CompSci 94
Classwork: Add a Timer to Click-a-panda
November 1, 2018

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1) MAKE A COPY OF YOUR CLICK A panda GAME

• Make a copy of your click a panda game and call it something like: ClickApandaWithTimer

• We will add a timer to this game which will change a few things.

• THIS IS A SEPARATE CLASSWORK, both click a panda games must be checked off.
Placement of objects

- Add in a decimal timer on the top right, a little bit to the left of the bell.
The game is same as before with these extras:

• Before the game starts, ask the user if they want to play an easy game or a harder game.

• When the game starts, the timer should start at 20.0 and count down by 1.0 about every second. You will need a timer event for this.

• Now the game should end if the timer gets to zero OR if the correct number of pandas is clicked on.
Easy or Harder game?

• For easy vs hard game, adjust the timing for how fast the panda pops up and then pops back down, slower for the easy game.
Winning ending

• If the game ends and enough pandas are clicked on indicate that.
Losing ending

• If the game ends and not enough pandas were clicked on, indicate that.