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when sprite_bad_plane.NoLongerCollidingWith
other
do
  set global Plane_Health to (get global Plane_Health - 1)
  if (get global Plane_Health = -3)
  then
    set Explosion_Picture_timer.TimerEnabled to true
    set sprite_bad_plane.Picture to "ExplosionPicture.png"
    call Plane_Explosion_Audio.Start
    set sprite_bad_plane.Enabled to false
    set global Score to (get global Score + 100)
    set Label1.Text to (join "Score: " (get global Score))
    set plane_re_appear.TimerEnabled to true
  end if
end do

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when plane_re_appear.Timer
do
  set sprite_bad_plane.Visible to true
  set sprite_bad_plane.Enabled to true
  set global Plane_Health to 0
  call start_badplane_over_again
  set plane_re_appear.TimerEnabled to false
  call TinyWebDB1.GetValue
  tag "Hi_Value"
end do

```

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when Explosion_Picture_timer.Timer
do
  set global explosion_picture to (get global explosion_picture + 1)
  if (get global explosion_picture = 3)
  then
    set sprite_bad_plane.Visible to false
    set sprite_bad_plane.Picture to "1942badguyplane.png"
    set Explosion_Picture_timer.TimerEnabled to false
    set global explosion_picture to 0
  end if
end do

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to start_badplane_over_again
do
  call sprite_bad_plane.MoveTo
  x random integer from 25 to 275
  y 0
  set sprite_bad_plane.Visible to true
  set sprite_bad_plane.Picture to "1942badguyplane.png"
  set global explosion_picture to 0
end do

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```
when Left_Button.TouchDown
do set Clock_left_button.TimerEnabled to true

when Clock_left_button.Timer
do call sprite_good_plane.MoveTo
  x sprite_good_plane.X + 7
  y sprite_good_plane.Y
  # sprite_good_plane.X = 0
then call Ball1.MoveTo
  x sprite_good_plane.X + 33
  y sprite_good_plane.Y
else call Ball1.MoveTo
  x Ball1.X + 7
  y sprite_good_plane.Y

when Left_Button.TouchUp
do set Clock_left_button.TimerEnabled to false
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when Right_Button.TouchDown
do set Clock_right_button.TimerEnabled to true

when Clock_right_button.Timer
do call sprite_good_plane.MoveTo
    x sprite_good_plane.X + 7
    y sprite_good_plane.Y
    # sprite_good_plane.X ≥ 238
then call Ball1.MoveTo
    x sprite_good_plane.X + 33
    y sprite_good_plane.Y
else call Ball1.MoveTo
    x Ball1.X + 7
    y sprite_good_plane.Y

when Right_Button.TouchUp
do set Clock_right_button.TimerEnabled to false

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initialize global Plane_Health to 0
initialize global explosion_picture to 0

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when Ball1.EdgeReached
edge
do set Clock_fire.TimerEnabled to false
call Ball1.MoveTo
    x sprite_good_plane.X + 33
    y sprite_good_plane.Y
set Left_Button.Enabled to true
set Right_Button.Enabled to true

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when Menu_Button.Click
do call Theme_Music_Audio.Stop
open another screen screenName "Screen1"

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when Play_screen.Initialize
do set Clock_left_button.TimerEnabled to false
set Clock_left_button.TimerInterval to 0.8
set Clock_right_button.TimerEnabled to false
set Clock_right_button.TimerInterval to 0.8
set Clock_fire.TimerEnabled to false
set Clock_fire.TimerInterval to 0.8
set plane_re_appear.TimerInterval to 3000
set clock_badplane_yaxis.TimerInterval to 6
set Explosion_Picture_timer.TimerInterval to 1
set Explosion_Picture_timer.TimerEnabled to false
call start_badplane_over_again
call Theme_Music_Audio.Start
call TinyWebDB1.GetValue
    tag "Hi Value"

```

initialize global Score to 0

initialize global Hi\_score to 0

when Right\_Button.TouchDown  
do set Clock\_right\_button.TimerEnabled to true

when TinyWebDB1.GotValue  
tagFromWebDB valueFromWebDB  
do if get valueFromWebDB <= get global Score  
then set global Hi\_score to get global Score  
call TinyWebDB1.StoreValue  
tag "Hi\_Value"  
valueToStore get global Hi\_score  
call TinyDB1.StoreValue  
tag "Hi\_Value"  
valueToStore get global Hi\_score

when Clock\_right\_button.Timer  
do call sprite\_good\_plane.MoveTo  
x sprite\_good\_plane.X + 3  
y sprite\_good\_plane.Y  
if sprite\_good\_plane.X >= 238  
then call Ball1.MoveTo  
x sprite\_good\_plane.X + 33  
y sprite\_good\_plane.Y  
else call Ball1.MoveTo  
x Ball1.X + 7  
y sprite\_good\_plane.Y

when Left\_Button.TouchDown  
do set Clock\_left\_button.TimerEnabled to true

when Clock\_left\_button.Timer  
do call sprite\_good\_plane.MoveTo  
x sprite\_good\_plane.X + -7  
y sprite\_good\_plane.Y  
if sprite\_good\_plane.X = 0  
then call Ball1.MoveTo  
x sprite\_good\_plane.X + 33  
y sprite\_good\_plane.Y  
else call Ball1.MoveTo  
x Ball1.X + -7  
y sprite\_good\_plane.Y

when Right\_Button.TouchUp  
do set Clock\_right\_button.TimerEnabled to false

when Fire\_Button.Click  
do set Clock\_fire.TimerEnabled to true  
set Left\_Button.Enabled to false  
set Right\_Button.Enabled to false

when Clock\_fire.Timer  
do set Ball1.Y to Ball1.Y + -50

when Left\_Button.TouchUp  
do set Clock\_left\_button.TimerEnabled to false

when Fire\_Button.Click  
do set Clock\_fire.TimerEnabled to true  
set Left\_Button.Enabled to false  
set Right\_Button.Enabled to false  
when Clock\_fire.Timer  
do set Ball1.Y to Ball1.Y + -50