VBugs Worksheet 3

Name: _____

Year Level: _____

Answers to Part 1

Exercise 1: *Creating a sprite*

1. Declare the variable "bug" which is a Sprite. Write the code you used to achieve this in the area below:

Answer:

```
…

        'Load Resources
         LoadResources()

  ____________________________________________________

        'Game Loop
…
```

2. Write the code which enables you to create the sprite in the area below:

Answer:

```
  …

        'Load Resources
         LoadResources()

         Dim bug As Sprite

  ____________________________________________________

  …
```

3. Draw the sprite on the screen. Write the code that enables you to do this in the area below:

Answer:

```
...

    'Clears the Screen to Black
     SwinGame.Graphics.ClearScreen(Color.White)

_____________________________________________________________

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

4. Put `Graphics.FreeSprite(variableName)` at the end of your program. Write the code that you entered to your program in the area below.

Answer:

```
...
  'Free Resources and Close Audio, to end the program.

_____________________________________________________________

   FreeResources()
...
```

Answers to Part 2

Exercise 1: *Making the sprite to move*

1. Assign Movement.X of your sprite to 0.5 and put this code before the start of the game loop. Write the code that enables you to do this in the area below:

Answer:

```
...

      'Load Resources
       LoadResources()

_____________________________________________________________

_____________________________________________________________

      'Game Loop

...
```

2. In order to see how our sprite moves, it needs to be updated within the loop. Write the code that enables you to do this in the area below:

Answer:

…

```
'Game Loop
Do

_____

_____

'Refreshes the Screen and Processes Input Events
Core.RefreshScreen()
```

…

Answers to Part 3

Exercise 1: *Stopping the Sprite from moving off the right edge of the screen.*

2. What is happening on the screen? Writhe your answer in the area below:

_____

_____

_____

_____

Answers to Part 4

Exercise 1: *Stopping the Sprite from moving off the left edge of the screen*

2. What is happening on the screen? Write your answer in the area below:

Exercise 2: *Changing the movement direction.*

1. Assign `Movement.Y` of the Sprite to 0.5, this can be done in the same way as shown in part 1 > exercise 1. Write the code that enables you to do this in the area below:

Answer:

```
…
        bug.Movement.X = 0.5

        'Game Loop
         Do
…
```

2. Write the code which will stop the Sprite from moving off the top edge of the screen. Write the code that enables you to do this in the area below:

Answer:

```
         Graphics.DrawSprite(bug)
         Graphics.UpdateSprite(bug)

        'Refreshes the Screen and Processes Input Events
```

3. Write the code which will stop the Sprite from moving off the bottom edge of the screen. Write the code that enables you to do this in the area below:

Answer:

```
        Graphics.DrawSprite(bug)
        Graphics.UpdateSprite(bug)

    _____________________________________________________

    _____________________________________________________

    _____________________________________________________

    _____________________________________________________

    _____________________________________________________

       'Refreshes the Screen and Processes Input Events
```

Extra Exercise:

If you want you can add a second Sprite to your program, follow the same steps to achieve this. Write your solution n the free space below: