Jason: This program is soo cool! Can we make it much more like a game? Can we have a score, time, levels, and multiple bugs and so on?

Kate: If Abbey is happy to continue, we can do that ☺

Abbey: Of course I am!

Kate: Ok, let’s start from creating a list of bugs.

Kate: A list in VB can be used to contain a number of things. Each item in the list is automatically assigned an index, with indexes in the list starting at 0.

Jason: How can we do that?

Kate: You can create lists in your program, like you created the Bugs. You can then create as many bugs as you want and add them to the list.

Abbey: How do you work with the bugs in the list?

Kate: We can use a for each loop with a list to perform the same actions on each of the bugs in the list.

Abbey: Hmm.. Let’s try it out…

*Tutorial Part 1 (creating a list, and telling each item to draw and to update itself (also there is cleanup() method))*

Jason: There are no bugs now… when do they appear?

Kate: We can do that now by introducing levels into the game.

Abbey: How will they work?

Kate: We can add a number of bugs to our list, and then see how long the player takes to squash them all…

Jason: Cool, could there be a time limit so that you have to squash the bugs quickly?

Kate: Sure, we can use a Timer, they keep track of how much time has passed since they were started. As the player passes more levels we can give them less time ☺

Abbey: Yeah, and if they don’t squash a bug before the time is up we can reduce their score! When it’s all gone they lose! ☺

Kate: Ok, let’s get started then… we are close to finished now!