

Project 97

97



Coding School

Score : 0



How It Works

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Built on Code Studio ▲

- ❖ Let's create the Fruit Crush Game.
- ❖ In this game, when you click on the fruit, points should be added, and if you click on the bomb, the game will be over.



- ❖ Let's first create the required sprites for this.
- ❖ Create the banana related sprite and set its animation and scale as below.

```
var banana = createSprite(200, 200);
banana.setAnimation(▼ "banana.png_1");
banana.scale = 0.3;
```

- ❖ Set the starting position of all sprites to be created as 200,200.
- ❖ All the images required for these sprites are included in the animation tab and are contained in the project given to you. Click on how it works and open it.
- ❖ In this way, create sprites for other fruits as follows.
- ❖ Create the sprite for Apple as follows.

```
var apple = createSprite(200, 200);
apple.setAnimation(▼ "Apple.png_1");
apple.scale = 0.3;
```

- ❖ Create the sprite like this for the watermelon.

```
var watermelon = createSprite(200, 200);
watermelon.setAnimation(▼ "watermelon.png_1");
watermelon.scale = 0.3;
```

- ❖ Create the sprite like this for the oranges.

```
var orange = createSprite(200, 200);
orange.setAnimation(▼ "Orange.png_1");
orange.scale = 0.4;
```

- ❖ Finally, let's create the sprite of the bomb moving here and there on the screen.

```
var dynamite = createSprite(200, 200);
dynamite.setAnimation(▼ "Dynamite.png_1");
dynamite.scale = 0.3;
```

- ❖ Create the sprite shown as game over as follows.

```
var gameOver = createSprite(200, 200);
gameOver.setAnimation(▼ "game over.png_1");
gameOver.visible = false;
```

- ❖ Define variables as follows to calculate the time to change the motion of each fruit and bomb and to store the score.

```
var countForBanana = 0;
var countForApple = 0;
var countForWatermelon = 0;
var countForMango = 0;
var countForOrange = 0;
var countForDynamite = 0;
var score = 0;
```

- ❖ After creating in this way, let's first set a background color in the draw function.

```
function draw() {
  background( rgb(57, 153, 86) );
```

- ❖ Within it, every time the draw function is called, code in this way to increase the value of the above fruit and bomb variables by one.

- ❖ Now let's code using the variable created for the above banana to continuously change the position of the banana at a certain time.

```
function draw() {
  background( rgb(57, 153, 86) );
  countForBanana = countForBanana + 1;
  countForApple = countForApple + 1;
  countForWatermelon = countForWatermelon + 1;
  countForMango = countForMango + 1;
  countForOrange = countForOrange + 1;
  countForDynamite = countForDynamite + 1;
}
```

```
if( countForBanana == 25 )
{
  banana.x = randomNumber(60, 380);
  banana.y = randomNumber(60, 380);
  countForBanana = 0;
}
```

- ❖ Whenever the value of countForBanana Variable is 25, the x and y position of the banana sprite will change randomly. When it is 25, create the value of the countForBanana variable to be 0 again
- ❖ Just like bananas, code the same way as above to change the position of the apple in a certain time.

```
if( countForApple == 25 )
{
  apple.x = randomNumber(60, 380);
  apple.y = randomNumber(60, 380);
  countForApple = 0;
}
```

- ❖ Code to change the position like this for watermelons as well.

```
if( countForWatermelon == 35 )
{
  watermelon.x = randomNumber(60, 380);
  watermelon.y = randomNumber(60, 380);
  countForWatermelon = 0;
}
```


- ❖ Code to change the position like this for the mango.

```
if (countForMango == 25)
{
    mango.x = randomNumber(60, 380);
    mango.y = randomNumber(60, 380);
    countForMango = 0;
}
```

- ❖ Code to change position like this for oranges as well.

```
if (countForOrange == 25)
{
    orange.x = randomNumber(60, 380);
    orange.y = randomNumber(60, 380);
    countForOrange = 0;
}
```

- ❖ In the same way, create the change of position of the bomb.

```
if (countForDynamite == 10)
{
    dynamite.x = randomNumber(60, 380);
    dynamite.y = randomNumber(60, 380);
    countForDynamite = 0;
}
```

- ❖ To change the time of each item's position change, it is possible to increase or decrease the corresponding value of the corresponding variable.
- ❖ When you click on the fruit, the sprites will disappear and the score will be added and create a sound to play.

```
if (mousePressedOver(banana))
{
    playSound("sound://category_achievements/lighthearted_bonus_objective_2.mp3", false);
    banana.destroy();
    score = score + 10;
}
```

- ❖ Above is the code related to what happens when you click on the banana. Create code for other fruits in the same way.

- ❖ The code related to what happens when you click on the apple is as follows.

```
if (mousePressedOver(apple))
{
    playSound(▼"sound://category_achievements/lighthearted_bonus_objective_2.mp3", ▼false);
    apple.destroy();
    score = score + 10;
}
```

- ❖ Code what happens when you click on the watermelon as follows.

```
if (mousePressedOver(watermelon))
{
    playSound(▼"sound://category_achievements/lighthearted_bonus_objective_2.mp3", ▼false);
}
if (mousePressedOver(mango))
{
    playSound(▼"sound://category_achievements/lighthearted_bonus_objective_2.mp3", ▼false);
    mango.destroy();
    score = score + 10;
}
```

- ❖ Code as follows to create what happens when you click on the mango.
- ❖ Code as below to create what happens when you click on oranges.

```
if (mousePressedOver(orange))
{
    playSound(▼"sound://category_achievements/lighthearted_bonus_objective_2.mp3", ▼false);
    orange.destroy();
    score = score + 10;
}
```

- ❖ When you click on the bomb, all the sprites disappear and the game over sprite should be visible.

```
if (mousePressedOver(dynamite))
{
    playSound(▼"sound://category_explosion/8bit_explosion.mp3", ▼false);
    banana.destroy();
    apple.destroy();
    watermelon.destroy();
    mango.destroy();
    orange.destroy();
    dynamite.destroy();
    gameOver.visible = true;
}
```

- ❖ Then let's create the related codes to show the scores as follows.

```
fill(▼ "yellow");  
textSize(25);  
text("Score : " + score, 10, 25);  
drawSprites();
```

- ❖ The scores stored in the score variable are shown as above. finally drawSprite(); Call the function.