VBugs Worksheet 5

Name: _____

Year Level: _____ **SOLUTIONS** _____

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:

…

    Input.ShowMouse(False)

    'Game Loop
     Do
     mousePoint = Input.GetMousePosition()
     Graphics.DrawBitmapOnScreen(GameImage("target")
    '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

     If Physics.IsSpriteOnScreenAt(bug, mousePoint.X,
mousePoint.Y)Then
         If Input.MouseWasClicked(MouseButton.LeftButton) Then
             Audio.PlaySoundEffect(GameSound("hit1"))
         End If
     End If

    '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()

     Dim deadBug As Sprite
     deadBug = Graphics.CreateSprite(GameImage("deadBug"), 20,
10, 57, 43)

     '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()

     If Physics.IsSpriteOnScreenAt(bug, mousePoint.X,
mousePoint.Y) Then
         If Input.MouseWasClicked(MouseButton.LeftButton) Then
                 Audio.PlaySoundEffect(GameSound("hit1"))

                 bug.Movement.X = 0
                 bug.Movement.Y = 0
                 deadBug.X = bug.X
                 deadBug.Y = bug.Y
                 bug = deadBug
                 deadBug.EndingAction = SpriteEndingAction.Stop
         End If
     End If

     'Game Loop
    …
```