

VBugs Worksheet 5

Name: _____

Year Level: _____

Answers to Part 1

Exercise 1: *Replacing the original mouse point to the custom one*

1. Inside the Game Loop tell the program to draw target.png instead of the original mouse point. Write the code that enables you to do this in the area below:

Answer:

...

```
'Game Loop  
Do
```

```
'Refreshes the Screen and Processes Input Events
```

...

Answers to Part 2*Exercise 1: Playing sound when clicked on a bug*

1. Write the code that will enable to play sound effect when a bug was clicked. Write the code that enables you to do this in the area below:

Answer:

...

```
'Game Loop  
Do
```

```
'Refreshes the Screen and Processes Input Events
```

...

Answers to Part 3*Exercise 1: Declaring the animated sprite variable*

1. Declare a new animated sprite variable with a variable name as "deadBug". Write the code that enables you to do this in the area below:

Answer:

...

```
'Load Resources  
LoadResources()
```

```
'Game Loop
```

...

Exercise 2: *Playing animation when a bug was clicked.*

1. Write the code that plays animation when a bug was clicked. Write the code that enables you to do this in the area below, write it with the if statement from the previous exercise:

Answer:

...

```
'Load Resources  
LoadResources()
```

```
'Game Loop
```

...