Put picnic tables with coordinate top=500 pixels

First will have left=0, second will have left=200

Width of the tables will be 200pixels

Paragraph tag at top=0pixels, left=500 pixels “Ants Killed:”

Another span tag inside first span tag called score

Create a hidden form field of the noofants

Create a hidden form field of the no of squished ants- set initially to 0

Function createant(whichant: integer)

Create an ant image. Give it an ID ant(whichant)

Link this image to ant0.png

Length of the image is 30 pixels (style.height)

Create a hidden variable of the ant’s X coordinate antX(whichant)

Create a hidden variable of the ant’s Y coordinate antY(whichant)

Create a hidden variable of the ant’s alive status antalive(whichant)

AntX(whichant) = random number from 0 to 400

AntY(whichant) = 0

Antalive(whichant) = 1

Create an animation of the ant wiggling set to every 70 clock ticks

Create an animation of the ant walking set to every 70 clock ticks

WhichAntAnimation=0

Function antwiggle(whichant)

How many ant animations are there?

If AntAlive(whichant)

Increment whichantanimation by 1

If WhichAntAnimation is equal to the number of animations, WhichAntAnimation=0

Change ant(whichant) to ant(WhichAntAnimation).png

Else

Stop animating the ant wiggle

Function antcrawl(whichant)

If AntAlive(whichant)

MyAntY=AntY(Whichant)+5

AntY(WhichAnt)=MyantY

Ant(Whichant).style.left=MyAntY

If MyAntY>=500

SetGameOver

Else

Stop animating the antcrawl

SetGameOver

[Do this later]

Set every ant to dead

Load the sound of the ant eating

Play the sound of the ant eating

User events:

User clicks the mouse

User taps the screen

UserClicksMouseEvent

CheckIfAntHasBeenPressed(UserX, UserY)

UserTapsScreenEvent

CheckIfAntHasBeenPressed(UserX, UserY)

Function CheckIfAntHasBeenPressed

LoopVar=false

Counter =0

While LoopVar=false and counter <noofants

If UserX is between AntX(counter) and AntX(counter)+40 and

UserY is between AntY(counter) and AntY(counter)+40 and

AntAlive(counter)=1

AntAlive(counter)=0

AntKilledAnimation(counter)

LoopVar=True

AntKilledAnimation(counter)

Load sound of ant being squished

Play sound of ant being squished

Ant(counter).src=Image of the ant being squished

Retrieve noofsquishedants

Increment noofsquishedants by 1

Store nosquishedants in hidden form field

InnerHTML of score = nosquishedants