```
var goUp;
var goDown;
var goLeft;
var goRight;

var gamePlay = 0;
var losePlay = 0;
var winPlay = 0;

var seconds = 0;

var score = 15;

var X = getXPosition("plane");
var Y = getYPosition("plane");

//Up and Down Buttons
onEvent ("Up", "click", function () {
  goUp = getYPosition("plane")-30;
  setPosition("plane", getXPosition("plane"), goUp);
  console.log("Move: Up");
  checkPosition();
});
onEvent ("Down", "click", function () {
  goDown = getYPosition("plane")+30;
  setPosition("plane", getXPosition("plane"), goDown);
  console.log("Move: Down");
  checkPosition();
});

//Left and Right buttons
onEvent ("Left", "click", function () {
  goLeft = getXPosition("plane")-30;
  setPosition("plane", goLeft, getYPosition("plane"));
  console.log("Move: Left");
  checkPosition();
});
onEvent ("Right", "click", function () {
  goRight = getXPosition("plane")+30;
  setPosition("plane", goRight, getYPosition("plane"));
  console.log("Move: Right");
  checkPosition();
});
```

```
onEvent("gamePlayBttn", "click", function( ) {
  setScreen("recordScrn");
});

//getstarted button
onEvent("startBttn", "click", function( ) {
  setPosition("strtPlane", 240, 300);
  showElement("dotTxt");
  //changes screen after a 1000ms so you can see the plane move
  setTimeout(function() {
    setScreen("gameScrn");
  }, 1000);
  //every 1000ms the seconds increases by 1 then it writes the time
  timedLoop(1000, function() {
    seconds = seconds + 1;
    setText("TimeBx", "Time: " +seconds);

    //score
    //every 100ms the score decreases by 1 then it writes the score
    //The faster you complete it the higher your score
    score = score - 1;
    setText("scoreBx", "Score: " + score);

    //insert instruction 'click when ready'
  //hides intructions after 5000ms
setTimeout(function() {
hideElement("instructionBx");
}, 5000);

    //Times Halfway Up
    //if seconds are equal to ten write 5 seconds left
    //after 2000ms gets rid of text
if (seconds == 10) {
    console.log("It has been 10 seconds");
    setText("txt", "5 seconds left!");
    setTimeout(function() {
    setText("txt", "");
    }, 2000);
}
    //Times Up
    //if seconds is 15 write Times Up and change to time up screen
    //reset text to nothing
if (seconds == 15) {
    stopTimedLoop();
```

```javascript
      console.log("It has been 15 seconds");
      setScreen("loseScrn");
      // increase variable counting the number of times you have played the game by 1
      gamePlay = gamePlay + 1;
      if (score == 0) {
        // increases variable counting number of times user has lost by 1
        // plays sound 'Game Over'
        losePlay = losePlay + 1;
        playSound("sound://category_male_voiceover/game_over_male.mp3", false);
      }
      if (losePlay == 4) {
        //doubles players losePlay score if they have lost 4 times
        losePlay = losePlay * 2;
        setScreen("lost4Scrn");
      }
    }
  });
});

//CheckPosition Function
function checkPosition(){
  X = getXPosition("plane");
  Y = getYPosition("plane");
  //There are two postions that the plane can be for the code
  //to consider the plane to be 'in the garbage can
  //Gets the coordinates(vars) and checks ==
  if ((X == 35 && Y == 30) || (X == 5 && Y == 30)) {
  //if you're in the right place go to win screen, stop counting seconds
  //increases variable counting the number of times you have won by 1
  gamePlay = gamePlay + 1;
  winPlay = winPlay + 1;
  console.log("WIN");
  setScreen("winScrn");
  stopTimedLoop();
  //write your final score
  setText("FinalScreBx", "With a Score of: " + score);
  //if you have completed it under 10 seconds it says you are fast
  //otherwise you're slow
  if (seconds > 10) {
    hideElement("fastTxt");
    showElement("slowTxt");
  }
  }
}
```

```
//goHome function
//reset game items (planes, seconds, score, screen
//add mathematical and logical concepts
function goHome() {
setText("gamePlayTxt", "Times Game Played: " + gamePlay);
setText("winPlayTxt", "Times Game Won: " + winPlay);
setText("losePlayTxt", "Times Game Lost: " + losePlay);
setScreen("startScrn");
stopTimedLoop();
seconds = 0;
hideElement("dotTxt");
setPosition("strtPlane", 40, 300);
setPosition("plane", 215, 360);
score = 15;
}

//restart buttons
onEvent("restartBttn", "click", function( ) {
  goHome();
});
onEvent("menuBttn", "click", function( ) {
  goHome();
});
onEvent("TryAgainBttn", "click", function( ) {
  goHome();
});
onEvent("menuBttn2", "click", function( ) {
  goHome();
});
onEvent("menuBttn3", "click", function( ) {
  goHome();
});

//the images used in this app came from:
//angry teaher image:
//   https://www.clker.com/clipart-542075.html
//fireworks image:
//
https://commons.wikimedia.org/wiki/File:Canada_Day_2016_Fireworks_%2827929885402%29
.jpg
//lost4Scrn image:
//   https://giphy.com/search/pull-yourself-together/?sort=recent
//other:
```

```
//    studio.code.org/projects/applab

//end
```