AP Create Task

```javascript
1    //VARIABLES
2    var bird1;
3    var bird2;
4    var bird3;
5    var bird4;
6    var chosenBird;
7    var bird1Image = "Screenshot-2020-03-05-at-2.19.44-PM.png";
8    var bird2Image = "Screenshot-2020-03-05-at-2.18.10-PM.png";
9    var bird3Image = "Screenshot-2020-03-05-at-2.18.59-PM.png";
10   var bird4Image = "Screenshot-2020-03-05-at-2.19.17-PM.png";
11
12
13   //set bird for game + store bird name
14   onEvent("bird1", "click", function() {
15     setName(bird1);
16     setBirdImage(bird1Image);
17     timeFunction();
18   });
19
20   onEvent("bird2", "click", function( ) {
21     setName(bird2);
22     setBirdImage(bird2Image);
23     timeFunction();
24   });
25
26   onEvent("bird3", "click", function( ) {
27     setName(bird3);
28     setBirdImage(bird3Image);
29     timeFunction();
30   });
31
32   onEvent("bird4", "click", function( ) {
33     setName(bird4);
34     setBirdImage(bird4Image);
35     timeFunction();
36   });
37
38   //return to main screen from win or lose + reset user input
39     onEvent("playAgainBtn", "click", function() {
40       setScreen("welcome_screen");
41       setText("nameInput", "");
42       score = 0;
43       lives = 3;
44     });
45
46     onEvent("tryAgainBtn", "click", function() {
47       setScreen("welcome_screen");
48       setText("nameInput", "");
49       score = 0;
50       lives = 3;
51     });
52
53   //changing score
54   var score = 0;
55   onEvent("chosenBird", "click", function() {
56     setPosition("chosenBird", randomNumber(50,280), randomNumber(50, 350));
57     score++;
58     setText("numberScore", score);
```

```
59    if (score == 10) {
60      setScreen("win_screen");
61    }
62    setText("finalScore", score);
63  });
64
65  //changing lives
66  var lives = 3;
67  setText("numberLives", lives);
68  onEvent("background", "click", function() {
69    lives--;
70    setText("numberLives", lives);
71    if (lives == 0) {
72      setScreen("lose_screen");
73    }
74  });
75
76  //FUNCTION LIST
77  //sets bird images + abstraction
78  function setBirdImage(birdImage) {
79    setImageURL("chosenBird", birdImage);
80    setImageURL("chosenBirdLose", birdImage);
81    setImageURL("chosenBirdWin", birdImage);
82  }
83
84  //define bird
85  function setName(whichBird) {
86    setScreen("game_screen");
87    chosenBird = whichBird;
88    var birdName = getText("nameInput");
89    setText("birdNameLose", birdName);
90    setText("birdNameWin", birdName);
91  }
92
93  //create timer
94  function timeFunction() {
95    var time = 60;
96    setText("numberTime", time);
97  timedLoop(1000, function() {
98    time--;
99    setText("numberTime", time);
100   if(time === 0) {
101     stopTimedLoop();
102     setScreen("lose_screen");
103   }
104 });
105 }
106
107 //the bird images came from https://www.behance.net/gallery/28480143/Birdhism
108 //I completed all of the code individually
```