic (Wookieepedia - Fandom): https://vignette.wikia.nocookie.net/starwars/images
150    // Sand (Corkhill Bros): https://www.corkhillbros.com.au/wp-content/uploads/2018/01/bricklayers-red-sand
151    // Anakin's Lightsaber (Wookieepedia - Fandom): https://vignette.wikia.nocookie.net/starwars/images/d/d4
152    // Tie Fighter (Wookieepedia - Fandom): https://vignette.wikia.nocookie.net/starwars/images/c/c7/TIEfigh
153    // X-Wing (Heroku App): http://darth-racer.herokuapp.com/images/star_wars_x-wing.gif
154    // Courscant Wide(Wookieepedia - Fandom): https://vignette.wikia.nocookie.net/starwars/images/a/a0/Corus
155    // Courscant Orbit(Wookieepedia - Fandom): https://vignette.wikia.nocookie.net/starwars/images/1/16/Coru
156    // X-Wing (source): https://vignette.wikia.nocookie.net/starwars/images/2/22/RedFive_X-wing_SWB.png/revi
157    // image2 (source): link
158    ////////////////////////////////////////////////////////////////////////////////////////////////////
```

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