VBugs Worksheet 8

Name:

Year Level:

Answers to Part 1

Exercise 1: *Creating a list*

1. Create a list of bugs in your program. Write the code you used to achieve this in the area below:

```
Answer:

  Module GameLogic
  _____

  …
  Public Sub Main()
  …

  LoadResources()
  Input.ShowMouse(False)
  Randomize()

  _____

  …
```

2. Write a code that will allow each bug in your program to draw and update itself. Write the code you used to achieve this in the area below:

```
Answer:

  …
  SwinGame.Graphics.ClearScreen(Color.White)

  _____

  _____

  _____

  _____
  …
```

3. Create a function that will free a sprite inside the Bug class. Write the code you used to achieve this in the area below:

```
Answer:

  Public Class Bug

  _____

  _____

  _____

  _____


  End Class
```

Answers to Part 2

Exercise 1: *Setting up the level and score*

1. Set up levels and score as shown in tutorial. Write the code you used to achieve this in the area below:

```
Answer:

  Module GameLogic

  _____

  _____

  _____

  _____


  Public Sub LevelSetUp()

  _____

  _____
```

```
                    _____

                    _____

                    _____

                    _____

                    _____

                    _____

                    _____

                    _____

                    _____

                    _____

                    _____
End Sub

Public Function EndOfLevel() As Boolean

                    _____

                    _____

                    _____

                    _____

                    _____

                    _____
End Function

Public Sub Main()

…

listBugs = New List(Of Bug)

                    _____

                    _____

                    _____

                    _____

                    _____

 …

Do
'Clears the Screen to White (customized color)
SwinGame.Graphics.ClearScreen(Color.White)

                    _____

                    _____
```

_____

_____

_____

_____

_____

_____

_____

_____

_____

…

Exercise 2: *Printing current score and time on the screen*

1. Load new fonts into your program. Write the code you used to achieve this in the area below:

Answer:

```
Private Sub LoadFonts()
    _____

    _____

    _____

    _____

    _____

End Sub
```

2. Draw current score and time n the screen. Write the code that enables you to achieve this in the area below:

```
Answer:

  …
  time = (endLevelAt – Core.GetTimerTicks(gameTimer)) / 100
  _____

  _____

  _____

  _____

  _____

  …
```

Exercise 3: *Printing a start and end point of the game*

1. Build into your program DrawLevelStart() and DrawLevelEnd() procedures. Write the code that enables you to achieve this in the area below:

```
Answer:

 Module GameLogic
 Public Sub DrawLevelStart()
  _____

  _____

  _____

  _____

  _____

  _____

  _____

  _____

  _____
 End Sub
```

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```
Public Sub DrawLevelEnd()

    _____

    _____

    _____

    _____

    _____

    _____

    _____

    _____

    _____

    _____

    _____

    _____

    _____

    _____

    _____

    _____

End Sub




Public Sub LevelSetUp()
    Core.StopTimer(gameTimer)

    _____

  …
 End Sub




Public Sub Main()
    …

    'Game Loop
    Do
    …
```

```
 If time < 0 Then
    score = score – 1
    Core.StopTimer(gameTimer)
    Core.StartTimer(gameTimer)

_____

_____

_____


 End If
…

End Sub

End Module
```