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1 //possible ingredients to add to order
2 var items = ["cheese", "tomato", "lettuce", "ketchup", "meat"];
3 //order (correct burger)
4 var order = [];
5 //what user made (to be checked with order)
6 var madeBurger = [];
7 //y position of ingredients that show up on screen
8 //when user clicks on ingredient buttons
9 var itemYPos = 420;
10 //score
11 var score = 0;
12
13
14 //activate canvas to draw burger
15 setActiveCanvas("burgerCanvas");
16
17 //navigation from title and instruction screens
18 onEvent("playButton", "click", function(){
19     setScreen("gameScreen");
20     newOrder();
21
22     //game over when timer ends
23     setTimeout(function() {
24         setScreen("endScreen");
25         setText("resultsText", "Your Score: " + score);
26     }, 45000);
27
28     //visual countdown timer for game
29     var timeLeft = 45;
30     timedLoop(1000, function() {
31         timeLeft--;
32         setText("timer", "Seconds Left: " + timeLeft);
33     });
34 });
35
36 onEvent("instructionsButton", "click", function(){
37     setScreen("instructionsScreen");
38 });
39
40 onEvent("backButton", "click", function(){
41     setScreen("titleScreen");
42 });
43
44 //when ingredients are clicked, add the ingredient
45 onEvent("ketchupButton", "click", function(){
46     addItem("ketchup", rgb(255, 0, 0));
47 });
48
49 onEvent("bunButton", "click", function(){
50     addItem("bun", rgb(229, 197, 100));
51 });
52
53 onEvent("meatButton", "click", function(){
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54     addItem("meat", rgb(137, 92, 9));
55 });
56
57 onEvent("lettuceButton", "click", function(){
58     addItem("lettuce", rgb(27, 145, 53));
59 });
60
61 onEvent("cheeseButton", "click", function(){
62     addItem("cheese", rgb(255, 243, 30));
63 });
64
65 onEvent("tomatoButton", "click", function(){
66     addItem("tomato", rgb(252, 107, 78));
67 });
68
69 //when check button clicked, check to see if burger is correct
70 onEvent("checkButton", "click", function(){
71     checkCorrect();
72 });
73
74 //when delete button clicked, delete the ingredients the user chose
75 onEvent("trashButton", "click", function(){
76     deleteArray(madeBurger);
77 });
78
79 //create a new order
80 function newOrder(){
81     //randomly add 3-5 ingredients to the order
82     for (var i = 0; i < randomNumber(3,5); i++) {
83         appendItem(order, items[randomNumber(0,4)]);
84     }
85     console.log("new order: " + order);
86     //set text in speech bubble to order
87     if(i==3){
88         setText("orderText", order[0] + ", " + order[1] + ", and " +order[2]);
89     } else if (i==4){
90         setText("orderText", order[0] + ", " + order[1] + ", " + order[2]
91             + ", and " + order[3]);
92     } else{
93         setText("orderText", order[0] + ", " + order[1] + ", " + order[2]
94             + ", " + order[3] + ", and " + order[4]);
95     }
96 }
97
98 //adds item to array and screen when user clicks on ingredient
99 function addItem(item, color){
100     //set color to color of ingredient
101     setStrokeColor(color);
102     setFillColor(color);
103     //draw ingredient on canvas
104     rect(100, itemYPos, 120, 12);
105     //add ingredient to madeBurger array
106     appendItem(madeBurger, item);
107     //increase y position so that next ingredient
108     //is above previous ingredient
109     itemYPos -= 15;

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110 console.log(item);
111 }
112
113 //check if burger made is correct
114 function checkCorrect(){
115     //if top and bottom is bun
116     if ((madeBurger[0] == "bun") &&
117         (madeBurger[order.length+1] == "bun") &&
118         (madeBurger[madeBurger.length-1] == "bun")){
119         console.log("buns correct");
120         //check each ingredient (within buns) in madeBurger
121         //with each corresponding ingredient in order
122         for (var i = 0; i < order.length; i++) {
123             //if any item does not match, incorrect and stop function
124             if(order[i] != madeBurger[i+1]){
125                 console.log("incorrect");
126                 showElement("incorrectLabel");
127                 changeScore(-1);
128                 return;
129             }
130         }
131         //once all items checked and correct:
132         console.log("correct");
133         //clear any pre-existing orders and anything on the workspace
134         deleteArray(order);
135         deleteArray(madeBurger);
136         newOrder();
137         //add 2 to score
138         changeScore(2);
139         //if buns do not match up:
140     } else{
141         console.log("incorrect");
142         showElement("incorrectLabel");
143         changeScore(-1);
144     }
145 }
146
147 //updates score
148 function changeScore(amt){
149     //change score by amount
150     score += amt;
151     console.log("score: " + score);
152     setText("scoreText", "Score: " + score);
153     //score text becomes green if at least five
154     if(score >= 5){
155         setStyle("scoreText", "color: green");
156         //score text becomes red if lower than 0
157     }else if(score < 0 ){
158         setStyle("scoreText", "color: red");
159         //score text becomes black if 0-4
160     }else{
161         setStyle("scoreText", "color: black");
162     }
163 }
164
165 //clears all items in array to make array empty

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166 function deleteArray(array){
167     console.log("delete " + array);
168     var removeItems = array.length-1;
169     //removes each item from array,
170     //starting from last item to first
171     for (var i = removeItems; i > -1; i--){
172         removeItem(array, i);
173     }
174     //clears user-created burger
175     clearCanvas();
176     itemYPos = 420;
177     hideElement("incorrectLabel");
178 }
```