VBugs Worksheet 5

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| **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:

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| 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*

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| 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  … |

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:

**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:

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| 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:

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| 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  … |