//initiate Game STATEs

var PLAY = 1;

var END = 0;

var gameState = PLAY;

var stone;

var banana;

//create a monkey sprite

var monkey = createSprite(260,200,20,50);

monkey.setAnimation("monkey");

monkey.scale = 0.12;

monkey.x = 50;

var group = createGroup();

var spawn =createGroup();

//create stone and banana Groups

var stonesGroup = createGroup();

var bananasGroup = createGroup();

//place gameOver and restart icon on the screen

var gameOver = createSprite(200,300);

var restart = createSprite(200,340);

gameOver.visible = false;

restart.visible = false;

//set text

textSize(18);

textFont("Georgia");

textStyle(BOLD);

//score

var count = 0;

function draw() {

//set background to white

background("white");

//display score

text("Score: "+ count, 250, 100);

if(gameState === PLAY){

if(monkey.isTouching(group)){

count =count+1;

group.destroyEach();

playSound("sound://category\_accent/puzzle\_game\_accent\_a\_01.mp3");

}

}

//jump when the space key is pressed

if(keyDown("space")&& monkey.y >= 360){

monkey.velocityY = -14 ;

playSound("sound://category\_alerts/airy\_bell\_notification.mp3");

}

//add gravity

monkey.velocityY = monkey.velocityY + 0.8;

//spawn the bananas

bananasgroup();

//spawn stones

spawnstones();

if(count>=10){

monkey.scale=0.14;

if(keyDown("space")&& monkey.y >= 355){

monkey.velocityY = -14 ;

playSound("sound://category\_alerts/airy\_bell\_notification.mp3");

}

}

if(count>=20){

monkey.scale=0.16;

if(keyDown("space")&& monkey.y >= 350){

monkey.velocityY = -14 ;

playSound("sound://category\_alerts/airy\_bell\_notification.mp3");

}

}

if(count>=30){

monkey.scale=0.18;

if(keyDown("space")&& monkey.y >= 345){

monkey.velocityY = -14 ;

playSound("sound://category\_alerts/airy\_bell\_notification.mp3");

}

}

createEdgeSprites();

monkey.collide(edges);

//End the game when monkey is touching the stone

if(stonesGroup.isTouching(monkey)){

textSize(40);

text('GAME OVER',70,200);

stonesGroup.destroyEach();

group.destroyEach();

monkey.pause();

gameState = END;

}

else if(gameState === END) {

monkey.velocityY = 0;

stonesGroup.setVelocityXEach(0);

bananasGroup.setVelocityXEach(0);

//change the monkey animation

monkey.setAnimation("monkey");

//set lifetime of the game objects so that they are never destroyed

stonesGroup.setLifetimeEach(-1);

bananasGroup.setLifetimeEach(-1);

if(monkey.isTouching(stonesGroup)){

stonesGroup.destroyEach();

group.destroyEach();

monkey.pause();

textSize(25);

fill("red");

stroke("red");

text("GAME OVER",100,200);

}

}

stroke("black");

textSize(20);

fill("black");

survivalTime=Math.ceil(frameCount/frameRate());

text("Survival Time:"+survivalTime,100,50);

if(mousePressedOver(restart)) {

reset();

}

drawSprites();

}

function reset(){

}

function spawnstones() {

if(World.frameCount % 60 === 0) {

var stone = createSprite(400,385,10,40);

spawn.add(stone);

stone.velocityX = - (6 + 3\*count/100);

stone.setAnimation("Stone" );

//assign scale and lifetime to the stone

stone.scale = 0.1;

stone.velocityX=-6;

stone.lifetime = 70;

//add each stone to the group

stonesGroup.add(stone);

}

}

function bananasgroup() {

//write code here to spawn the bananas

if (World.frameCount % 89 === 0) {

var banana = createSprite(400,300,40,10);

group.add(banana);

banana.y = randomNumber(280,320);

banana.setAnimation("Banana");

banana.scale = 0.05;

banana.velocityX = -6;

//assign lifetime to the variable

banana.lifetime = 134;

//adjust the depth

banana.depth = monkey.depth;

monkey.depth = monkey.depth + 1;

//add each banana to the group

bananasGroup.add(banana);

}

}