

```

1 Game();
2
3 function Game() {
4     var score;
5     var lives;
6     var multiplier;
7     var butterflyCost;
8     var object = "frog";
9     var time = 1000;
10    var bought = false;
11    onEvent("setting", "click", function(){
12        setScreen("settings");
13        onEvent("button1", "click", function() {
14            setScreen("welcome_screen");
15        });
16    });
17    onEvent("soundLogo", "click", function() {
18        stopSound("Kahoottrap.mp3");
19        hideElement("soundLogo");
20        showElement("soundOffImg");
21    });
22    onEvent("soundOffImg", "click", function() {
23        playSound("Kahoottrap.mp3", true);
24        showElement("soundLogo");
25        hideElement("soundOffImg");
26    });
27    onEvent("soundsetting", "click", function() {
28        if (getChecked("soundsetting")) {
29            playSound("Kahoottrap.mp3", true);
30        } else {
31            stopSound("Kahoottrap.mp3");
32        }
33    });
34    onEvent("informationicon", "click", function(){
35        setScreen("information");
36    });
37    onEvent("button2", "click", function() {
38        playSound("Button-SoundBible.com-1420500901.mp3", false);
39        setScreen("welcome_screen");
40    });
41    onEvent("pauseClick", "click", function() {
42        showElement("vignette");
43        showElement("resumeButton");
44        showElement("quitButton");
45        showElement("paused");
46        showElement("storeButton");
47        showElement("soundLogo");
48        hideElement("pauseClick");
49        stopTimedLoop();
50    });
51    onEvent("paused", "click", function() {
52        resume();
53    });
54    onEvent("resumeButton", "click", function() {
55        resume();
56    });
57    onEvent("playButton", "click", function() {
58        originals();
59        update();
60        playSound("Button-SoundBible.com-1420500901.mp3", false);
61        setScreen("game_screen");
62        play();
63        resume();
64    });
65    function resume() {
66        hideElement("vignette");
67        hideElement("resumeButton");
68        hideElement("quitButton");
69        hideElement("paused");
70        hideElement("storeButton");
71        hideElement("soundLogo");
72        hideElement("soundOffImg");
73        showElement("pauseClick");
74    }
75    function congrats() {
76        hideElement("butterflyimg");
77        hideElement("text");
78        hideElement("text1");
79        hideElement("butterfly_label");
80        hideElement("ButterFly_Label");
81        hideElement("get_butterfly");
82        hideElement("frog");
83        showElement("confetti");
84        showElement("treasure");
85        showElement("reward");
86        showElement("nextPlay");
87        showElement("vignette2");
88    }
89    function closeCongrats() {
90        hideElement("confetti");
91        hideElement("treasure");
92        hideElement("reward");
93        hideElement("nextPlay");
94        hideElement("vignette2");
95        showElement("butterfly");
96        showElement("butterflyimg");
97        showElement("text");
98        showElement("text1");
99        showElement("butterfly_label");
100       showElement("ButterFly_Label");
101       showElement("get_butterfly");
102   }
103
104   //Main Algorithm
105   function play() {
106       update();
107       timer(time);
108       //Increase the score by clicking the animal
109       onEvent(object, "click", function() {
110           move();
111           score = score + multiplier;
112           update();
113           stopTimedLoop();
114           //The animal moves faster with every click
115           time = time - 10;
116           timer(time);
117       });
118       //Lose life by clicking the background
119       onEvent("backGround", "click", function() {
120           lives = lives - 1;
121           update();
122       });
123   }
124   //Moves the animal
125   function move(){
126       if (object == "frog") {
127           setPosition(object, randomNumber(0,220), randomNumber(245, 310));
128       } else if (object == "butterfly"){
129           setPosition(object, randomNumber(0,220), randomNumber(75, 310));
130       }
131   }
132   function timer(num) {
133       timedLoop(num, move);
134   }
135
136   function update(){
137       setProperty("score_lbl", "text", ("🏆"+score));
138       setText("multipliere", "x" + multiplier);
139       setProperty("number_Points", "text", ("🏆"+score));
140
141       if (lives == 3) {
142           showElement("life1");
143           showElement("life2");
144           showElement("life3");
145       } else if (lives == 2){
146           hideElement("life1");
147           showElement("life2");
148           showElement("life3");
149       } else if (lives == 1){
150           hideElement("life1");
151           hideElement("life2");
152           showElement("life3");
153       } else if (lives == 0){
154           hideElement("life1");
155           hideElement("life2");
156           hideElement("life3");
157           setScreen("lose_screen");
158       }
159   }
160
161   onEvent("tryAgain_button", "click", function() {
162       restart();
163   });
164   onEvent("quitButton", "click", function() {
165       restart();
166   });
167   onEvent("storeButton", "click", function() {
168       setScreen("store_screen");
169       colorChange();
170   });
171   onEvent("exitStore_button", "click", function() {
172       setScreen("game_screen");
173   });
174   onEvent("get_butterfly", "click", function() {
175       buy();
176   });
177   function restart(){
178       setScreen("welcome_screen");
179       originals();
180       update();
181       resume();
182   }
183   function originals(){
184       score = 0;
185       lives = 3;
186       multiplier = 1;
187       butterflyCost = 10;
188   }
189   function buy() {
190       if((bought != true) && (butterflyCost <= score)){
191           score = score - butterflyCost;
192           multiplier = multiplier + 10;
193           congrats();
194           object = "butterfly";
195           onEvent("nextPlay", "click", function() {
196               closeCongrats();
197               play();
198               setScreen("game_screen");
199               resume();
200               bought = true;
201               setProperty("get_butterfly", "text", ("Bought"));
202           });
203       }
204       colorChange();
205       update();
206   }
207   function colorChange(){
208       if((score >= butterflyCost) && (bought == false)){
209           setProperty("get_butterfly", "background-color", "green");
210       }
211       if((score < butterflyCost) || (bought == true)){
212           setProperty("get_butterfly", "background-color", "gray");
213       }
214   }
215   }
216   }
217
218   //Frog Photo [https://www.hiclipart.com/free-transparent-background-png-clipart-niwhq]
219   //Butterfly Photo [https://www.kissclipart.com/monarch-clipart-monarch-butterfly-clip-art-3kbnew/]

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