**Part 1**

A list is a collection of things. You can perform a number of actions with things in the list.

In our case, we need to declare a field which will create a list of Bugs – list of objects. To do so, type the following right after the Module GameLogic line: Private listBugs As List(Of Bug). Now we need to assign a value to the list. Because a list is basically a class we need to create a new list object. To do so, type listBugs = New List(Of Bug) after Randomize() sub call inside the Main() method.

To perform any action on the list such as draw and update each bug in the list, we can use for each loop. The logic is shown in Figure 1 below:

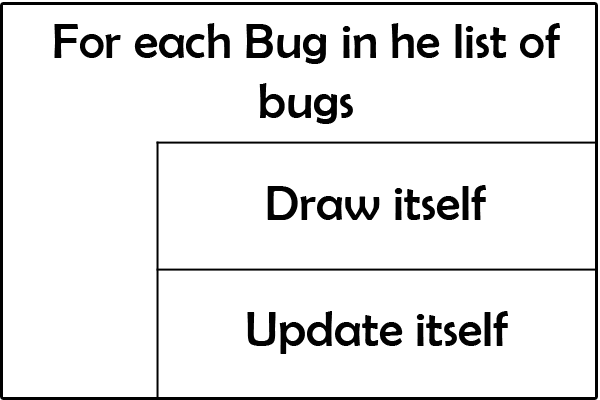


Figure 1

To tell each bug in the list to draw and update itself, use the following code inside the Game Loop after Graphics.ClearScreen(Color.White):

|  |
| --- |
| For Each Bug As Bug In listBugs  Bug.Draw()  Bug.Update()  Next |

Because we are using multiple sprites now, we need to free each of them. To do so, we need to add the following code in the Bug class:

|  |
| --- |
| Public Sub CleanUp()  DeadSprite.Dispose()  AliveSprite.Dispose()  End Sub |

We will call this function from GameLogic.vb whenever we need to free our sprites.

Exercise 1: *Creating a list*

cha 2 - worksheet.pngMake the following changes in your program and write your solutions to the worksheet:

1. Create a list of bugs in your program. Use the information above in order to achieve this.
2. Write a code that will allow each bug in your program to draw and update itself.
3. Create a function that will free a sprite inside the Bug class.

**Part 2**

Our list of bugs is empty for now. We need o fill it up, we also need to introduce level variable, and timer, and score, and the point at which the level will end. To do so, type in the following code right after the level field in the GameLogic.vb:

|  |
| --- |
| Private level As Integer  Private gameTimer As Timer  Public score As Integer  Private endLevelAt As Integer |

Where level is a level number; gameTimer is an engine that will count time as a game goes; score is a number which represents a score n your program; and endLevelAt is an anding point for each level.

Now we need to have a procedure called LevelSetUp() in GameLogic.vb. The code for this procedure is shown below:

|  |
| --- |
| Public Sub LevelSetUp()  Core.StopTimer(gameTimer)  For Each Bug As Bug In listBugs  Bug.CleanUp()  Next  listBugs.Clear()  For i As Integer = 1 To level \* 3  listBugs.Add(New Bug)  Next  endLevelAt = 10000 - 500 \* (level - 1)  If endLevelAt < 500 Then endLevelAt = 500  Core.StartTimer(gameTimer)  End Sub |

This procedure is basically starts timer for each level, frees each sprite created at previous levels, clear the list of bug so next level will not depend on previous one, fills up a list with a number of bugs (the number is tripled each level); this procedure is also tell each level at which point current level stops and when the next one starts.

In order to jump to another level we need to have a function EndOfLevel() which will check whether all of bugs in the listBugs are dead bugs and return true of false. The code for this function is shown below:

|  |
| --- |
| Public Function EndOfLevel() As Boolean  For Each myBug As Bug In listBugs  If myBug.IsAlive Then  Return False  End If  Next  Return True  End Function |

In the main method we need to set up the starting point for the game. To do so, we should create a timer ad a time in our game inside the Main() method, right after listBugs = New List(Of Bug). We need to tell our program to strat frm level 1 with score = 0. The code for tis is shown below:

|  |
| --- |
| gameTimer = Core.CreateTimer()  Dim time As Integer  level = 1  LevelSetUp()  score = 0 |

Inside the game loop we need to set up time, so it will go backwards: time = (endLevelAt - Core.GetTimerTicks(gameTimer)) / 100. That should be dore right after SwinGame.Graphics.ClearScreen(Color.White). Als insde the Game Loop we need to tell when our game has to change the level to the next one, and when time goes off, we need to take 1 point from the score – so there will be a possibility to lose the game. To do so, type the following after the for each loop inside theGame Loop:

|  |
| --- |
| If EndOfLevel() Then  level = level + 1  LevelSetUp()  End If  If time < 0 Then  score = score - 1  Core.StopTimer(gameTimer)  Core.StartTimer(gameTimer)  End If |

Exercise 1: *Setting up the level and score*

cha 2 - worksheet.pngMake the following changes in your program and write your solutions to the worksheet:

1. Make changes in your progra as it explained above.

Our game so far has no level separation, and no graphic support. To make our game look better, we need new fonts. You are provided with three new fonts - cat\_scratch.ttf, bear.ttf, comic.ttf. Copy them into the Resources->fonts folder as you did in chapter 2 and type the following inside the LoadFonts() sub in GameResources.vb:

|  |
| --- |
| NewFont("cat\_scratch", "cat\_scratch.ttf", 40)  NewFont("bear", "bear.ttf", 120)  NewFont("bear\_huge", "bear.ttf", 170)  NewFont("comic", "comic.ttf", 16) |

Now we can beautifully draw the current score and current time on the screen uring the game. Put the following code right after time = (endLevelAt - Core.GetTimerTicks(gameTimer)) / 100 inside the Game Loop:

|  |
| --- |
| Text.DrawText("Bugs killed: " & score, Color.Green, GameFont("comic"), 2, 2)  Text.DrawText("Time: " & time, Color.Green, GameFont("comic"), 730, 2) |

This will show your current scpre at the left-top corner and time at the right-top corner.

Exercise 2: *Printing current score and time on the screen*

cha 2 - worksheet.pngMake the following changes in your program and write your solutions to the worksheet:

1. Load new fonts into your program.
2. Draw current score and time n the screen.

Our program will look more like a game if you will use