VBugs Worksheet 8

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

**Answers to Part 1**

Exercise 1: *Creating a list*

1. Create a list of bugs in your program. Write the code you used to achieve this in the area below:

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| Answer:  Module GameLogic  …  Public Sub Main()  …  LoadResources()  Input.ShowMouse(False)  Randomize()  … |

1. Write a code that will allow each bug in your program to draw and update itself. Write the code you used to achieve this in the area below:

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| Answer:  …  SwinGame.Graphics.ClearScreen(Color.White)    … |

1. Create a function that will free a sprite inside the Bug class. Write the code you used to achieve this in the area below:

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| Answer:  Public Class Bug  End Class |

**Answers to Part 2**

Exercise 1: *Setting up the level and score*

1. Set up levels and score as shown in tutorial. Write the code you used to achieve this in the area below:

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| Answer:  Module GameLogic  Public Sub LevelSetUp()  End Sub  Public Function EndOfLevel() As Boolean  End Function  Public Sub Main()  …  listBugs = New List(Of Bug)    …  Do  'Clears the Screen to White (customized color)  SwinGame.Graphics.ClearScreen(Color.White)    … |

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

1. Load new fonts into your program. Write the code you used to achieve this in the area below:

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| Answer:  Private Sub LoadFonts()  End Sub |

1. Draw current score and time n the screen. Write the code that enables you to achieve this in the area below:

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| Answer:  …  time = (endLevelAt - Core.GetTimerTicks(gameTimer)) / 100  … |

Exercise 3: *Printing a start and end point of the game*

1. Build into your program DrawLevelStart() and DrawLevelEnd() procedures. Write the code that enables you to achieve this in the area below:

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| --- |
| Answer:  Module GameLogic  Public Sub DrawLevelStart()  End Sub  Public Sub DrawLevelEnd()  End Sub      Public Sub LevelSetUp()  Core.StopTimer(gameTimer)  …  End Sub    Public Sub Main()  …  'Game Loop  Do  …    If time < 0 Then  score = score - 1  Core.StopTimer(gameTimer)  Core.StartTimer(gameTimer)      End If  …  End Sub  End Module |