

# AP Create

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```
1  var kamoshidaHealth;
2      kamoshidaHealth=1000;
3  var livesVar;
4  livesVar = 3 ;
5  setText("livesvar", livesVar);
6  //start of game
7  setText("kamoshidaHealth", kamoshidaHealth);
8  // level 1
9  onEvent("Start", "click", function() {
10      setScreen("Startingarea");
11      playSound("1129--!!----Q2-----mp3", true);
12  });
13  onEvent("Kamoshida", "click", function( ) {
14      livesVar = livesVar - 1 ;
15      setText("livesvar", livesVar);
16      if (livesVar == 0) {
17          setScreen("screen1");
18      }
19  });
20  onEvent("Kamoshida1111", "click", function() {
21      console.log("image3 clicked!");
22      kamoshidaHealth = kamoshidaHealth-5;
23      setText("kamoshidaHealth", kamoshidaHealth);
24      setPosition("Kamoshida1111", randomNumber(0, 300), randomNumber(70, 420));
25      if (kamoshidaHealth > 0) {
26          hideElement("level2button");
27      } else {
28          showElement("level2button");
29      }
30  });
31  onEvent("level2button", "click", function() {
32      console.log("level2button clicked!");
33      setScreen("screen3");
34  });
35  //start of level 2
36  var madarameHealth;
37  madarameHealth = 1500;
38  onEvent("madarame", "click", function() {
39      console.log("image3 clicked!");
40      madarameHealth = madarameHealth-5;
41      setText("madarameHealth", madarameHealth);
42      setPosition("madarame", randomNumber(0, 300), randomNumber(70, 420));
43      if (madarameHealth > 0) {
44          hideElement("button1");
45      } else {
46          showElement("button1");
47      }
48  });
49  onEvent("image3", "click", function( ) {
50
```

```
    livesVar = livesVar - 1 ;
    setText("livesvar", livesVar);
    if (livesVar == 0) {
        setScreen("screen1");
    }
});
//endgame
onEvent("button1", "click", function() {
    console.log("button1 clicked!");
    setScreen("screen2");
});
```

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