Kate: WOW! Your program is really progressing!

Kate: I have a great idea for turning this into a small game.

Kate: First we need to learn to work with mouse.

Abbey: Is that hard?

Kate: No harder anything you have already done

Kate: You can read the mouse X, Y location as a Point2D.

Phil: Yeah!

Phil: Each Point2D represents a location, an X and a Y value.

Phil: you can read these using mousePoint variable and mousePoint.X and mousePoint.Y.

Jason: What can we do with this point value?

Kate: I think we should use it to position a crosshair image on the screen.

Abbey: Sounds cool, let’s give it to go.

*Tutorial Part 1….*

Jason: Can we get it to do something when we click on a bug?

Abbey: Yeah, we could play a squash sound.

Kate: Great idea! What do you think you need to do in order to achieve this?

*Tutorial Part 2…*

Jason: I think we worked it out! The X value of the point must be between the X value of the sprite, and sprite’s X value plus its width ->Sprite.X<=MousePoint.X <=sprite.X + sprite.Width

Kate: That’s it!

Kate: SwinGame can do this for you with Physics.IsSpriteOnScreenAt(sprite, Xpos, Ypos).

Abbey: WOW! That makes it so easy.

Abbey: But it’s great to understand it!

Kate: Now I also want to play on animation when the user hits a bug.

Phil: SwinGame has support for animated sprites

Phil: There sprites use a sheet of images.

Phil: Each sheet has a number of images, called cells.

Kate: Yeah, each cell has the same width and a height.

Kate: The sprite animates by showing each cell a number of times before moving to the next cell.

Abbey: how do you achieve this in a program?

Phil: There is a version of CreateSprite that is used to create an animated sprite.

Phil: It takes the image sheet, and details about the number of times to show an image => each image’s width and height and the number of cells on the sheet.

Jason: Do you need to manage which cell to draw?

Kate: No, it’s all taken care of for you by UpdateSprite.

Jason: Ok, so when the user clicks a bug we can create a new sprite and have it drawn.

Abbey: Let’s give it to go!

*Tutorial part 3….*