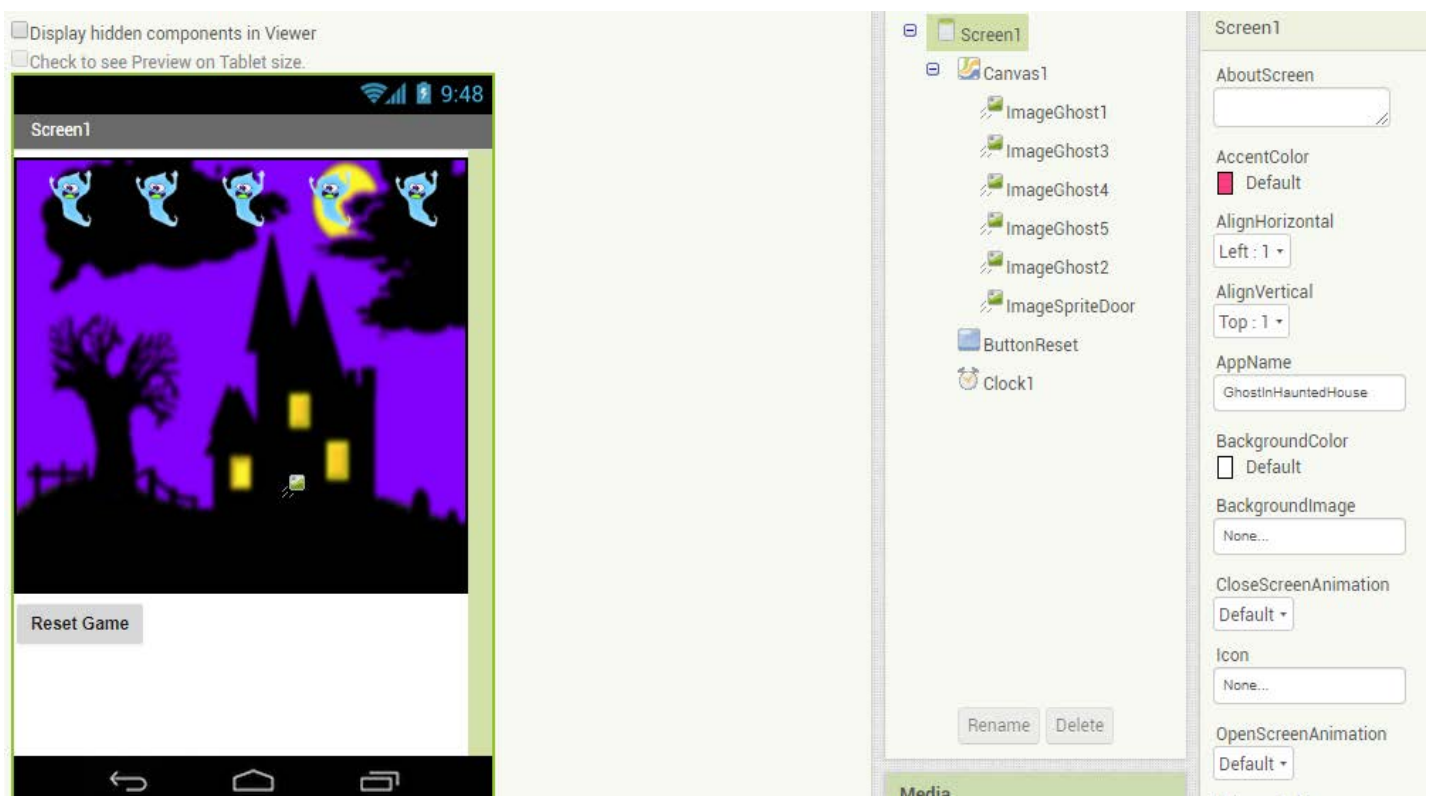


Chapter 9 Projects

3. Trap the Ghosts

Download the `haunted_house.png` and the `ghost.png` from the website. Build a game where you drag the moving ghosts into the haunted house. Combine skills learned in this Chapter to accomplish the following:

- Put a Canvas on your screen. Set the Width to Fill parent, and the Height to 300 pixels.
- Set the `BackgroundImage` property to `haunted_house.png`.
- Add five ghost `ImageSprites` and set their Width to 25 pixels and Height to 50 pixels.
- Use a `Clock Timer` event handler to move the ghosts randomly around the Canvas. Set the `Timer Interval` to 1 second.
- Allow the user to drag a ghost (if they can catch it) to the location between the windows of the Haunted House, where you expect the front door to be.
- If the user can get the ghost to the front door, disable it and make it nonvisible.
- Allow the user to reset the game.



when Clock1.Timer

5 Times

do

if ImageGhost1.Enabled

then

call ImageGhost1.MoveTo

x random integer from 1 to 280

y random integer from 1 to 250

when ImageGhost1.EdgeReached

5 Times

edge

do

call ImageGhost1.Bounce

edge get edge

when ImageGhost1.Dragged

5 Times

startX startY prevX prevY currentX currentY

do

call ImageGhost1.MoveTo

x get currentX

y get currentY

if

call ImageGhost1.CollidingWith

other ImageSpriteDoor

then

set ImageGhost1.Visible to false

set ImageGhost1.Enabled to false

when ButtonReset.Click

5 Times

do

call ImageGhost1.MoveTo

x 20

y 0

set ImageGhost1.Visible to true

set ImageGhost1.Enabled to true