ONLINE LESSON SUMMARY

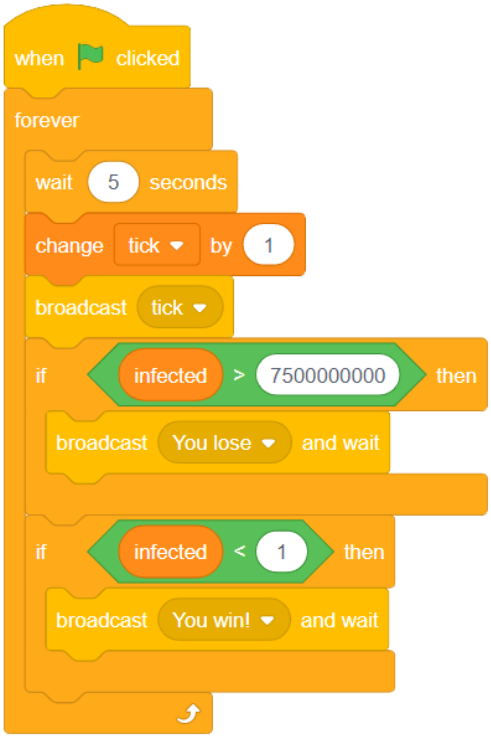
APRIL 24, 2020

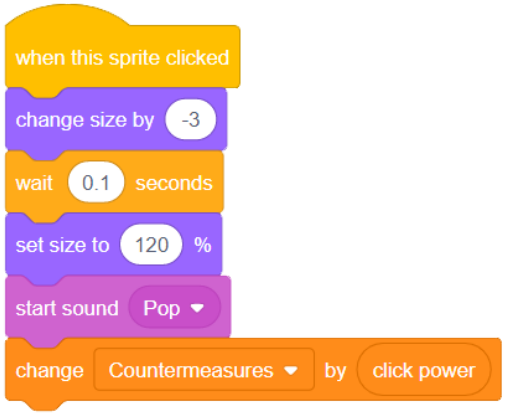
CHROME WORKS e-Learning Lab

COVID CLICKER

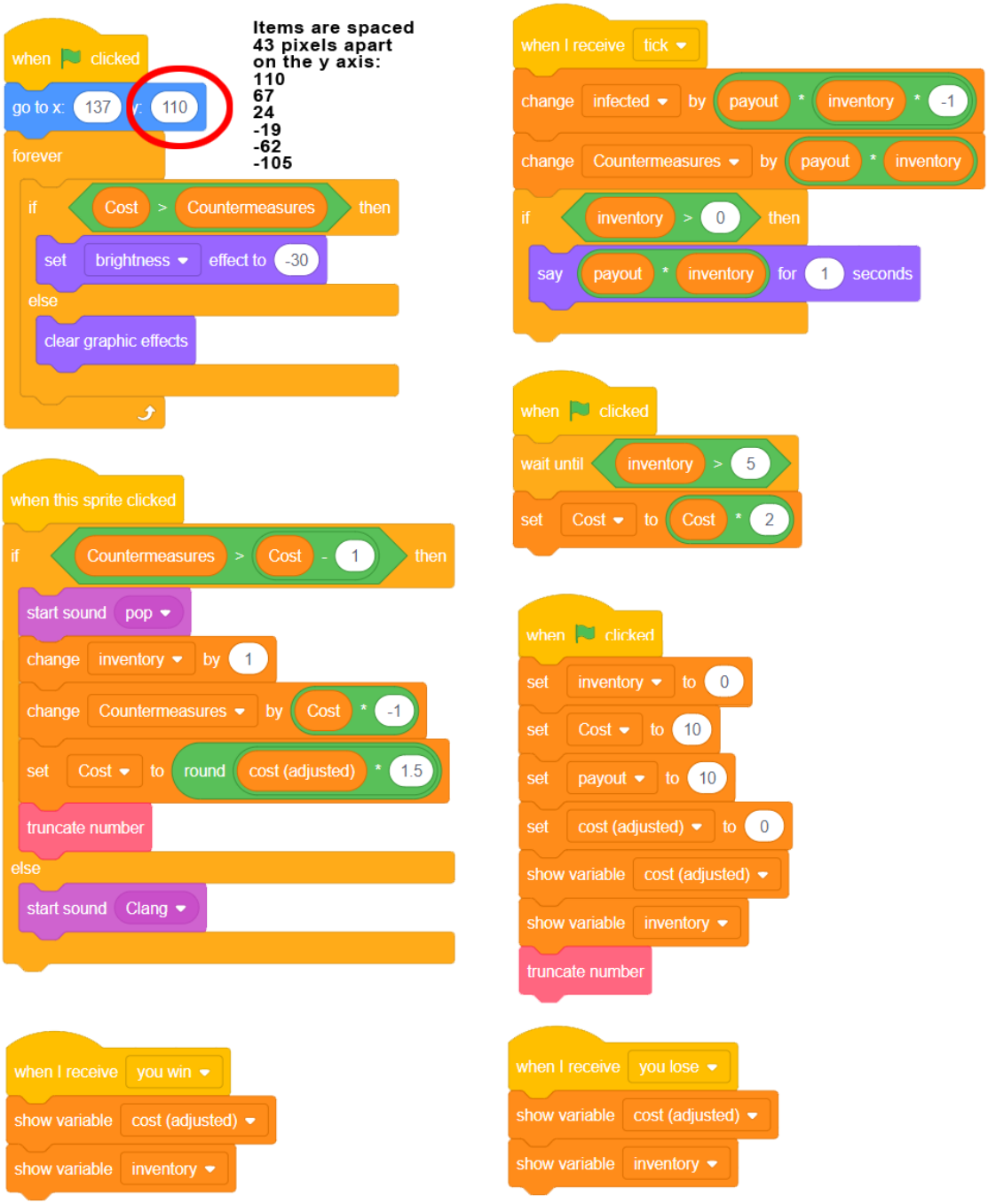
Today we're starting a multi-part series on clicker games, a popular genre that sees players clicking feverishly to gather resources to tools they can use to gather even more resources. Mr. T is developing a timely variant on clicker games with COVID clicker, a game where you marshal resources to battle the dreaded coronavirus. You can find the starter file for this project here.

VIRUS CODE

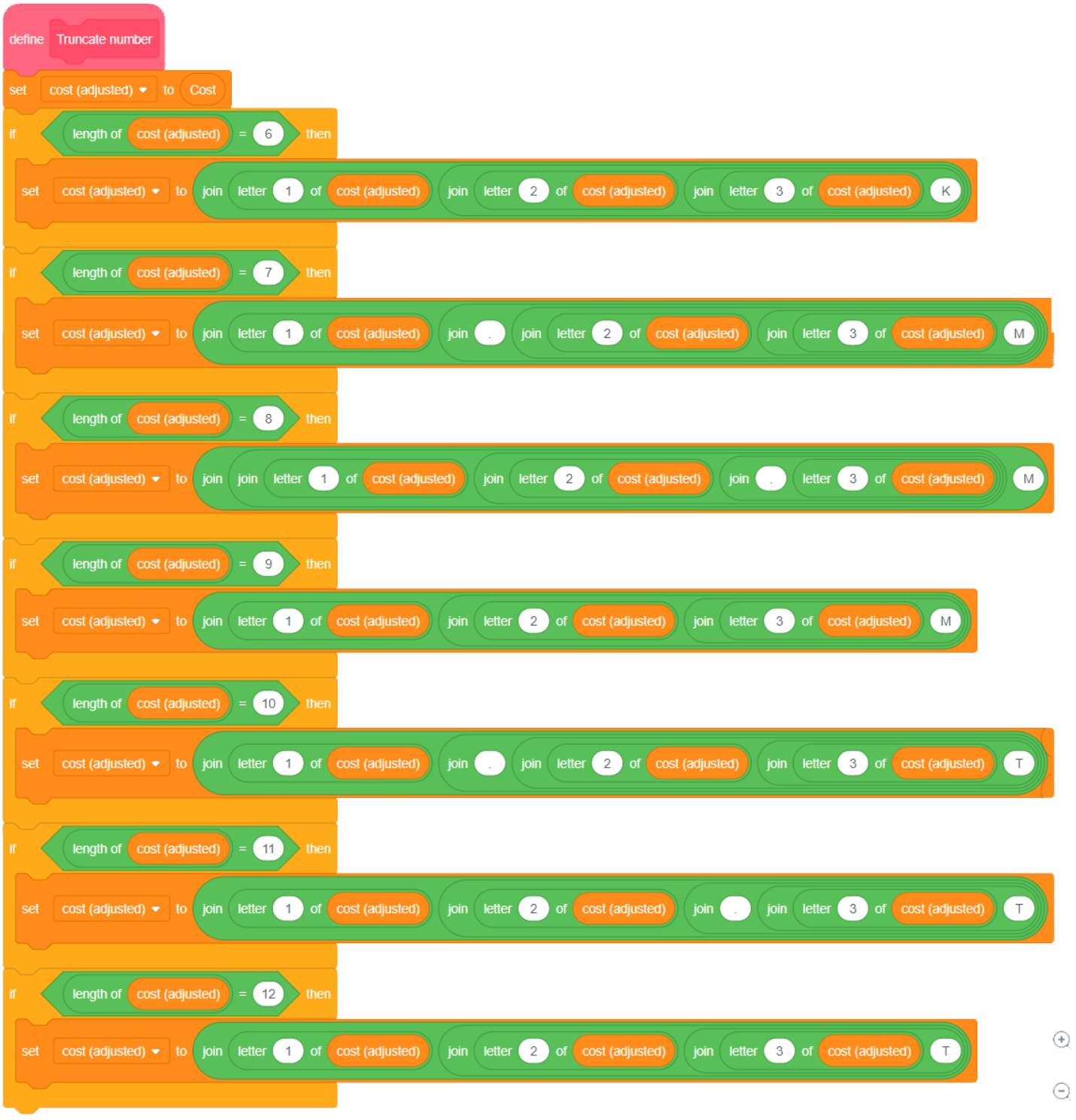




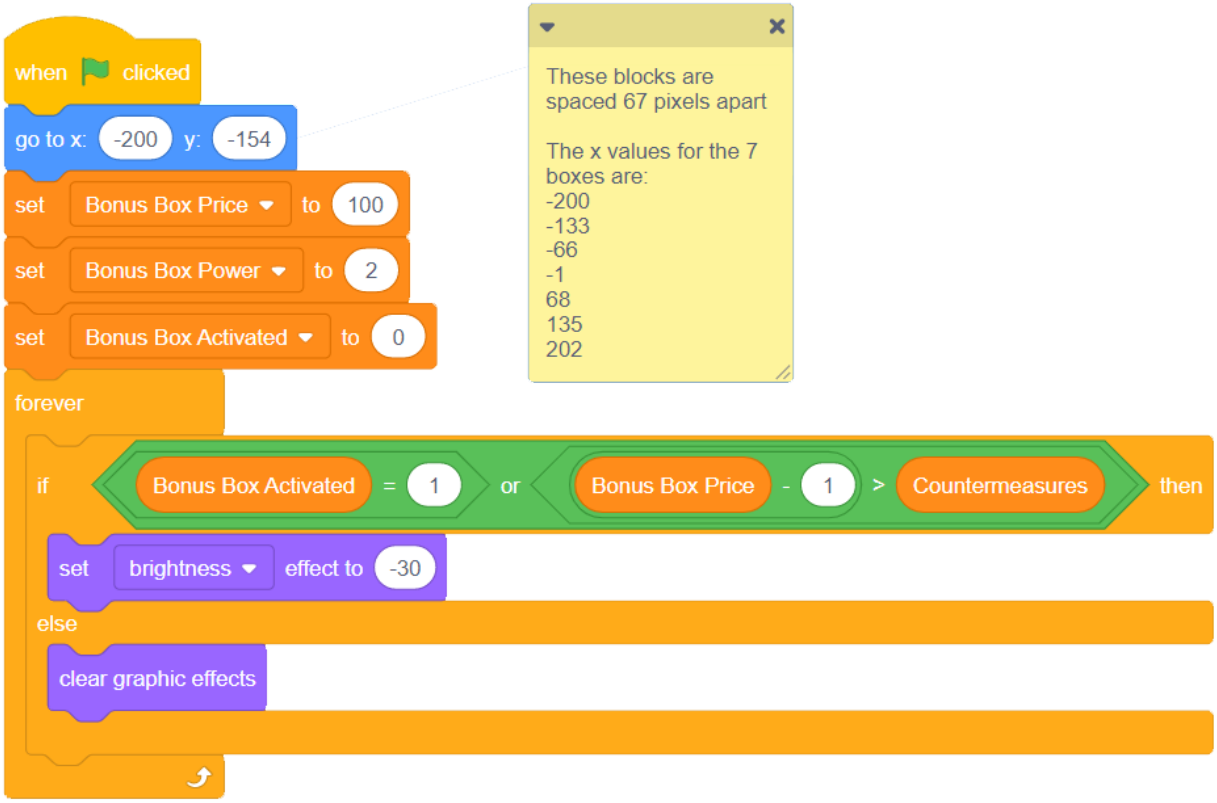
CODE FOR PURELL BOTTLE (AND OTHER ITEMS)

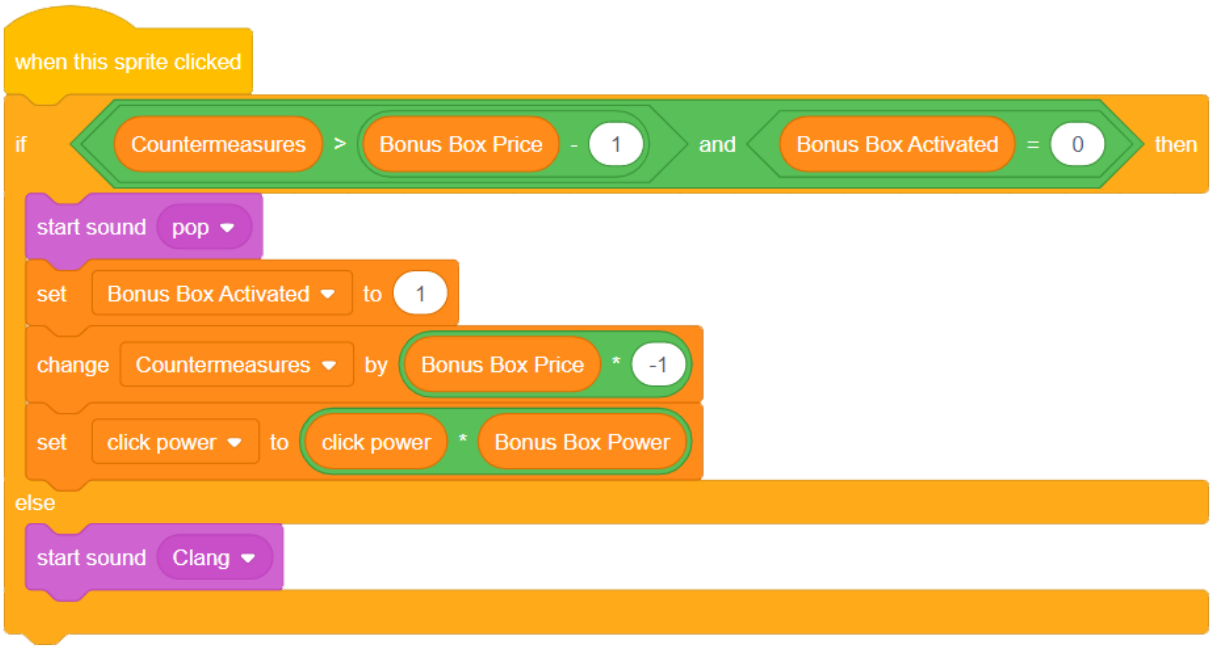


PURRELL (CONT)

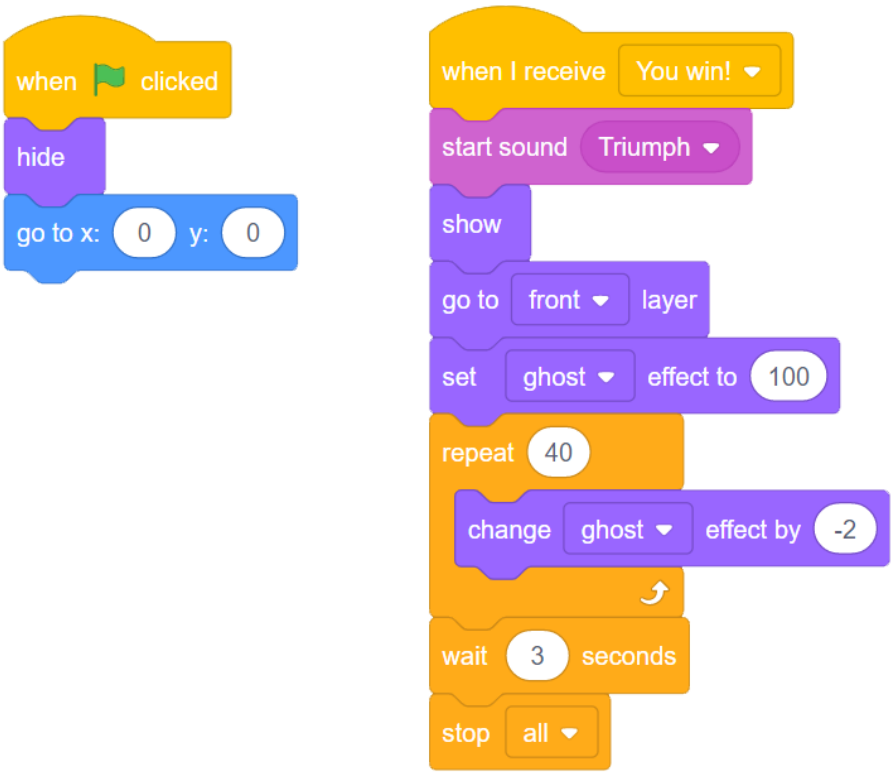


BONUS BOXES


when clicked
go to x: -200 y: -154
set Bonus Box Price to 100
set Bonus Box Power to 2
set Bonus Box Activated to 0
forever
if Bonus Box Activated = 1 or Bonus Box Price - 1 > Countermeasures then
set brightness effect to -30
else
clear graphic effects
These blocks are spaced 67 pixels apart
The x values for the 7 boxes are:
-200
-133
-66
-1
68
135
202


when this sprite clicked
if Countermeasures > Bonus Box Price - 1 and Bonus Box Activated = 0 then
start sound pop
set Bonus Box Activated to 1
change Countermeasures by Bonus Box Price * -1
set click power to click power * Bonus Box Power
else
start sound Clang

YOU WIN/LOSE


when clicked
hide
go to x: 0 y: 0
when I receive You win!
start sound Triumph
show
go to front layer
set ghost effect to 100
repeat 40
change ghost effect by -2
wait 3 seconds
stop all