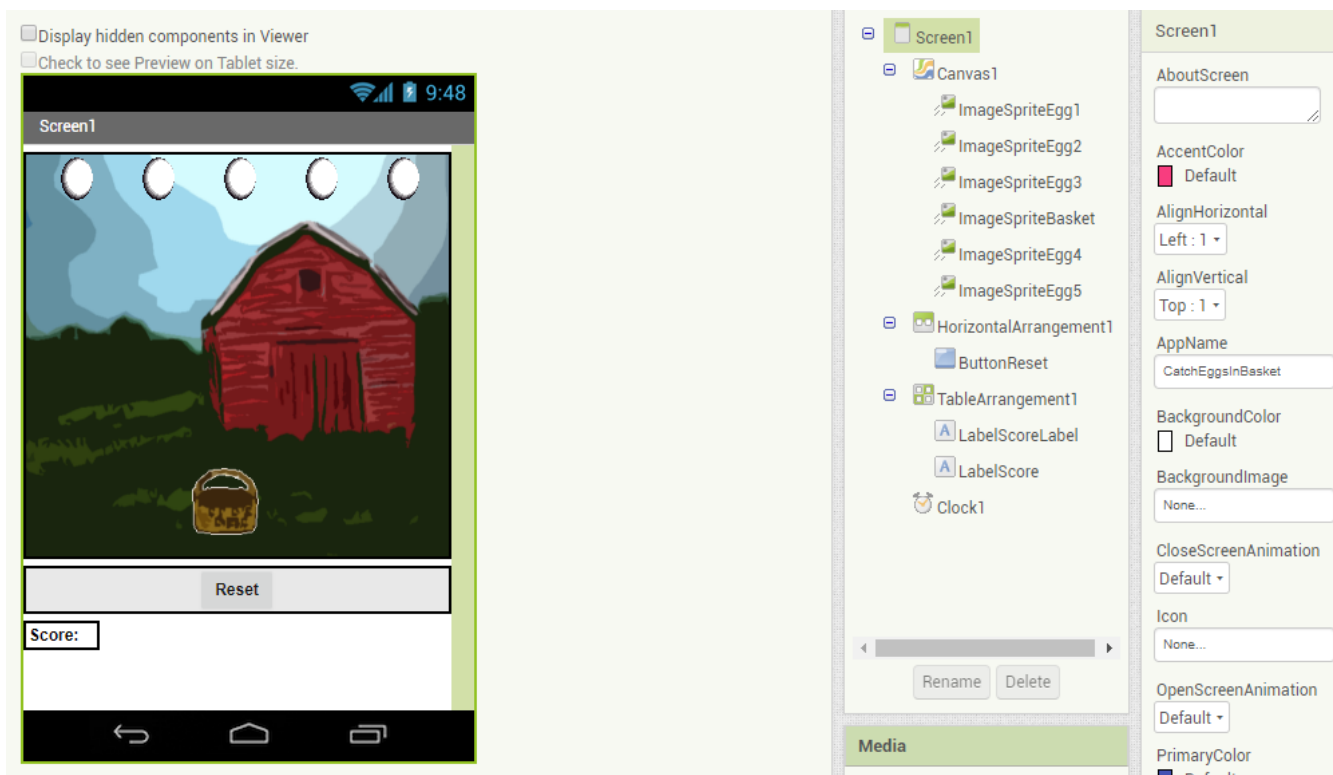


Chapter 9 Projects

4. Catch the Eggs

For You will need four images from the companion website, farm.png, egg.png, basket.png, and brokenEgg.png. Design your game similar, Crack the Egg, where a Canvas is added with a background image of farm.png. Make your Canvas fill the parent for the Width property and 300 for the Height. Program five egg ImageSprites to move down the Canvas, from the top, at various speeds. Provide one basket ImageSprite starting out toward the bottom of the Canvas. Set its Height and Width to 30 pixels each. Use the Dragged event with the MoveTo method to allow the user to drag the basket to catch some eggs. If the basket and an egg collide, disable the egg and up the score. If the egg reaches the bottom, crack it and leave it there. Allow the user to reset the screen after all eggs are disabled. Keep and show the score by adding 3 if an egg is caught and subtracting 5 if an egg hits the ground. Keep the score even after the screen is reset.



```
when ImageSpriteEgg1 .EdgeReached  
edge  
do if  
  get edge == -1  
  then  
    set ImageSpriteEgg1 .Picture to "brokenEgg.png"  
    set ImageSpriteEgg1 .Enabled to false  
    set global score to get global score - 2  
    set LabelScore .Text to get global score
```

5 Times

initialize global `score` to `0`

```
when ImageSpriteBasket .Dragged
  startX startY prevX prevY currentX currentY
do
  call ImageSpriteBasket .MoveTo
    x get currentX
    y get currentY
```

set `LabelScore .Text` to `get global score`

```
when ImageSpriteBasket .CollidedWith
  other
do
  if get other == ImageSpriteEgg1
  then
    set ImageSpriteEgg1 .Picture to "hitBasket.png"
    set ImageSpriteEgg1 .Enabled to false
    set global score to get global score + 2
    set LabelScore .Text to get global score
  if get other == ImageSpriteEgg2

when ImageSpriteBasket .NoLongerCollidingWith
  other
do
  if get other == ImageSpriteEgg1
  then
    set ImageSpriteEgg1 .Visible to false
  if get other == ImageSpriteEgg2
```

```
when ButtonReset .Click
do
  call ImageSpriteBasket .MoveTo
    x 131
    y 250
  set ImageSpriteEgg1 .Picture to "egg.png"
  set ImageSpriteEgg1 .Enabled to true
  set ImageSpriteEgg1 .Visible to true
  set ImageSpriteEgg1 .Speed to random integer from 10 to 50
  call ImageSpriteEgg1 .MoveTo
    x 20
    y 0
  set ImageSpriteEgg2 .Picture to "egg.png"
  set ImageSpriteEgg2 .Enabled to true
  set ImageSpriteEgg2 .Visible to true
  set ImageSpriteEgg2 .Speed to random integer from 10 to 50
  call ImageSpriteEgg2 .MoveTo
    x 81
    y 0
  set ImageSpriteEgg3 .Picture to "egg.png"
  set ImageSpriteEgg3 .Enabled to true
```