

Define the functionality of the components of the MoleMash game-The Blocks Editor

The **global variable** “score” with initial value 0 is created.

```
initialize global score to 0
```

```
when MoleTimer.Timer
do call MoveMole
```

Mole.Timer is an **event handler**. It is called every 500 milliseconds.

```
when Mole.Touched
do
  set global score to (get global score + 1)
  call Noise.Vibrate 100
  call UpdateScore
  call MoveMole
```

Mole.Touched is an **event handler**. It is called when Mole ImageSprite is touched by the user.

Noise.Vibrate is a **method call**.

Set blocks are used for incrementing by 1 the value of global score.

UpdateScore and MoveMe are **procedure calls**.

```
when ResetButton.Click
do
  set global score to 0
  call UpdateScore
```

ResetButton.Click is an **event handler**. It is called when the user taps and releases the ResetButton button.

UpdateScore is a **procedure call**.

Set block is used for **setting** the initial value of global score to 0.

```
to UpdateScore
do
  set ScoreLabel . Text to join (" Score: "
                                get global score
```

UpdateScore is a **procedure definition**.

```
to MoveMole
do
  set Mole . X to random fraction * (MyCanvas . Width - Mole . Width)
  set Mole . Y to random fraction * (MyCanvas . Height - Mole . Height)
```

MoveMole is a **procedure definition**. Set blocks are used for setting values for Mole's ImageSprite coordinates.



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