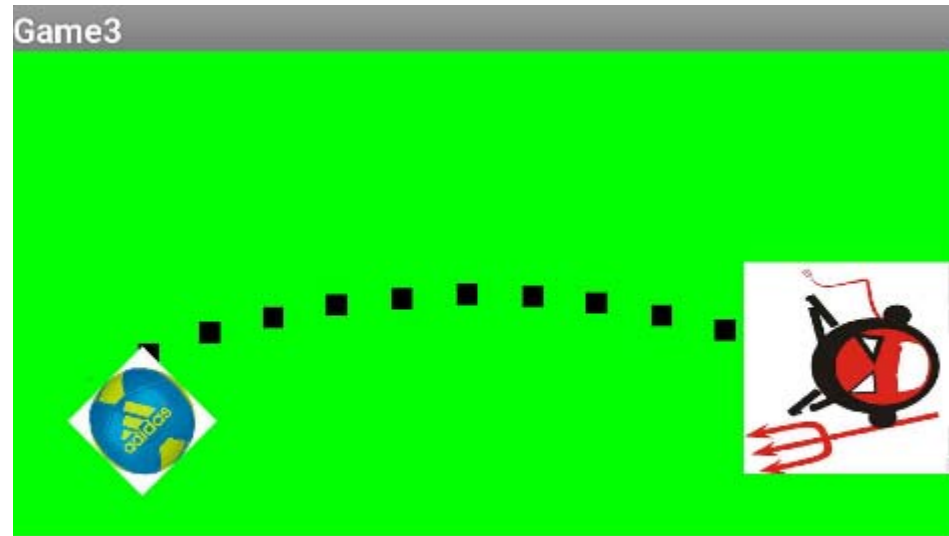


畫布滑動遊戲





```

initialize global throwspeed to 0
initialize global throwdirection to 0
initialize global score to 0

```

```

when Game3.Initialize
do
  call init_ball
  call init_evil

```

```

to init_ball
do
  call ImageSprite1.MoveTo
  x 40
  y 150
  set ImageSprite1.Heading to 45
  set ImageSprite1.Speed to 0
  set ImageSprite1.Visible to true
  set Clock1.TimerEnabled to false

```

```

when ImageSprite1.Flung
x y speed heading xvel yvel
do
  call Canvas1.Clear
  set global throwspeed to get speed
  set global throwdirection to get heading
  set Clock1.TimerEnabled to true
  set ImageSprite1.Interval to 20
  set ImageSprite1.Speed to get global throwspeed * 4

```

```

to init_evil
do
  call ImageSprite2.MoveTo
  x 400
  y 200
  set ImageSprite2.Heading to 90
  set ImageSprite2.Speed to 10
  set ImageSprite2.Interval to 100
  set ImageSprite2.Visible to true

```

```

when Clock1.Timer
do
  set ImageSprite1.Heading to get global throwdirection
  if get global throwdirection >= -90
  then
    set global throwdirection to get global throwdirection - 4
  else
    set global throwdirection to -90
  call Canvas1.DrawPoint
  x ImageSprite1.X
  y ImageSprite1.Y + 5
  set Canvas1.PaintColor to black
  set Canvas1.LineWidth to 10

```

```

when ImageSprite1.EdgeReached
edge
do
  call init_ball

```

```

when ImageSprite2.CollidedWith
other
do
  set ImageSprite2.Visible to false
  set global score to get global score + 10
  set Label1.Text to get global score
  call init_evil

```

```

when ImageSprite2.EdgeReached
edge
do
  call ImageSprite2.Bounce
  edge get edge

```

