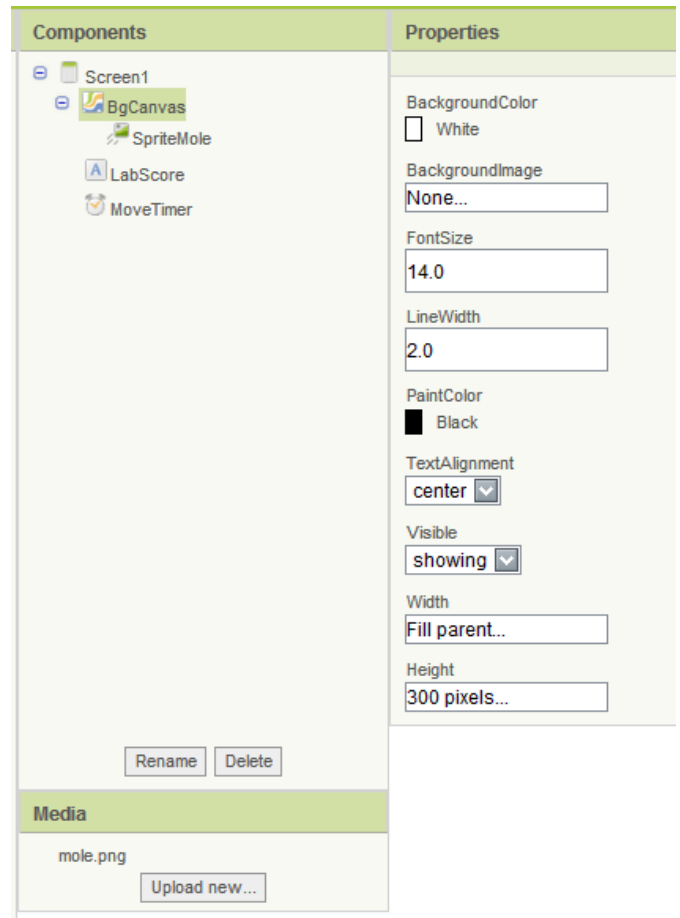


Whack-A-Mole

Wednesday, 13 February 2013
11:54 AM



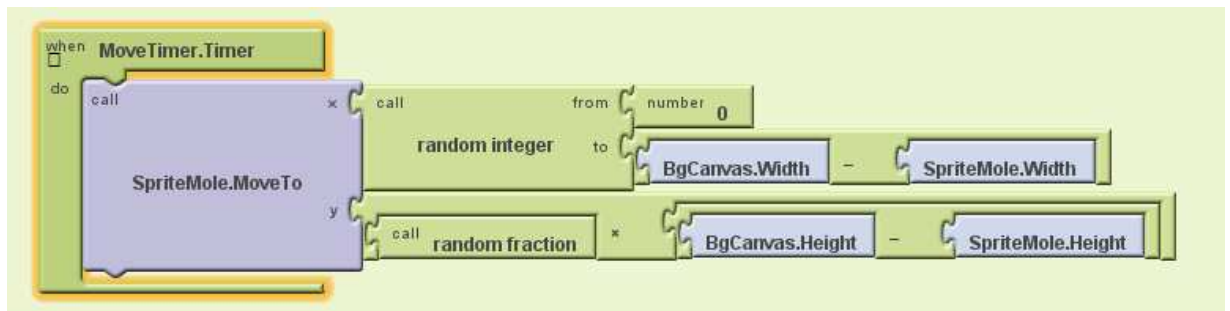
Screen clipping taken: 19/02/2013 8:04 AM



Screen clipping taken: 19/02/2013 8:05 AM

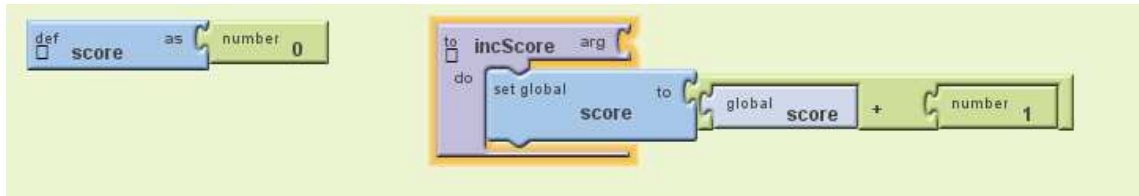
We want to move the mole around, capture events - when we click on the MOLE we gain points, when we miss and click on the background we lose a point - the timer moves the Mole

Firstly move the mole

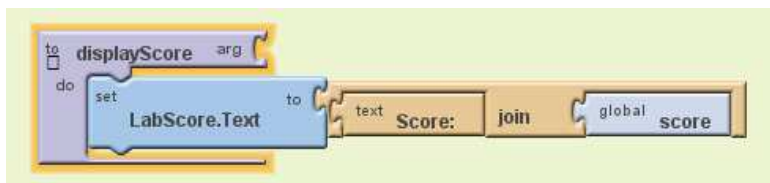


There are many ways to ensure the mole fits on the screen, above uses 2 methods, one for the x, another for the y

Next we have some score management:

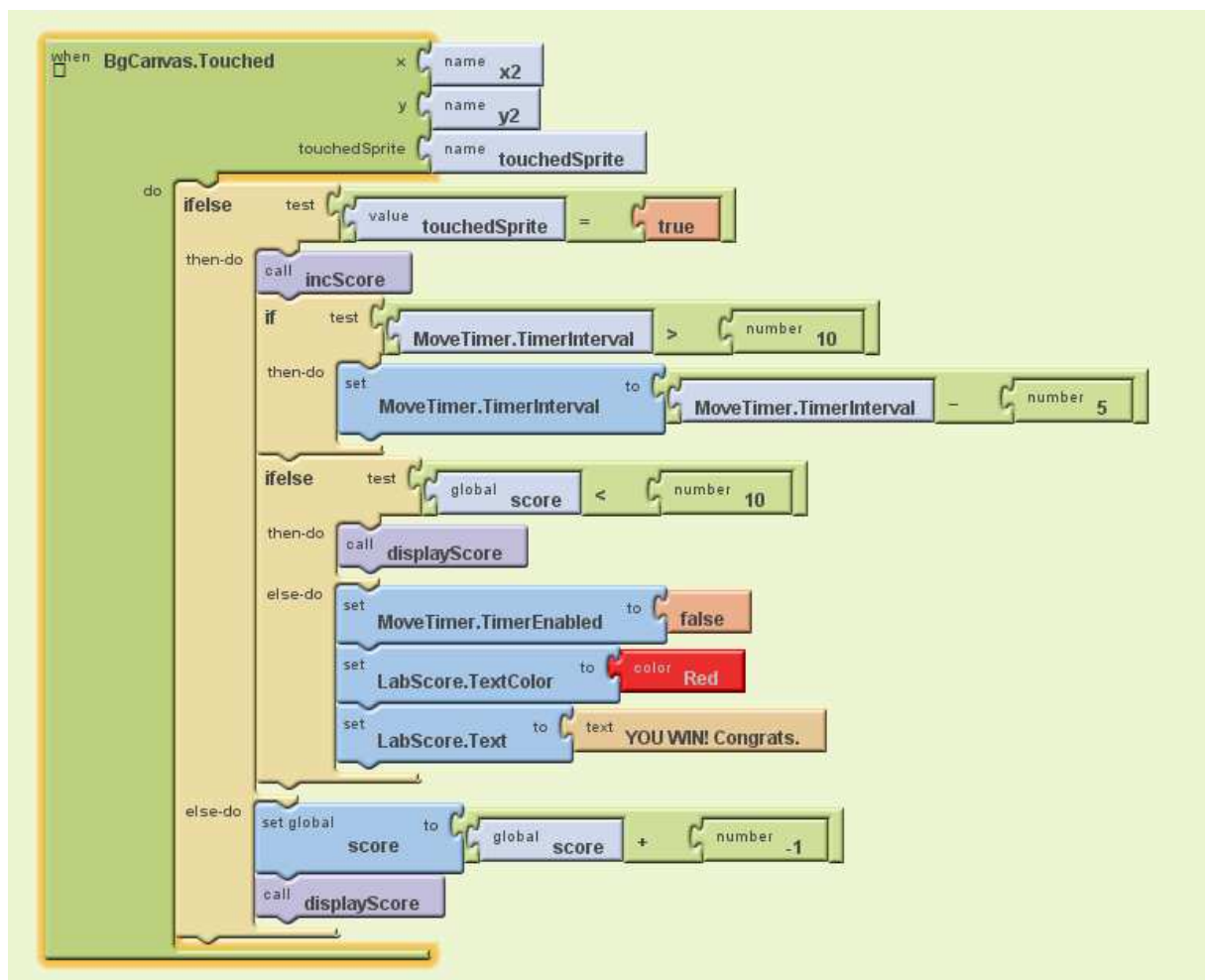


Define a variable and then write a process to make it go up



Also define a "display score" because we are likely to need to do this a number of times

Now, smarten up the canvas/sprite



Screen clipping taken: 19/02/2013 8:13 AM

