

Create Code File

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1 // A sample write-up for this project can be found at:
2 // https://docs.google.com/document/d/1_cGDHq8E09d5zrpZsfUd4u_xBINlkjEHQgsdypoxid4/edit?usp=sharing
3
4 // Warning: Do not submit this program or a remixed version of it as your Create PT
5 // This program is accesible to tens of thousands of students as well as the
6 // College Board and will immediately be marked for plagiarism. It is intended
7 // to provide a hands-on exemplar to inspire you to create of your own project.
8
9 var score;
10 var lives;
11 var multiplier;
12 var yarnCount;
13 var mouseCount;
14 var lasagnaCount;
15 var yarnCost;
16 var mouseCost;
17 var lasagnaCost;
18
19 resetGame();
20
21 onEvent("start_button", "click", function() {
22     updateScreen();
23     setScreen("game_screen");
24 });
25
26 onEvent("grumpyCat", "click", function() {
27     score = score + multiplier;
28     updateScreen();
29     setPosition("grumpyCat", randomNumber(50,280), randomNumber(50, 350));
30     if (score > 1000000) {
31         setScreen("win_screen");
32     }
33 });
34
35 onEvent("background_game", "click", function() {
36     lives = lives - 1;
37     updateScreen();
```

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38   if (lives == 2) {
39       setProperty("grumpyCat", "width", 80);
40   } else if (lives == 1) {
41       setProperty("grumpyCat", "width", 60);
42   } else if (lives == 0) {
43       setScreen("lose_screen");
44   }
45   });
46
47   onEvent("playAgain_button", "click", function() {
48       resetGame();
49   });
50
51   onEvent("tryAgain_button", "click", function() {
52       resetGame();
53   });
54
55   function resetGame(){
56       setScreen("welcome_screen");
57       startingValues();
58       updateScreen();
59   }
60
61   function startingValues(){
62       score = 1000;
63       lives = 3;
64       multiplier = 1;
65       yarnCount = 0;
66       mouseCount = 0;
67       lasagnaCount = 0;
68       yarnCost = 20;
69       mouseCost = 100;
70       lasagnaCost = 500;
71       setProperty("grumpyCat", "width", 100);
72   }
73
74   function updateScreen(){
75       setText("total_score", score);
76       setText("number_lives", lives);
77       setText("multiplier", multiplier);
78       setText("number_Points", score);
79   }
```

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80
81 // Pet store events
82 onEvent("goToStore_button", "click", function() {
83     setScreen("store_screen");
84     setPrices();
85     setVisibleItems();
86 });
87
88 onEvent("exitStore_button", "click", function() {
89     setScreen("game_screen");
90 });
91
92 onEvent("buyYarn_button", "click", function() {
93     purchase("yarn");
94 });
95
96 onEvent("buyMouse_button", "click", function() {
97     purchase("mouse");
98 });
99
100 onEvent("buyLasagna_button", "click", function() {
101     purchase("lasagna");
102 });
103
104 // Main algorithm, handles all purchasing behavior
105 function purchase(item) {
106     if((item == "yarn") && (yarnCost <= score)){
107         score = score - yarnCost;
108         yarnCount = yarnCount + 1;
109         multiplier = multiplier + 2;
110     } else if ((item == "mouse") && (mouseCost <= score)){
111         score = score - mouseCost;
112         mouseCount = mouseCount + 1;
113         multiplier = multiplier + 10;
114     } else if ((item == "lasagna") && (lasagnaCost <= score)){
115         score = score - lasagnaCost;
116         lasagnaCount = lasagnaCount + 1;
117         multiplier = multiplier * 2;
118     }
119     setPrices();
120     setVisibleItems();
121     updateScreen();

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122 }
123
124 // Child algorithm 1
125 function setPrices(){
126     // Update Cost and Count of All Store Items
127     yarnCost = 20 + (yarnCount * 20);
128     mouseCost = 100 + (mouseCount * 50);
129     lasagnaCost = 500 + (lasagnaCount * 1000);
130
131     //Update Yarn Text
132     setProperty("buyYarn_button", "text", ("BUY: " + yarnCost + " pts"));
133     setProperty("yarnCount", "text", "You already own: " + yarnCount);
134
135     //Update Mouse Text
136     setProperty("buyMouse_button", "text", ("BUY: " + mouseCost + " pts"));
137     setProperty("mouseCount", "text", "You already own: " + yarnCount);
138
139     //Update Lasagna Text
140     setProperty("buyLasagna_button", "text", ("BUY: " + lasagnaCost + " pts"));
141     setProperty("lasagnaCount", "text", "You already own: " + lasagnaCount);
142 }
143
144 // Child algorithm 2 and my abstraction
145 function setVisibleItems(){
146
147     setProperty("buyYarn_button", "background-color", "crimson");
148     //Change yarn button color if you can't afford it
149     if(score < yarnCost){
150         setProperty("buyYarn_button", "background-color", "gray");
151     }
152
153     setProperty("buyMouse_button", "background-color", "crimson");
154     //Change mouse button color if you can't afford it
155     if(score < mouseCost){
156         setProperty("buyMouse_button", "background-color", "gray");
157     }
158
159     setProperty("buyLasagna_button", "background-color", "crimson");
160     //Change lasagna button color if you can't afford it
161     if(score < lasagnaCost){
162         setProperty("buyLasagna_button", "background-color", "gray");
163     }
```

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164 | }
165 |
166 |
167 | // Grumpy Cat with Umbrella Photo [https://faxy.com/grumpy-cat-umbrella-for-raining-hearts-20294]
168 | // Win Screen Cat [https://imgflip.com/mememplate/51478891/Grumpy-cat-smile]
169 | // Lose Screen Cat [https://www.linkedin.com/pulse/7-purrrfect-social-media-lessons-from-grumpy-cat-rachel-may-quin/]
170 | // Grumpy Cat [http://knowyourmeme.com/memes/grumpy-cat]
171 | // Hearts Backgroun [https://openclipart.org/detail/227673/hearts-background]
172 | // Yarn and Needles [http://sweetclipart.com/blue-yarn-and-knitting-needles-618]
173 | // Mouse [http://transformice.wikia.com/wiki/File:Mouse.png]
174 | // Lasagna [http://chefville.wikia.com/wiki/File:Recipe-Veggie_Lasagna.png]
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