VBugs Worksheet 6

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| **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:

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| Answer:  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*

cha 2 - worksheet.pngMake 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:

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| 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  … |

1. 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:

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| 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  … |