VBugs Worksheet 5

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| **Name:** |
| **Year Level:** |

**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:  …  'Game Loop  Do    '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    '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()  '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()      'Game Loop  … |