# CE Improvement

1. CE4
   1. In index[3], if each VIRUS is click a pop up description would show.
2. CE5
   1. Tilly and viruses move around
   2. Chatbox must be in front of mac
3. CE6
   1. Put the chatbox in front of mac
   2. After index[5], please show this gif in the mac:
      1. <https://www.google.com/search?q=program+gif&tbm=isch&ved=2ahUKEwil9J7-_N7uAhUvgEsFHY_TAfUQ2-cCegQIABAA&oq=program+gif&gs_lcp=CgNpbWcQAzIECCMQJzIGCAAQBxAeMgYIABAHEB4yBggAEAcQHjIGCAAQBxAeMgYIABAHEB4yBggAEAcQHjIGCAAQBxAeMgYIABAHEB4yBggAEAcQHjoICAAQBxAFEB5Q6hRYuBZgiBloAHAAeACAATWIAWiSAQEymAEAoAEBqgELZ3dzLXdpei1pbWfAAQE&sclient=img&ei=paMjYOWNDa-ArtoPj6eHqA8&bih=552&biw=1280&rlz=1C1CHBF_enSG830SG830#imgrc=334TsP9VN78FJM>
   3. In index[9], if each defense is click a pop up description would show.
4. CE7
   1. Head and chatbox overlap the mac until it’s time to drag and drop blocks
   2. This is what will happen:
      1. As we've learned Tilly's enemies are Trojan Horses, Virus, MOTM and Worms. – virus image will show
      2. These are the enemies that will try to eat Tilly.
      3. However, Tilly can be strengthened by her Allies, the firewalls, anti-virus and biometrics. – defenses image will show, virus images gone
      4. I've said that we need to program Tilly's brain right?
      5. We will use the 'if-else' function to help her. – ifexample will show
      6. The function check to see if certain situation is present. -ifTrue will show
      7. It will then perform some code if it is.
      8. So if the left arrow is pressed, Tilly needs to move left. – if1SE7 will show it should be written: IF
      9. Drag the blocks where it should be placed. – yellow block and orange block will be appear. Yellow should be written: Left\_Arrow\_Clicked() and orange block should be written: Tilly\_Moves\_Left()
      10. If the right arrow is pressed, Tilly needs to move right. – if2SE7 will show it should be written: IF
      11. Drag the blocks where it should be placed. yellow block and orange block will be appear. Yellow should be written: Left\_Arrow\_Clicked() and orange block should be written: Tilly\_Moves\_Left()
      12. If the up arrow is pressed, Tilly needs to move up. – if3SE7 will show it should be written: IF
      13. Drag the blocks where it should be placed. yellow block and orange block will be appear. Yellow should be written: Up\_Arrow\_Clicked() and orange block should be written: Tilly\_Moves\_Up()
      14. If the down arrow is pressed, Tilly needs to move down. – if4SE7 will show it should be written: IF
      15. Drag the blocks where it should be placed. yellow block and orange block will be appear. Yellow should be written: Down\_Arrow\_Clicked() and orange block should be written: Tilly\_Moves\_Down()
      16. Now, as for her enemies, she needs to eat them.
      17. If letter 'E' is pressed, Tilly will open her mouth and eat whatever coming's towards her. – if5SE7 will show it should be written: IF
      18. Drag the blocks where it should be placed. - Yellow should be written: E\_Key\_Clicked() and orange block should be written: Tilly\_Eats()
      19. Be careful though because she only needs to eat the virus.
      20. As for her allies, she does not have to open her mouth.
      21. She just needs to absorb them by pressing A button. – if6SE7 will show it should be written: IF
      22. Drag the blocks where it should be placed. - Yellow should be written: A\_Key\_Clicked() and orange block should be written: Tilly\_Absorb()
      23. Now let's compile the program and help Tilly save our computer! – Compile animation will appear
5. CE8
   1. Once it load up, immediately play
   2. Game will finish once all virus is eaten up and all defenses are absorbed
   3. Tilly needs to eat the virus otherwise, need to restart
   4. Defenses will deplete if she don’t absorb them
      1. If deplete, need to restart
   5. Enemies will deplete if she keeps eating them
      1. If deplete, game finished