GraphicsWindow.Title = "ИЗБЯГАЙ ОТ ТОПЧЕТАТА"

GraphicsWindow.BackgroundColor = GraphicsWindow.GetColorFromRGB(0, 0, 0)

numBalls = 10

ballSize = 20

initialBallSpeed = 3

ballSpeed = initialBallSpeed

level = 1

ballsX = ""

ballsY = ""

ballsSpeedX = ""

ballsSpeedY = ""

ballColors = ""

cursorSize = 20

cursorX = GraphicsWindow.Width / 2

cursorY = GraphicsWindow.Height / 2

Begin:

GameOver = "False"

ballSpeed = initialBallSpeed

level = 1

GraphicsWindow.ShowMessage("Готови за старт", "НАЧАЛО")

Program.Delay(1500)

**For** i = 1 **To** numBalls

ballsX[i] = Math.GetRandomNumber(GraphicsWindow.Width - ballSize)

ballsY[i] = Math.GetRandomNumber(GraphicsWindow.Height - ballSize)

ballsSpeedX[i] = Math.GetRandomNumber(2 \* ballSpeed + 1) - ballSpeed

ballsSpeedY[i] = Math.GetRandomNumber(2 \* ballSpeed + 1) - ballSpeed

ballColors[i] = GraphicsWindow.GetRandomColor()

GraphicsWindow.DrawEllipse(ballsX[i], ballsY[i], ballSize, ballSize)

GraphicsWindow.BrushColor = ballColors[i]

GraphicsWindow.FillEllipse(ballsX[i], ballsY[i], ballSize, ballSize)

**EndFor**

gameDuration = 30 *' seconds*

GameOver = "False"

startTime = Clock.ElapsedMilliseconds

**While** (GameOver = "False")

cursorX = GraphicsWindow.MouseX

cursorY = GraphicsWindow.MouseY

elapsedTime = Clock.ElapsedMilliseconds - startTime

seconds = Math.Floor(elapsedTime / 1000)

minutes = Math.Floor(seconds / 60)

seconds = seconds - minutes \* 60

**If** seconds >= gameDuration **Then**

startTime = Clock.ElapsedMilliseconds

ballSpeed = ballSpeed + 2

level = level + 1

GraphicsWindow.Clear()

GraphicsWindow.BrushColor = GraphicsWindow.GetColorFromRGB(255, 255, 255)

GraphicsWindow.DrawText(GraphicsWindow.Width / 2 - 50, GraphicsWindow.Height / 2, "БРАВО! Скоростта се увеличава!")

Program.Delay(2000)

**EndIf**

GraphicsWindow.Clear()

GraphicsWindow.BrushColor = GraphicsWindow.GetColorFromRGB(255, 255, 255)

**If** seconds < 10 **Then**

GraphicsWindow.DrawText(10, 10, "Time: " + minutes + ":0" + seconds)

**Else**

GraphicsWindow.DrawText(10, 10, "Time: " + minutes + ":" + seconds)

**EndIf**

GraphicsWindow.DrawText(GraphicsWindow.Width - 100, 10, "Level: " + level)

GraphicsWindow.DrawEllipse(cursorX - cursorSize / 2, cursorY - cursorSize / 2, cursorSize, cursorSize)

GraphicsWindow.FillEllipse(cursorX - cursorSize / 2, cursorY - cursorSize / 2, cursorSize, cursorSize)

**For** i = 1 **To** numBalls

ballsX[i] = ballsX[i] + ballsSpeedX[i] \* ballSpeed / initialBallSpeed

ballsY[i] = ballsY[i] + ballsSpeedY[i] \* ballSpeed / initialBallSpeed

**If** ballsX[i] < 0 Or ballsX[i] > GraphicsWindow.Width - ballSize **Then**

ballsSpeedX[i] = -ballsSpeedX[i]

**EndIf**

**If** ballsY[i] < 0 Or ballsY[i] > GraphicsWindow.Height - ballSize **Then**

ballsSpeedY[i] = -ballsSpeedY[i]

**EndIf**

*' Check for collision*

**If** Math.SquareRoot((ballsX[i] + ballSize / 2 - cursorX) \* (ballsX[i] + ballSize / 2 - cursorX) + (ballsY[i] + ballSize / 2 - cursorY) \* (ballsY[i] + ballSize / 2 - cursorY)) < (ballSize + cursorSize) / 2 **Then**

GameOver = "True"

**EndIf**

GraphicsWindow.DrawEllipse(ballsX[i], ballsY[i], ballSize, ballSize)

GraphicsWindow.BrushColor = ballColors[i]

GraphicsWindow.FillEllipse(ballsX[i], ballsY[i], ballSize, ballSize)

**EndFor**

Program.Delay(10)

**EndWhile**

GraphicsWindow.DrawText(GraphicsWindow.Width / 2 - 50, GraphicsWindow.Height / 2 - 10, "GAME OVER")

Mouse.ShowCursor()

GraphicsWindow.ShowMessage("ВИЕ ЗАГУБИХТЕ", "ОПИТАЙТЕ ПАК"))

**Goto** Begin