


# Game Done at 10 Keeping Score

Alice



World's details

properties methods functions

 moles = mole, mole2, mole3, mole4, mole5, mole6, mole7, mole8, mole9, mole10, mole11, mole12

create new variable



World.my first method   World.popMole

World.popMole   Obj whichMole

No variables

Do in order

- whichMole   move up   0.8 meters   duration = 0.25 seconds   more...
- Wait 0.5 seconds
- whichMole   move down   0.8 meters   duration = 0.25 seconds   more...



World.my first method   World.popMole   World.score

World.score   Obj clicked

No variables

// The yellow playerScore cylinder moves up 0.1 meter each time the user clicks a mole

For all World.moles, one item\_from\_moles at a time

If clicked == item\_from\_moles

Do together

- playerScore   move up   0.1 meters   duration = 0.25 seconds   more...
- item\_from\_moles   play sound World.pop2 (0:00.313)   more...

Else

(Do Nothing)

