**TEXTUAL STORYBOARD FOR BOAT RACING GAME**

**EVENTS:**

When instructions billboard is clicked

Do together

* set instructions isShowing to false
* set gameOn method to true
* begin timerDecrease
* begin scoreIncrease
* set clickInstructions isShowing to false

Let the arrow keys move motorboat

When scoreValue == 10 becomes true

Do

* win method

When both timerValue == 0 and scoreValue < 10

Do

* lose method

**METHODS FOR “BOAT RACING GAME”**

1. **world.timerIncrease**

While both timerValue > 0 and world.gameOn = true

* decrement timerValue by 1
* timer set text timerValue as a string
* wait 1 second

2. **world.scoreIncrease**

Object: arches (a list of all 10 torus)

While timerValue > 0

For all arches, one item\_from\_arches at a time

If motorboat distance to item\_from\_arches < 1.5

* increment scorValue by 1
* score set text to scoreValue as a string

**3. world.win**

Do together

* set gameOn value to false
* set youWin isShowing to true

4. **world.lose**

Do together

* set gameOn value to false
* set youLose isShowing to true