VBugs Worksheet 6

Name:

Year Level: **SOLUTIONS**

Answers to Part 1

Exercise 1: Creating ControlMusic() Sub Procedure

1. Create ControlMusic() Sub, which will stop and start the music during the game. Call this method inside the Game Loop. Write the code that enables it in the area below:

Answer:

```vbnet
Module GameLogic

Public Sub ControlMusic()

If Input.WasKeyTyped(SwinGame.Keys.VK_M) Then
        If Audio.IsMusicPlaying() = True Then
            Audio.StopMusic()
        Else
            Audio.PlayMusic(GameMusic("lion"), -1)
        End If
End If

End Sub

Public Sub Main()
        ...

'Game Loop
 Do

 ControlMusic()

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

Answers to Part 2

Exercise 1: Making additional changes

Make the following changes in your program and write your solutions to the worksheet:

1. Create a new Sub Procedure called ChangeVolume() which will add and lower the volume of the music. Put this sub before the Main() method and call it inside the Game Loop. Write the code that enables you to do this in the area below:

```vbnet
Answer:
 …

  Module GameLogic

  Public Sub ChangeVolume()
  If Input.IsKeyPressed(SwinGame.Keys.VK_UP) Then
          Audio.SetMusicVolume(Audio.MusicVolume + 0.01F)
  End If

  If Input.IsKeyPressed(SwinGame.Keys.VK_DOWN) Then
          Audio.SetMusicVolume(Audio.MusicVolume – 0.01F)
  End If
  End Sub


  Public Sub Main()
      ...

 'Game Loop
  Do

  ChangeVolume()

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

2. Create a new Sub Procedure called DrawMouse() which will draw a target instead of the default mouse pointer. Call this sub inside the Game Loop. Write the code that enables you to do this in the area below:

```
Answer:
  …

    Module GameLogic

    Public Sub DrawMouse()
    Dim mousePoint As Point2D

  mousePoint = Input.GetMousePosition()

Graphics.DrawBitmapOnScreen(GameImage("target"), mousePoint.X –
20, mousePoint.Y – 20)
    End Sub


  Public Sub Main()
  ...

 'Game Loop
 Do

 DrawMouse()

 'Refreshes the Screen and Processes Input Events

 …
```