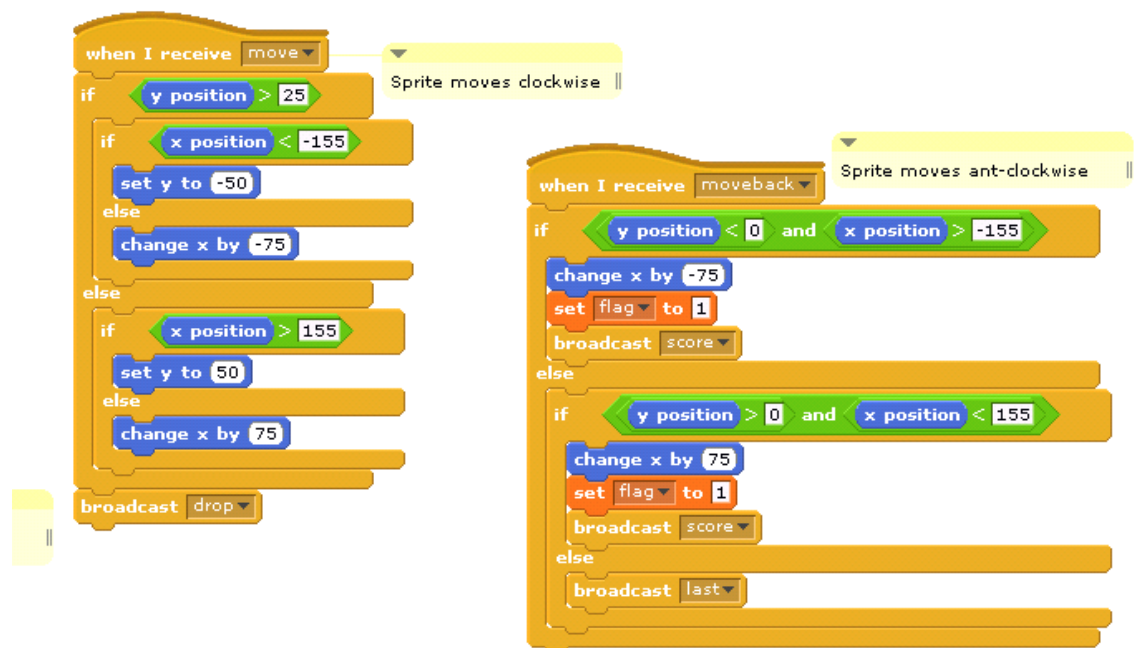
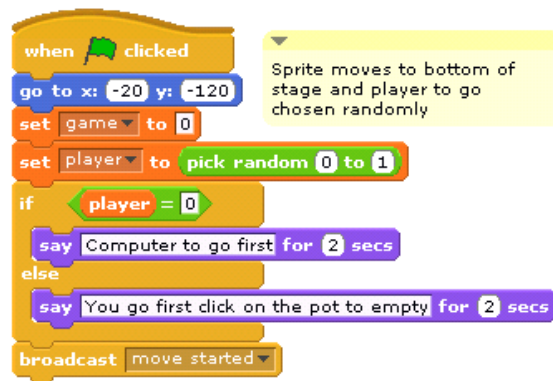
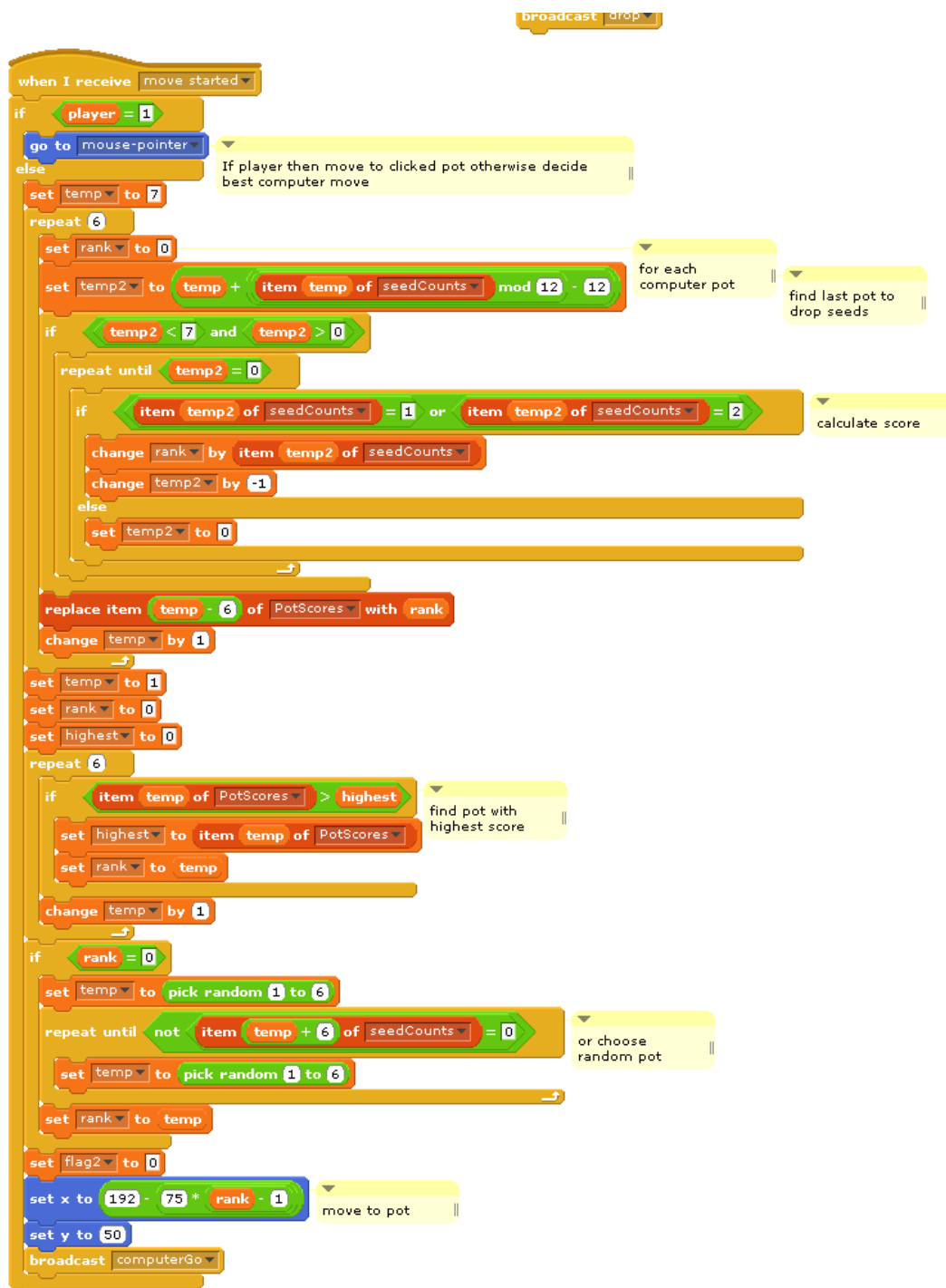


Appendix 1 – Scripts

1. Sprite Scripts



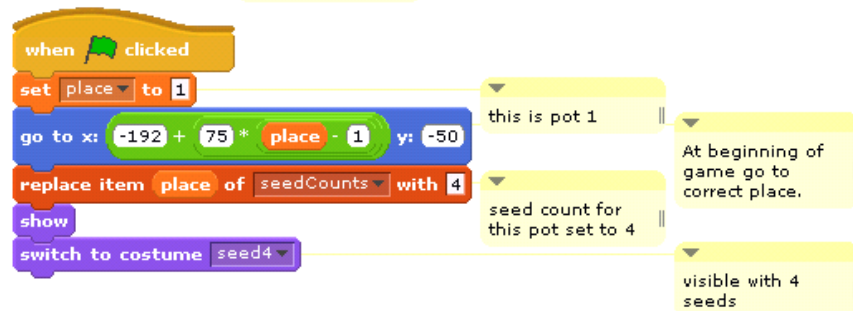




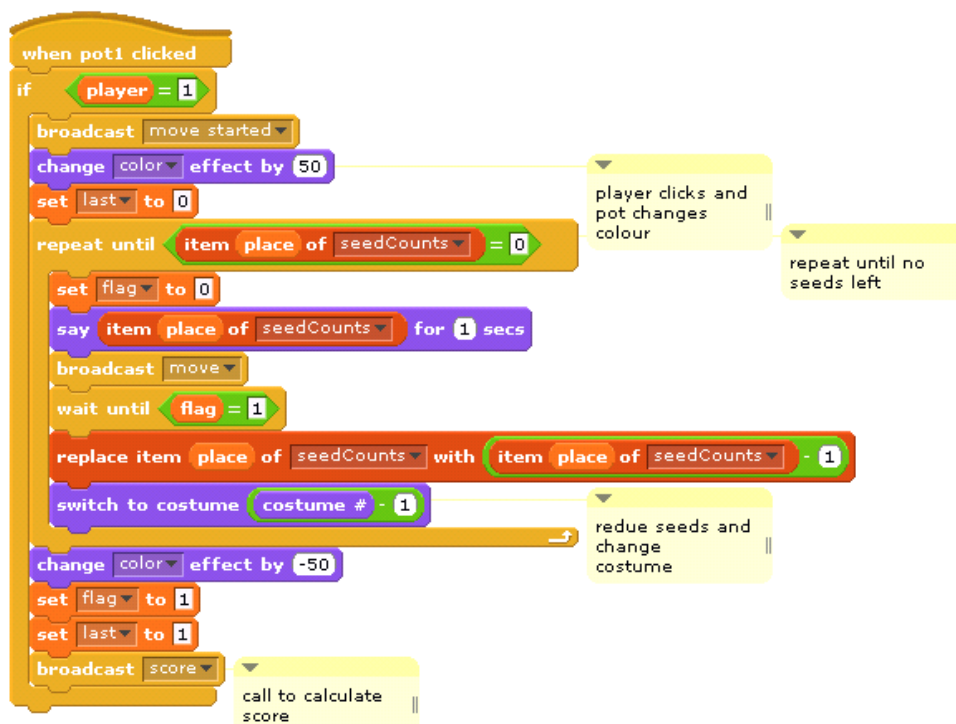
2 Pot Scripts

Start of game. This pot belongs to Player. Computer pots are 7 – 12 *place* is the only variable unique to each pots.

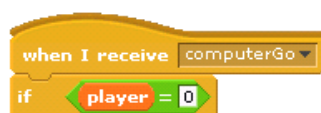
All player pots have the same scripts after *place* is set.



The pot object was created and all player pots pot1; pot2

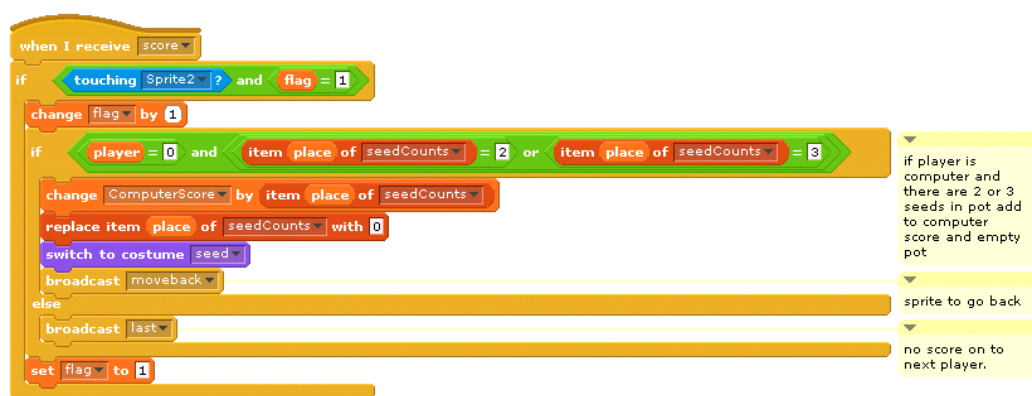


The Computer pots start this method with

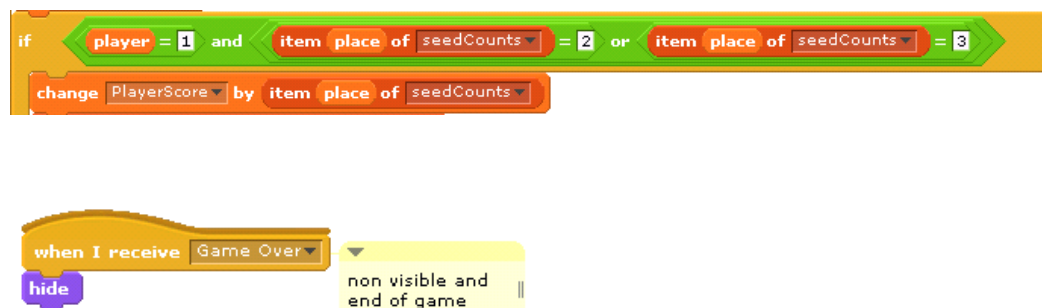




This method is identical for Computer pots



The difference with Computer pots is



This is identical for both type of pots.

3. Stage Scripts



Clear scores and set background colour



Check for a winner or a draw and change background accordingly.