

## Design the graphical user interface of the MoleMash game

### From the User Interface drawer:

- An **ImageSprite** component is selected. The user must try to touch it. Its name is changed to "Mole".
- A **Canvas** component is selected. It is the container for ImageSprite. Its name is changed to "Canvas1".
- A **Button** component is selected. The user must press it to reset the score. Its name is changed to "ResetButton". Display text of this component is changed to "Reset".
- A **Label** component which displays the number of hits (score) is selected. Its name is changed to "ScoreLabel".

### From the Media drawer:

- One file is uploaded (mole.png). Its name is set to "Mole". This file is listed into the **Media** area under the **Component** column.
- A **Sound** component is selected. Its name is set to "Sound1". It is appeared in the **Non-visible** components section.

### From the Drawing and Animation drawer:

- A **Canvas** component is selected. Its name is changed to "MyCanvas".
- An **ImageSprite** component is selected. Its name is changed to "Mole".

### From the Sensor drawer:

- A **Clock** component is selected. Its name is changed to "MoleTimer". It is displayed in **Non-visible components** section below the Screen area.

