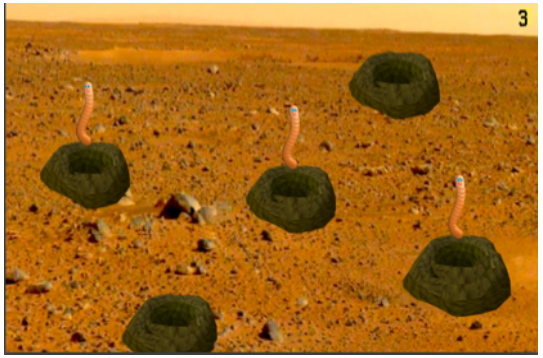
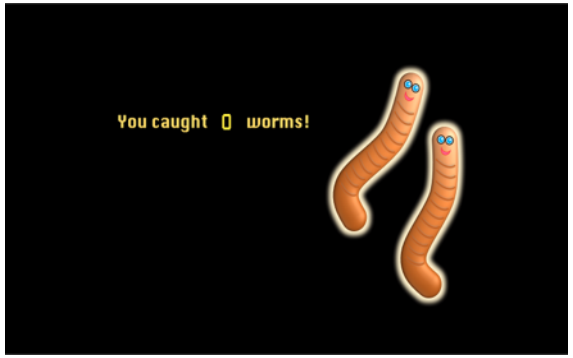
MOBILE APP DEVELOPMENT: EARTHWORMS ON MARS

Using the login and password provided in class, login to GameSalad.

Create a new Blank Project.

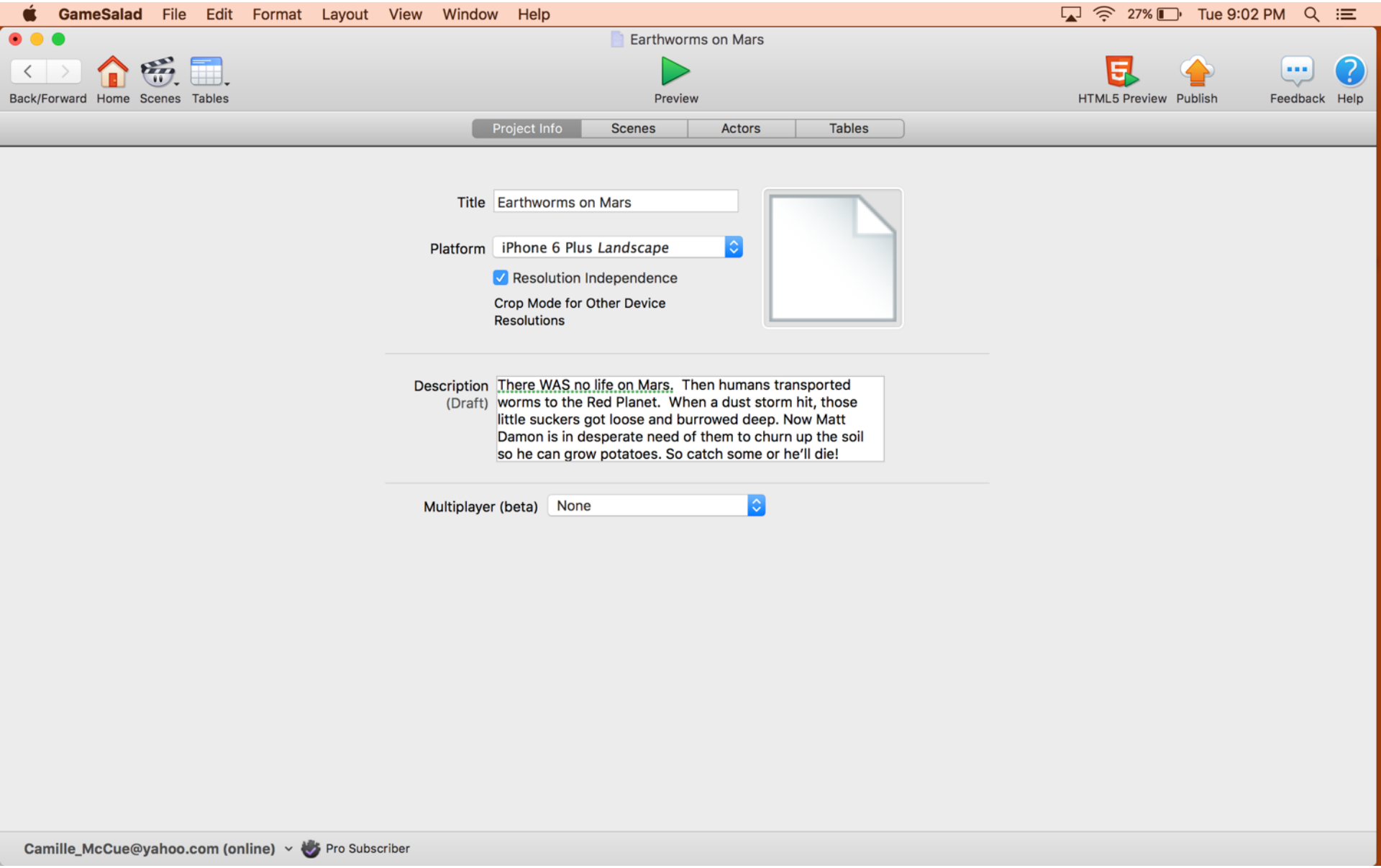
Focus topics: Timers, Touch Sensor, Multi-Scenes





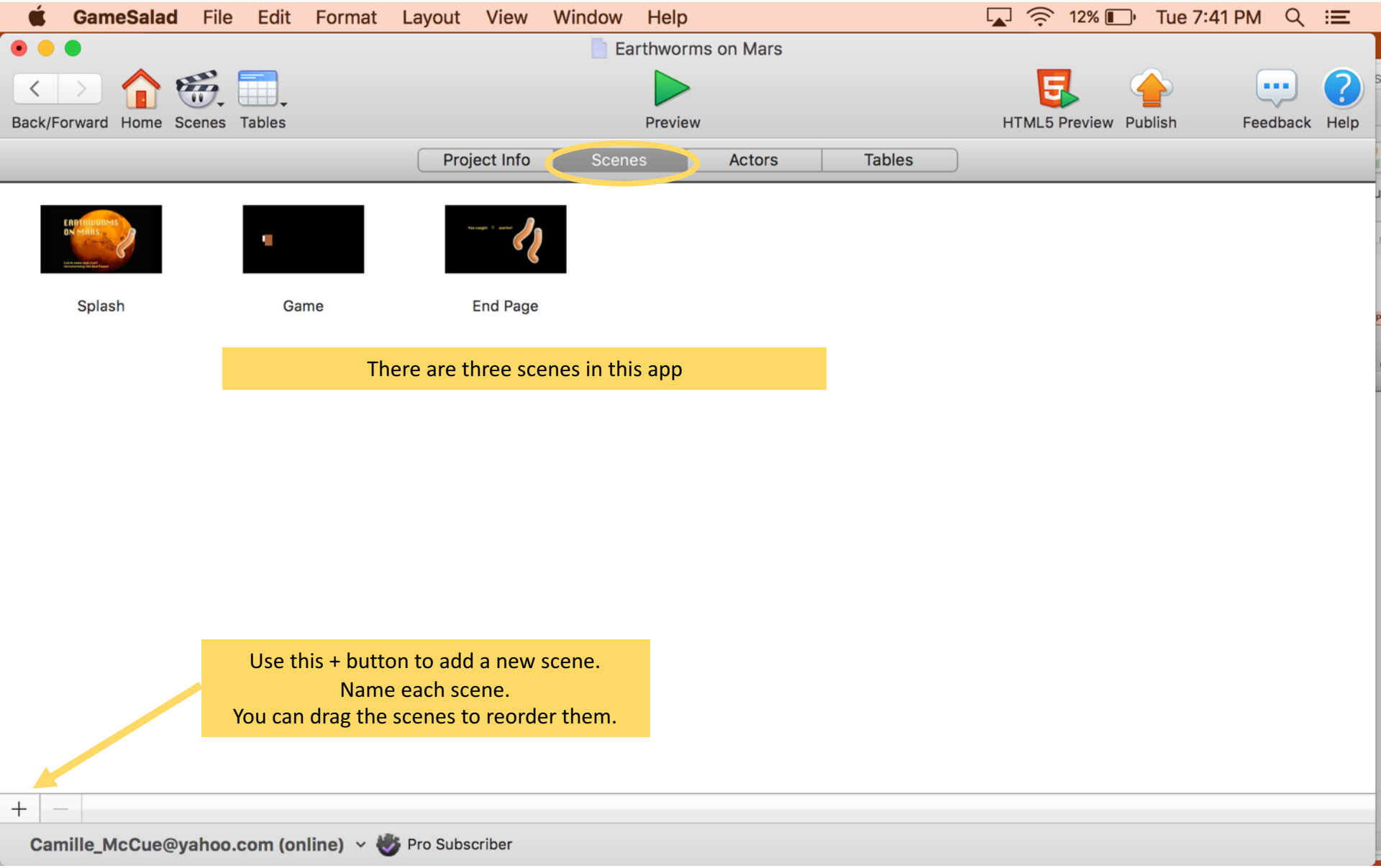
EARTHWORMS

This game can be made for ANY platform the student chooses.



Download the Earthworm asset pack
from this URL:

http://bit.ly/2ciQkiv


GameSalad File Edit Format Layout View Window Help
12% Tue 7:41 PM
Earthworms on Mars
Back/Forward
Home
Scenes
Tables
Preview
HTML5 Preview
Publish
Feedback
Help
Project Info
Scenes
Actors
Tables
Splash
Game
End Page
There are three scenes in this app
Use this + button to add a new scene.
Name each scene.
You can drag the scenes to reorder them.
Camille_McCue@yahoo.com (online)
Pro Subscriber

Import the images.

Now make actors and put the images on actors as noted below.

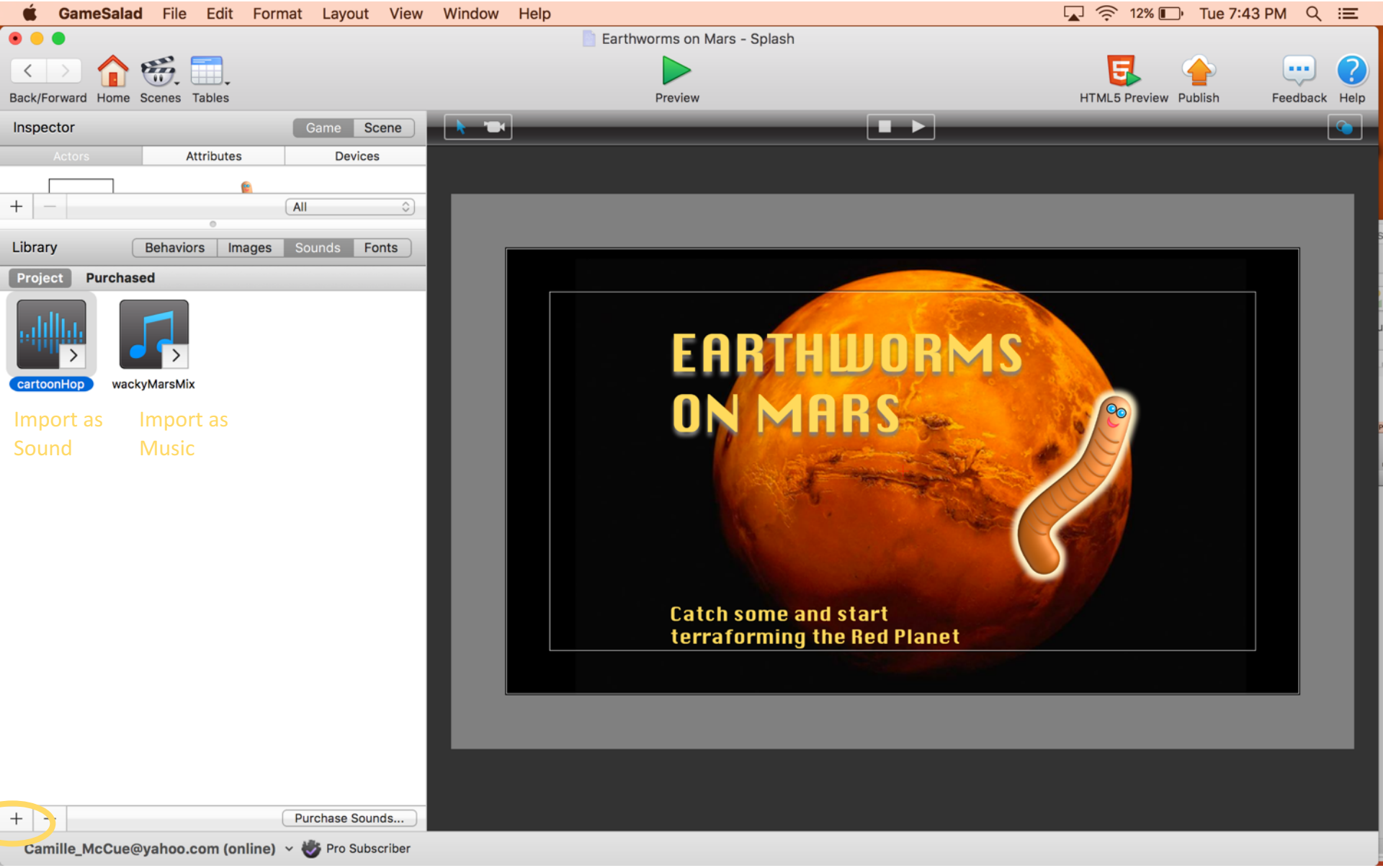
These are text boxes.

Later, you will code Counter to display how many earthworms are caught.

Later, you will code Timer to display how much time remains.

The text boxes do not have images.

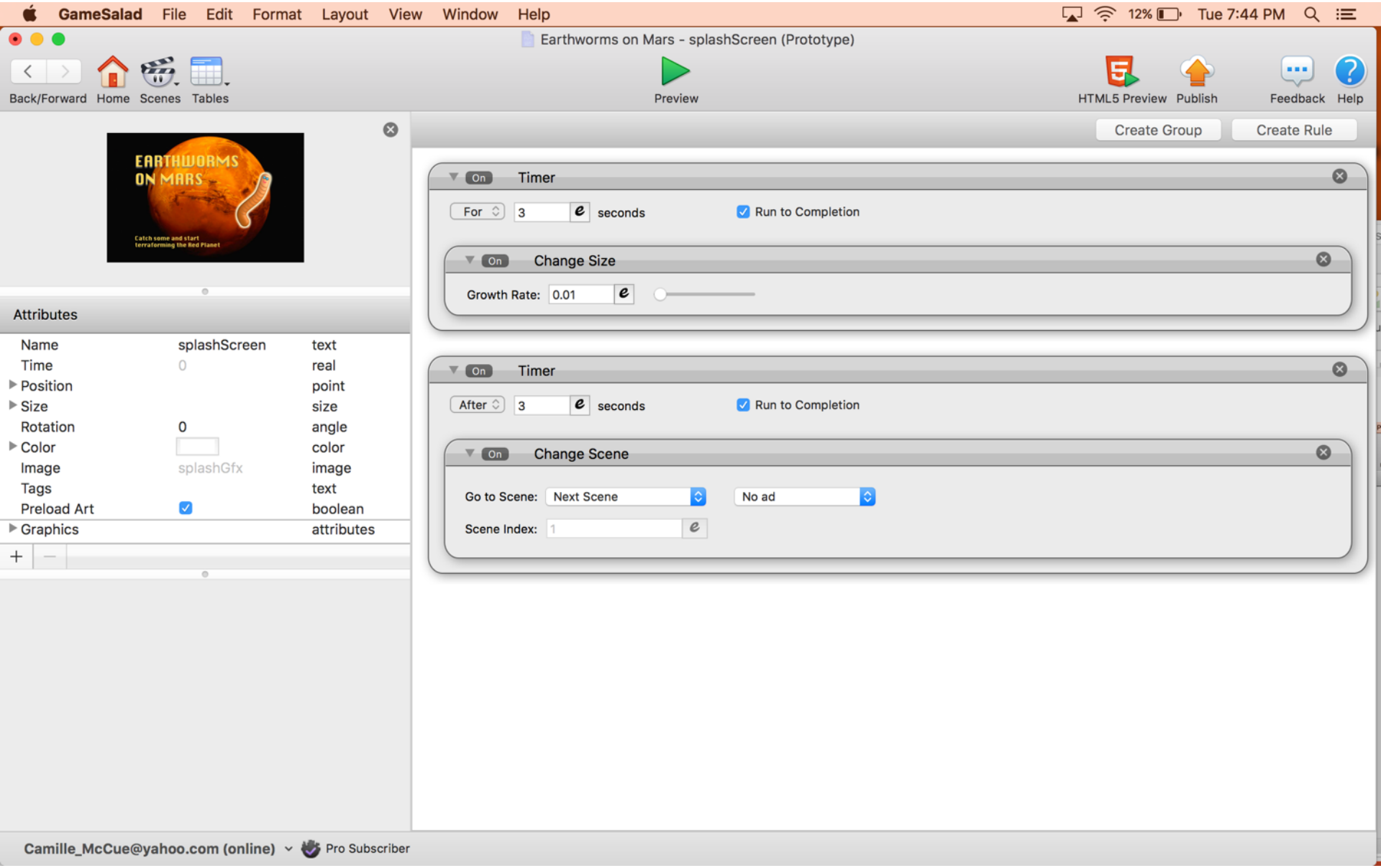
Import the audio files.



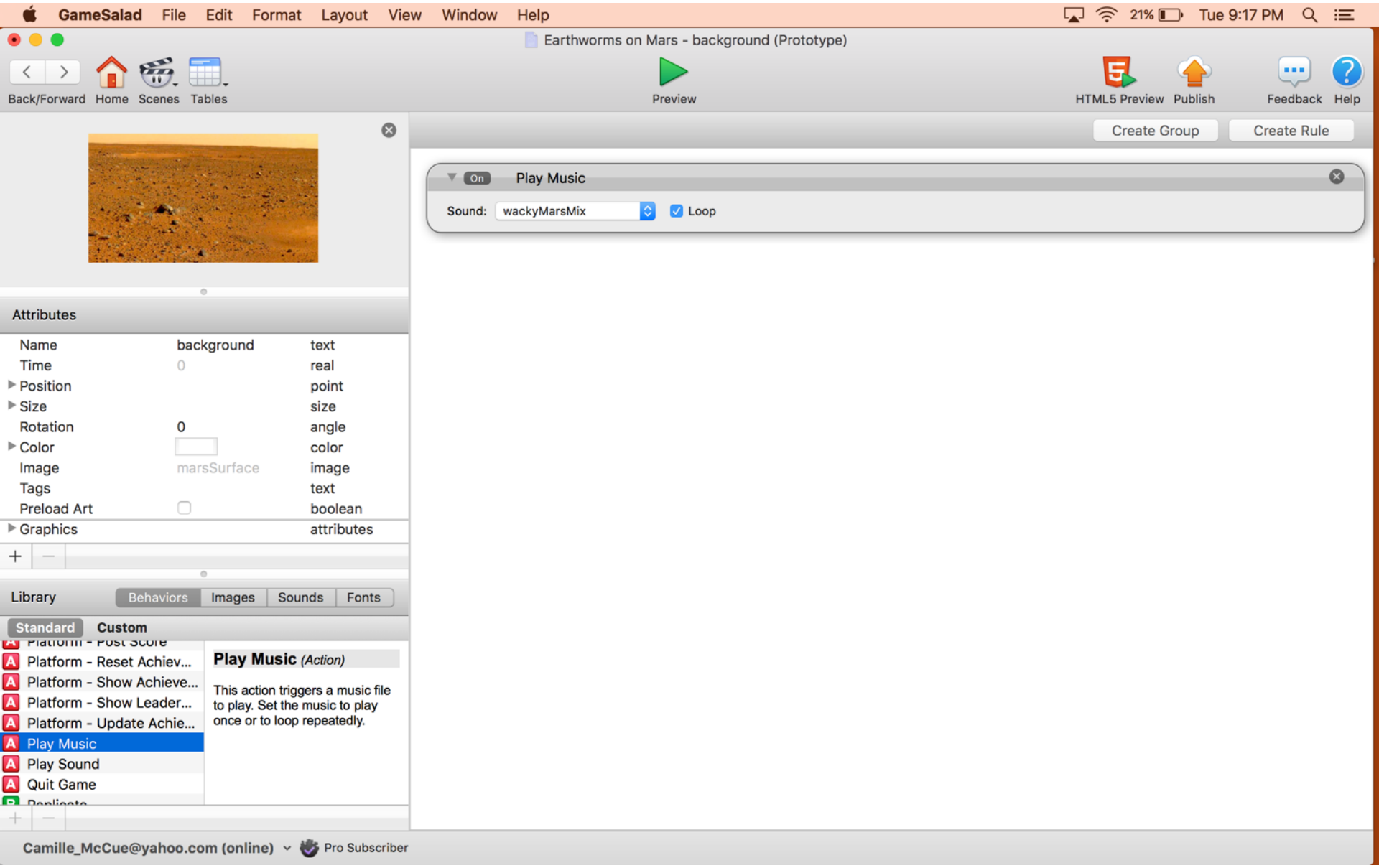
In Attributes, make game variables as shown.

Set up device orientation as shown.

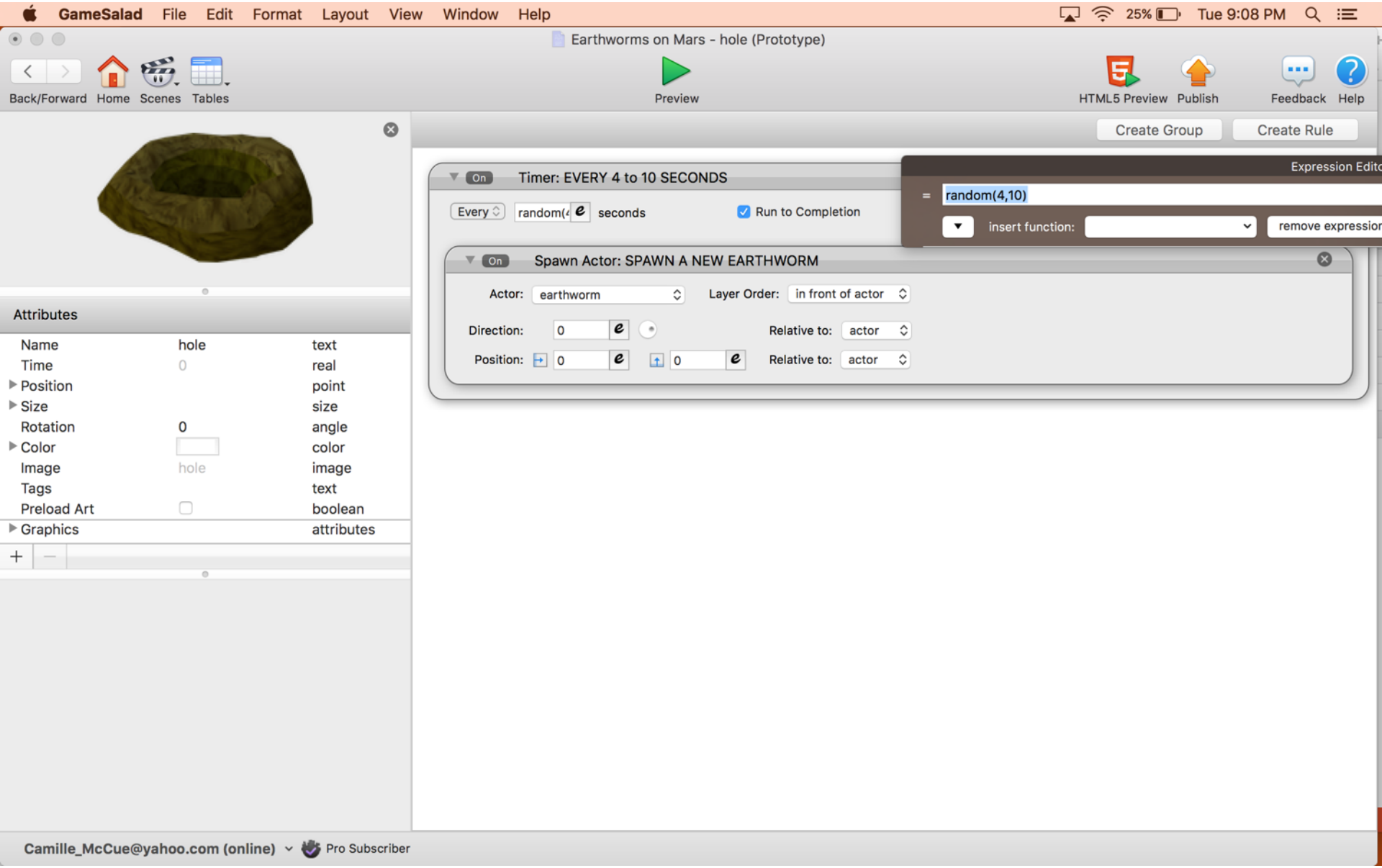
Code the SPLASH scene. This shows the title graphic, then switches to the GAME scene.



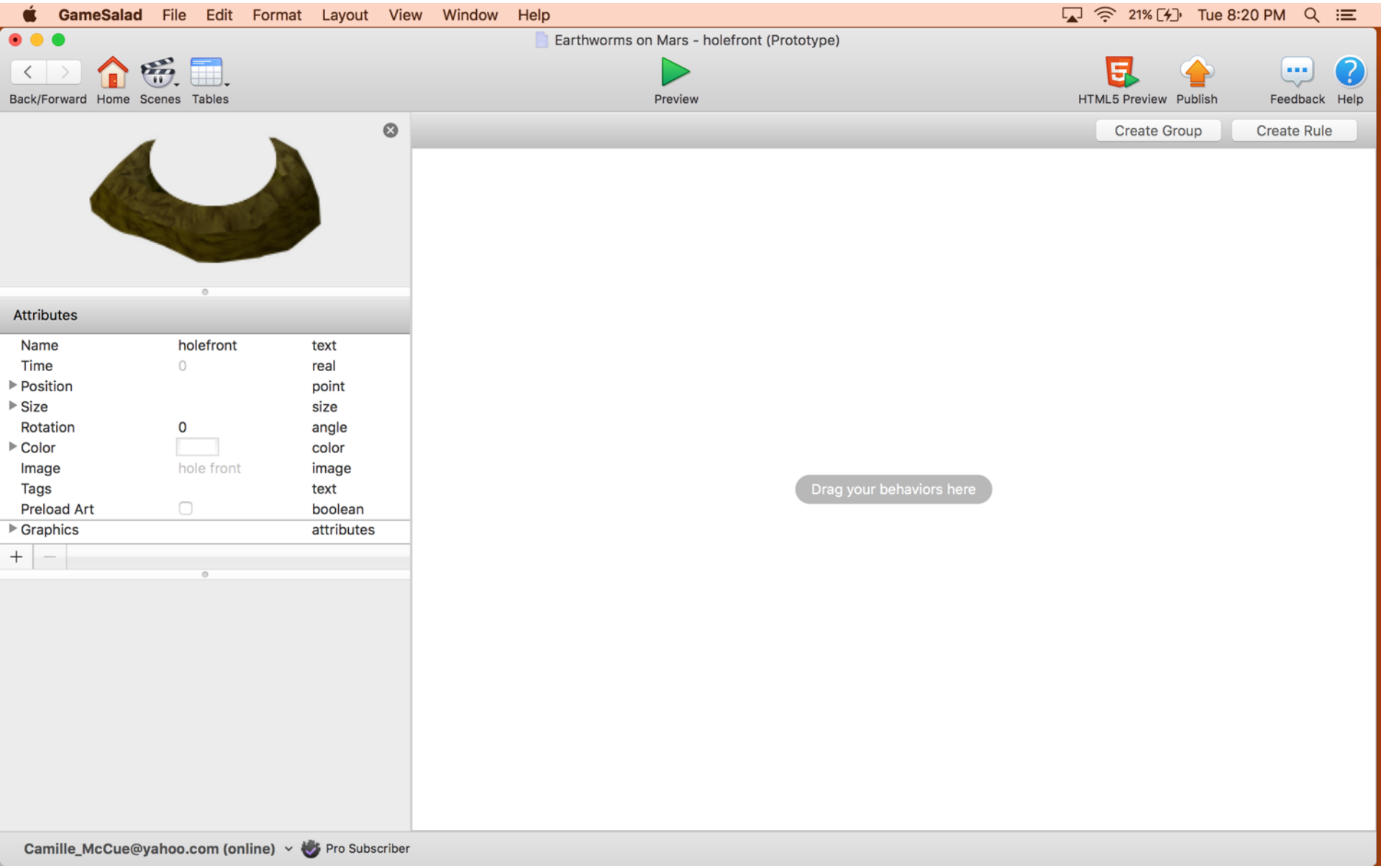
Play the Music loop on the Martian background.



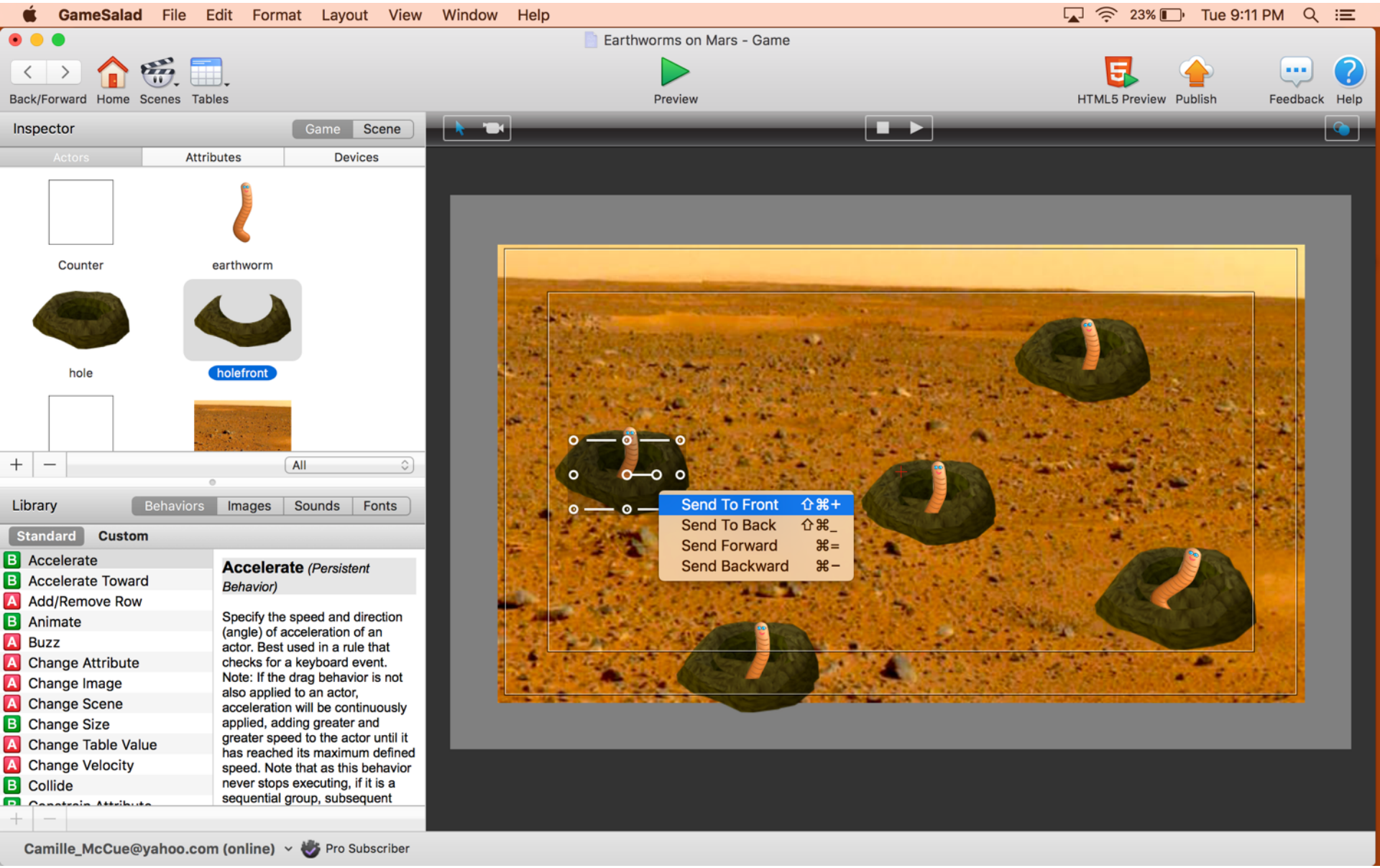
Code the HOLE to spawn an earthworm at random intervals.



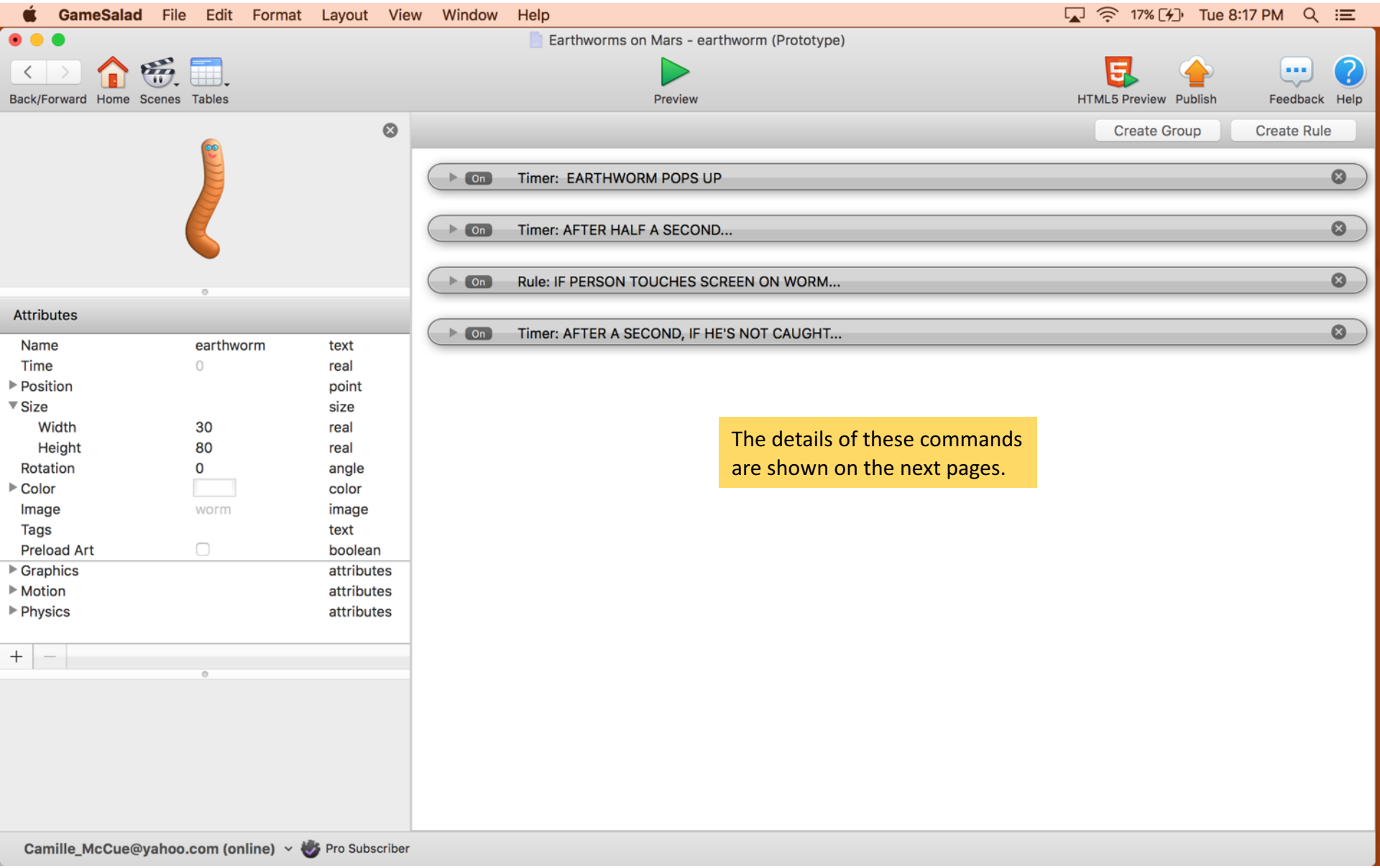
No code on the HOLEFRONT.



Tip: Control-click on the holefront and select
Send to Front to move it in front of the earthworm and the hole

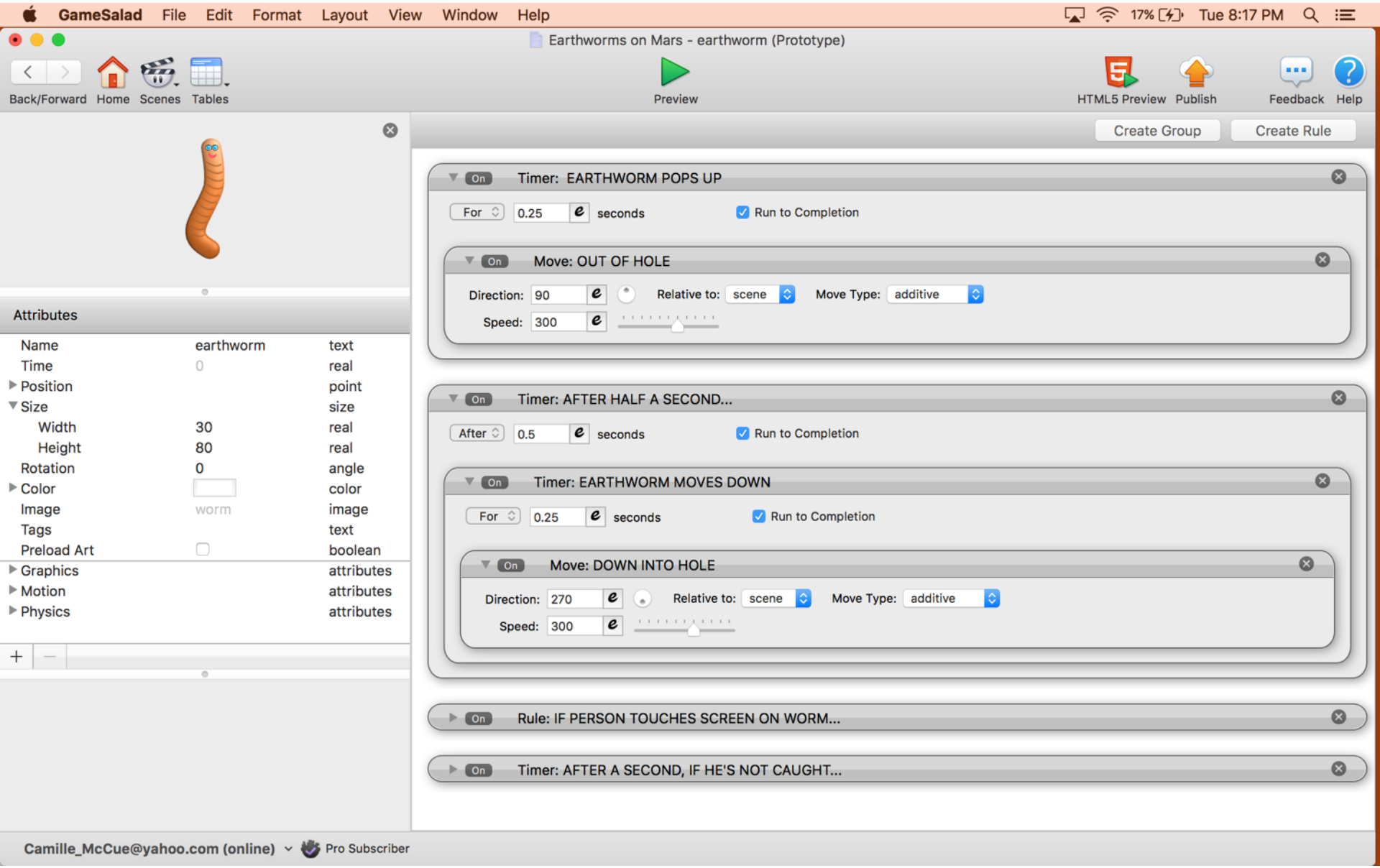


Code the EARTHWORM .

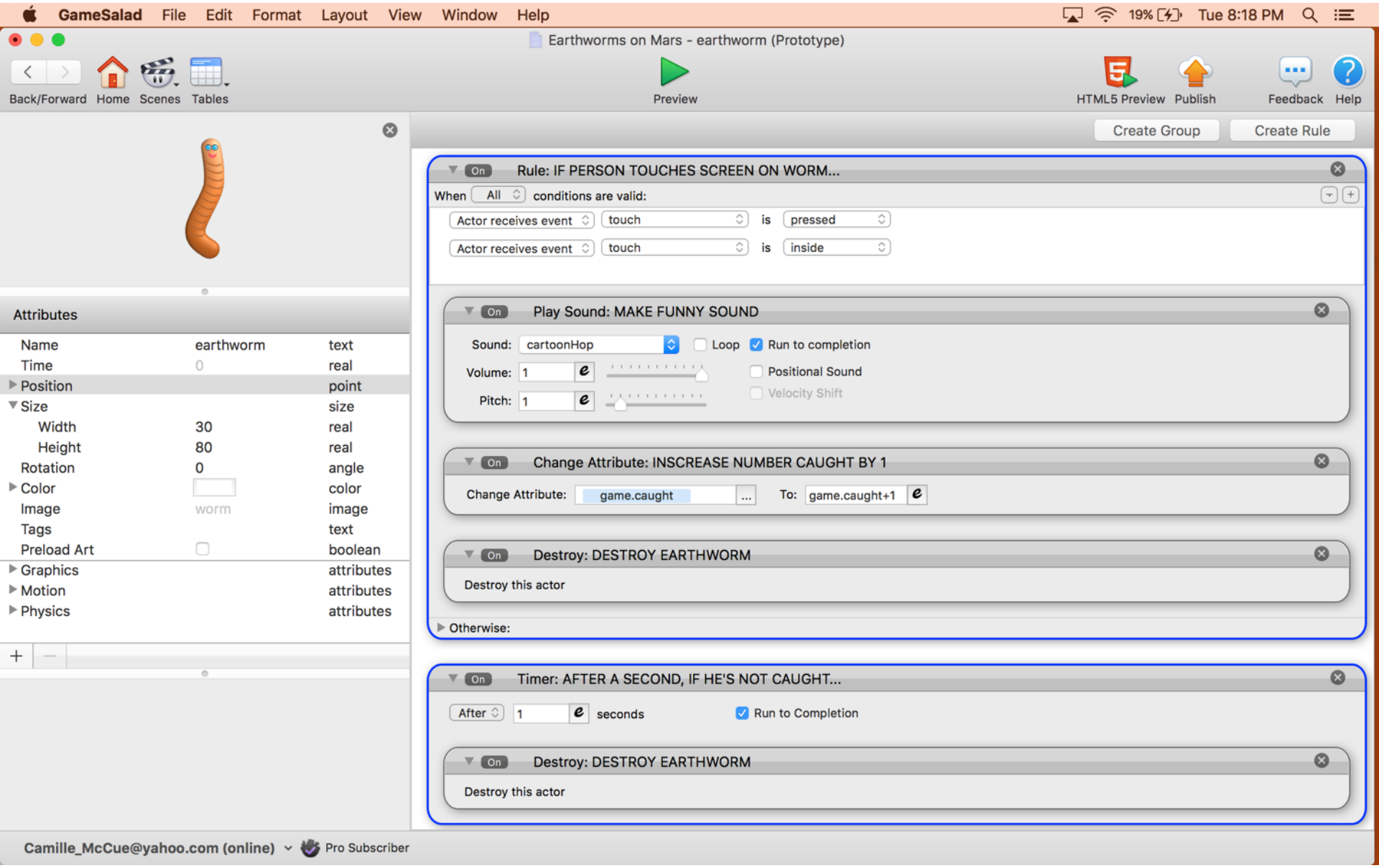


The details of these commands are shown on the next pages.

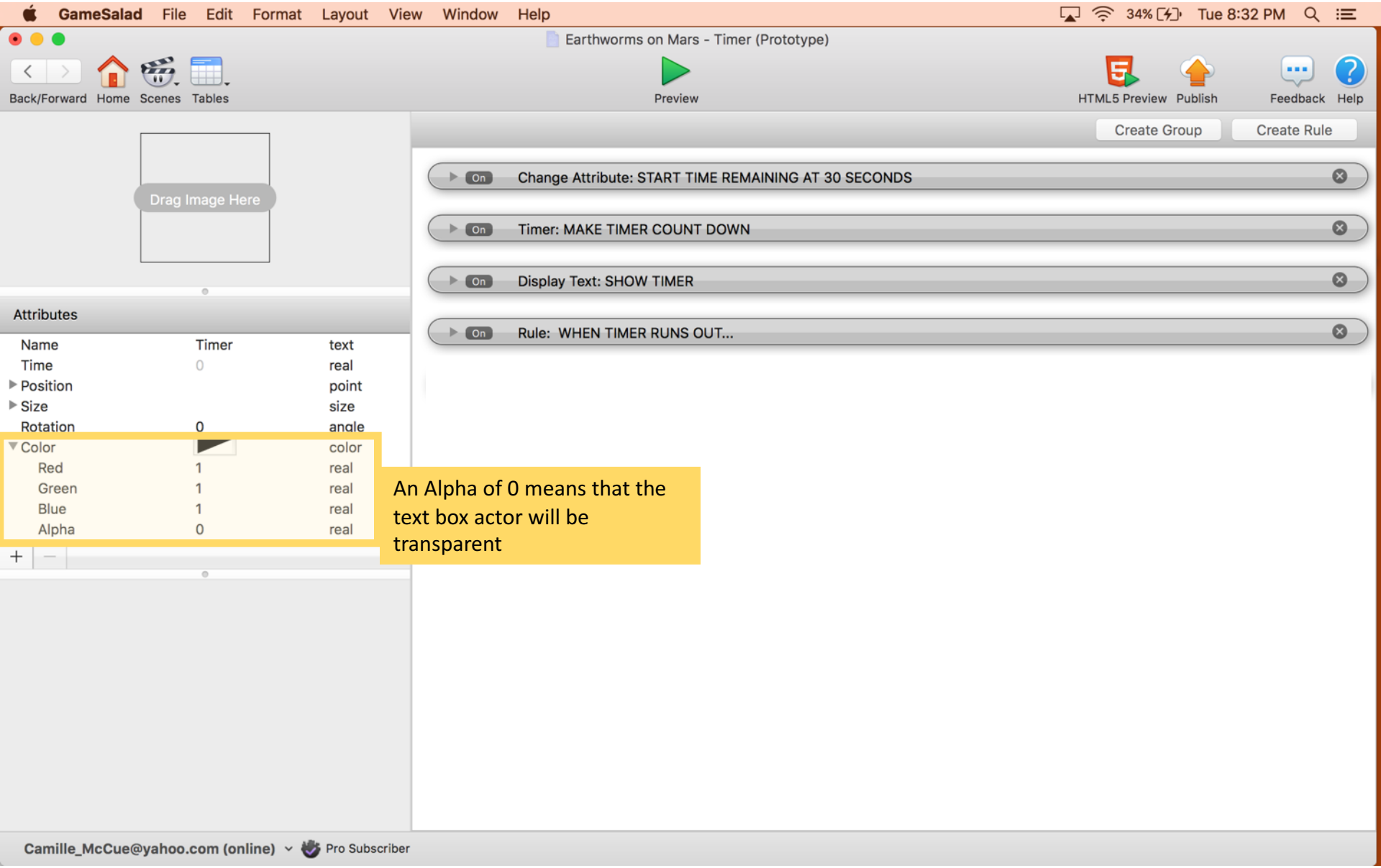
Code the EARTHWORM. These are the pop up and down commands.



Code the EARTHWORM. These commands control how he is caught and/or destroyed.

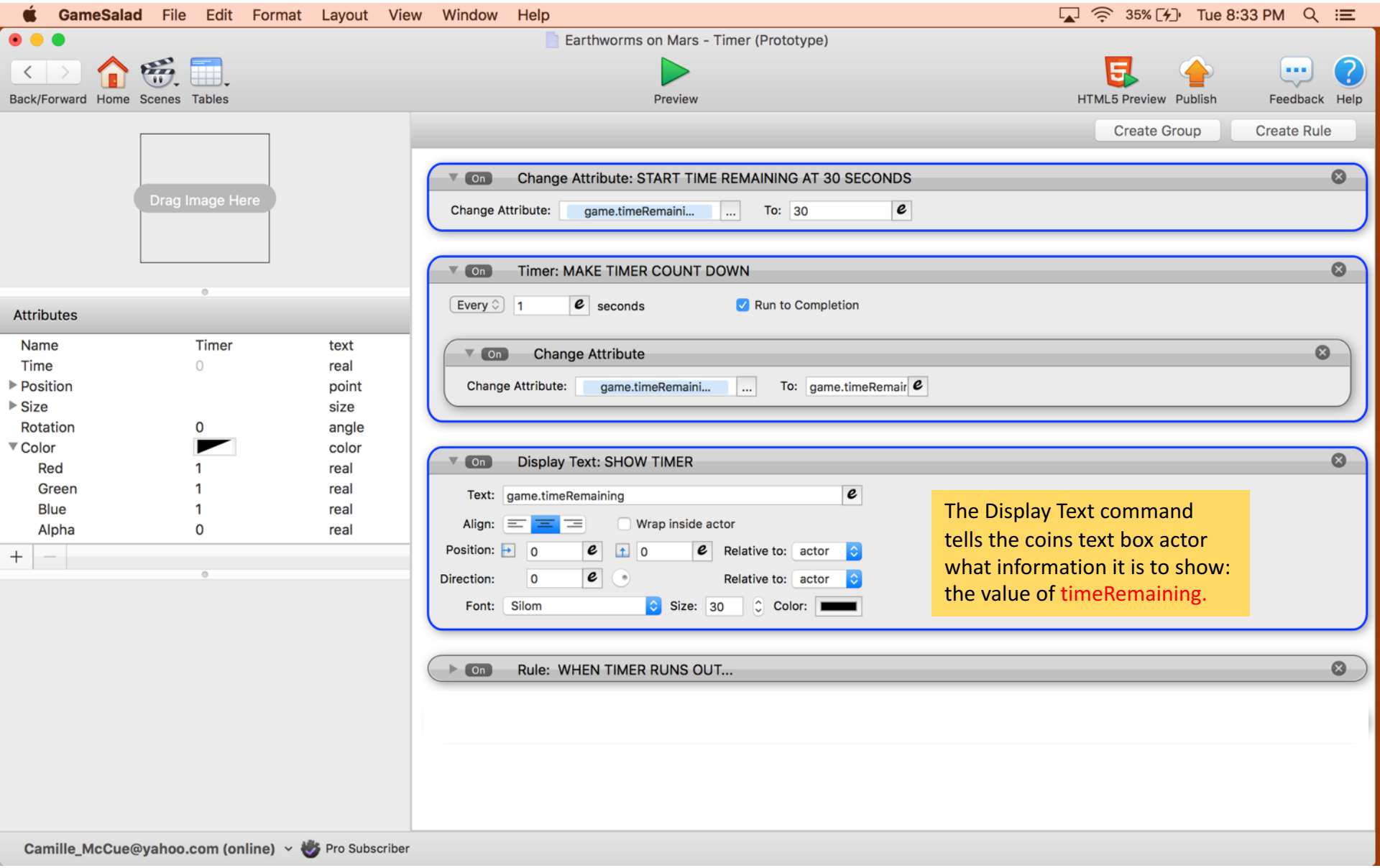


Code the TIMER. The timer is located on the game scene.

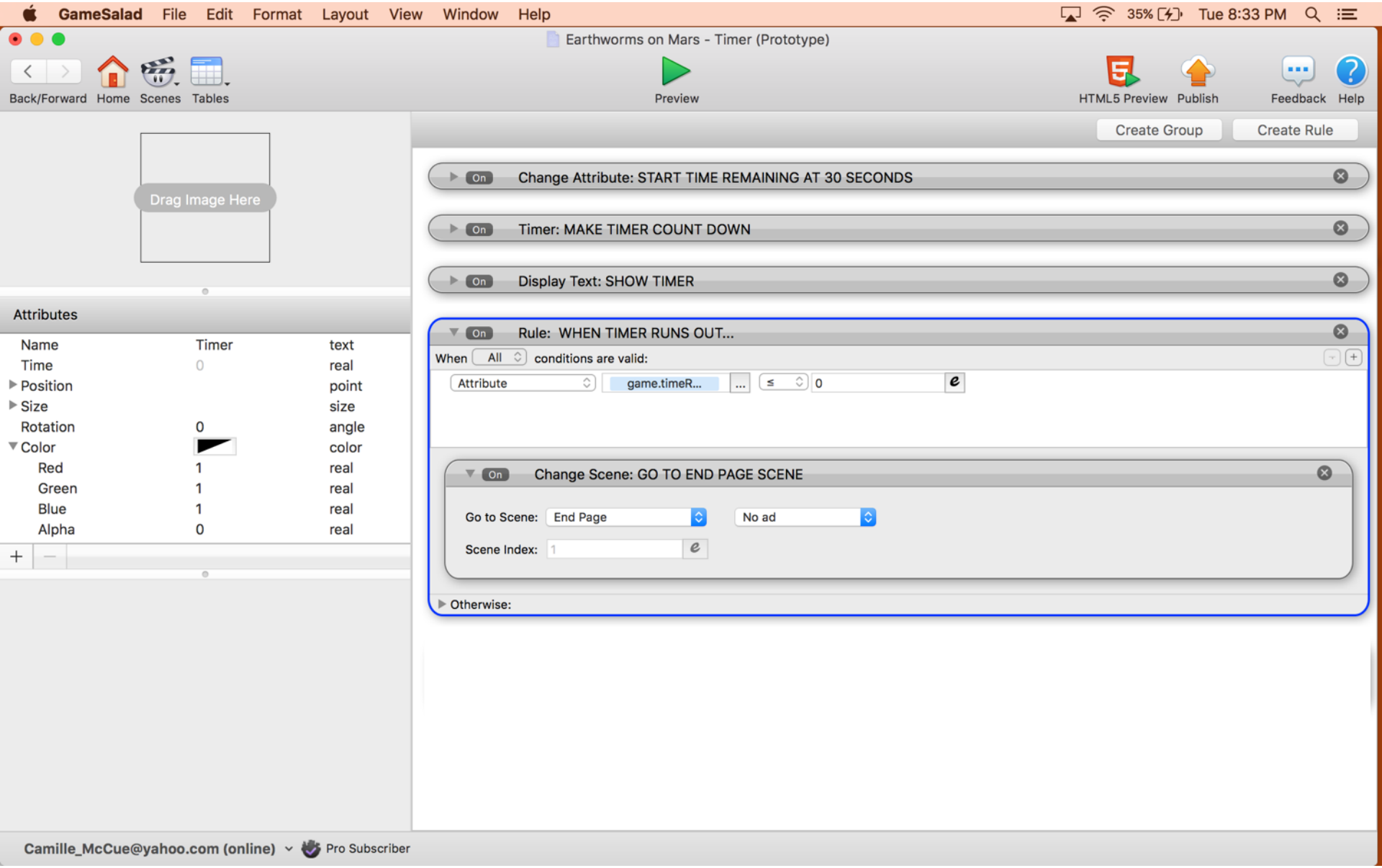


An Alpha of 0 means that the text box actor will be transparent

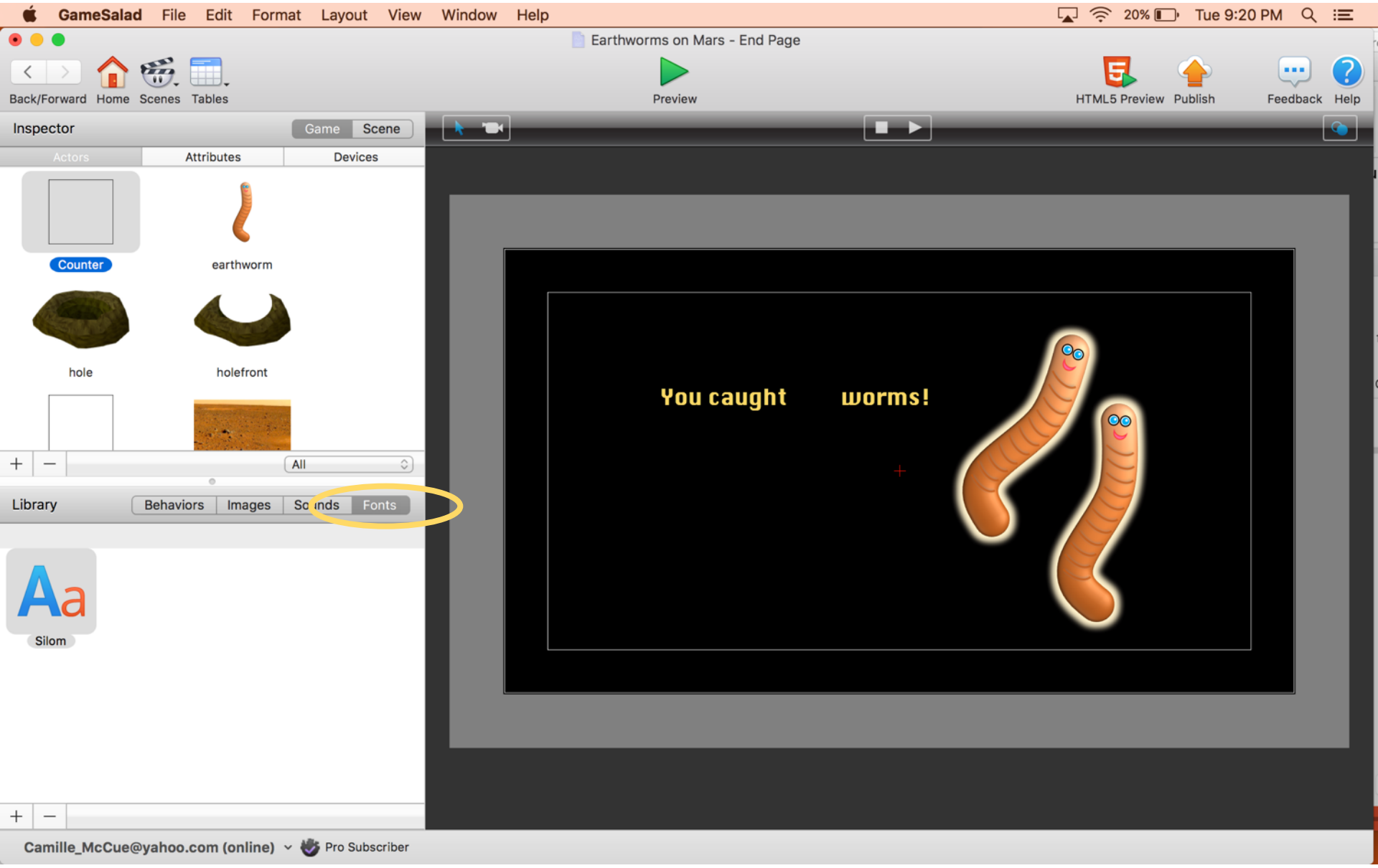
Code the TIMER. These commands start the timer, make it count down, and show the timeRemaining.



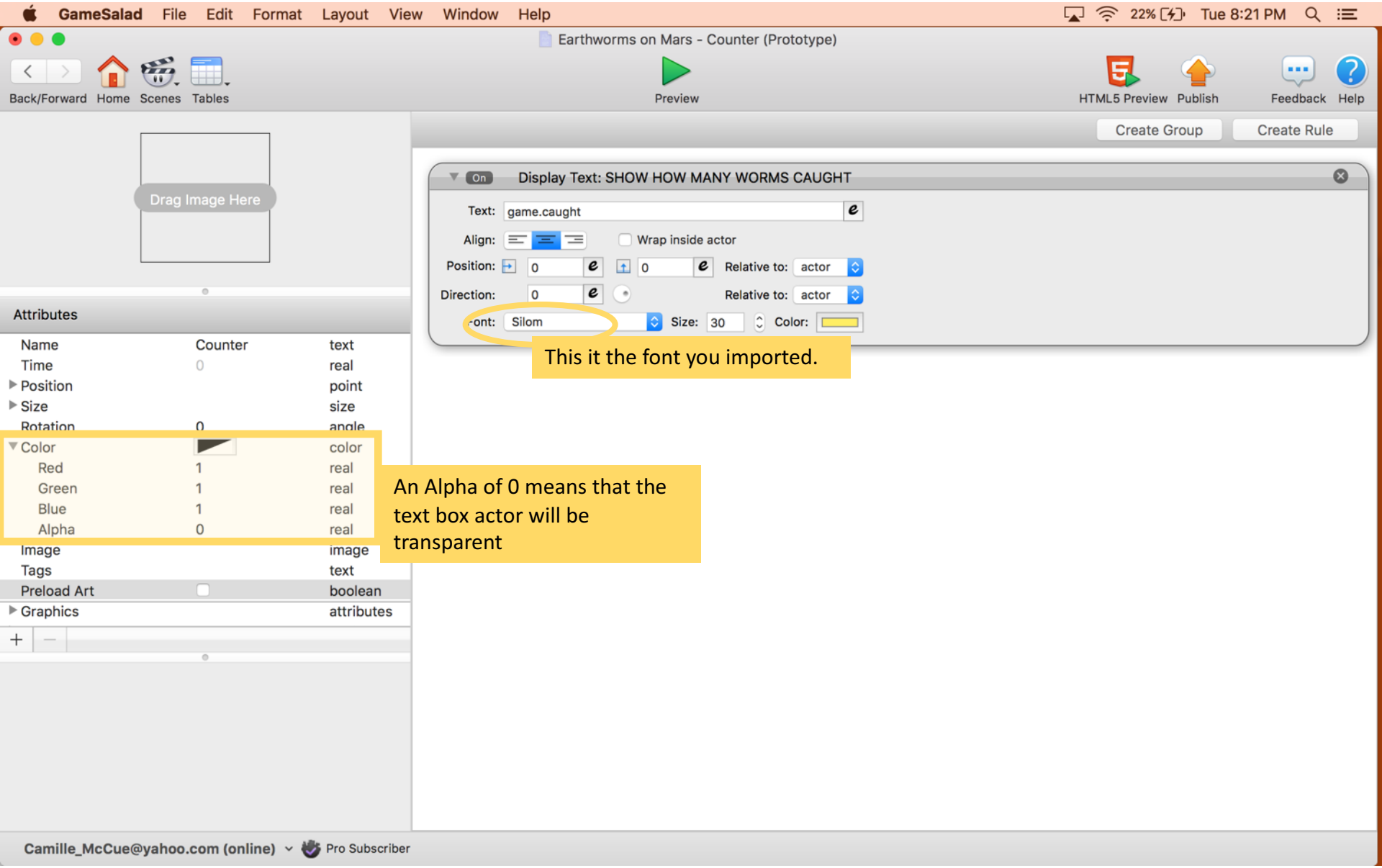
Code the TIMER. These commands cause the game to go to the end scene when time runs out.



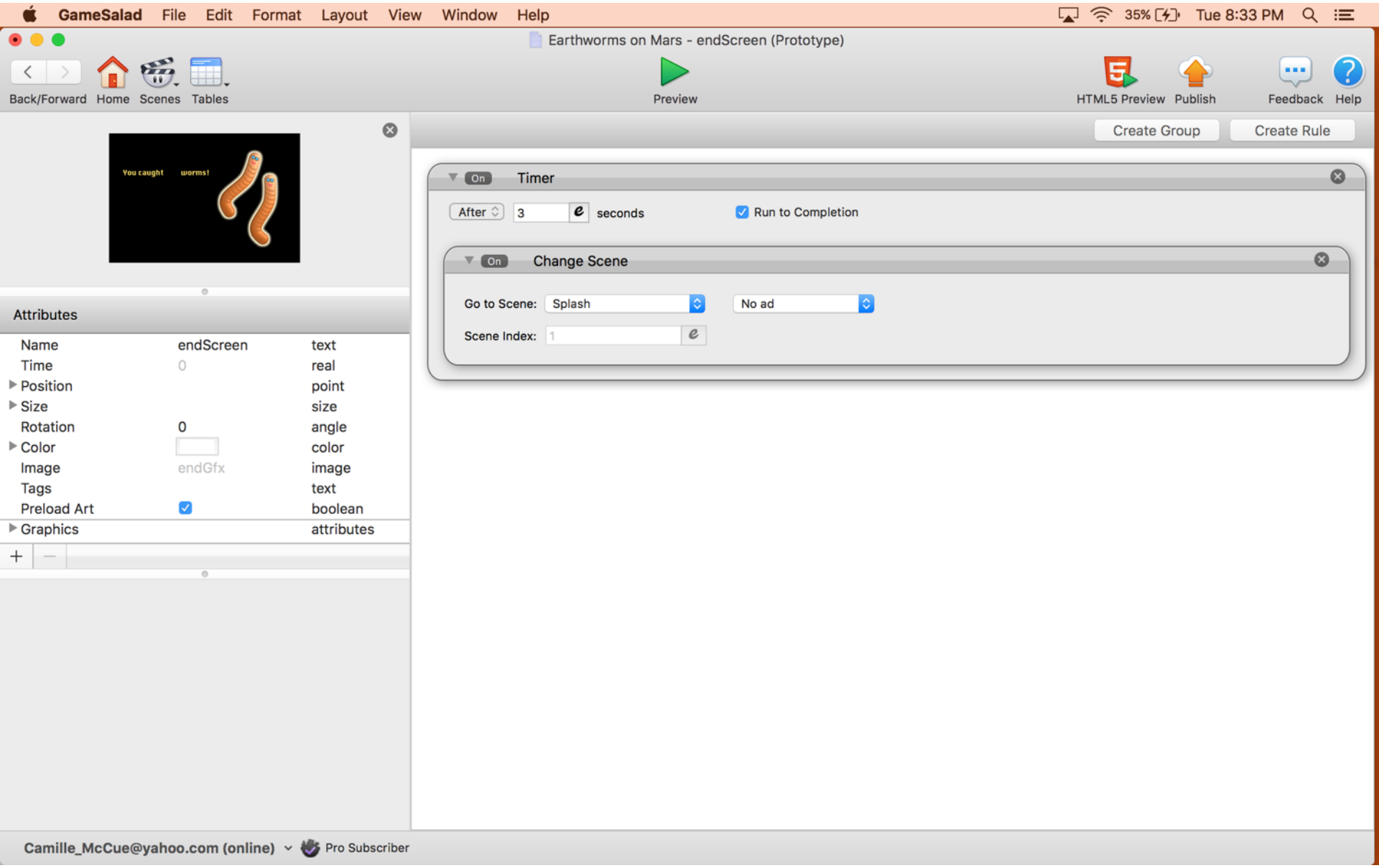
Import the Silom font from the assets pack.
You will need it to match the text in the counter to the other text on the background graphic.



Code the COUNTER. The counter is located on the end page scene.

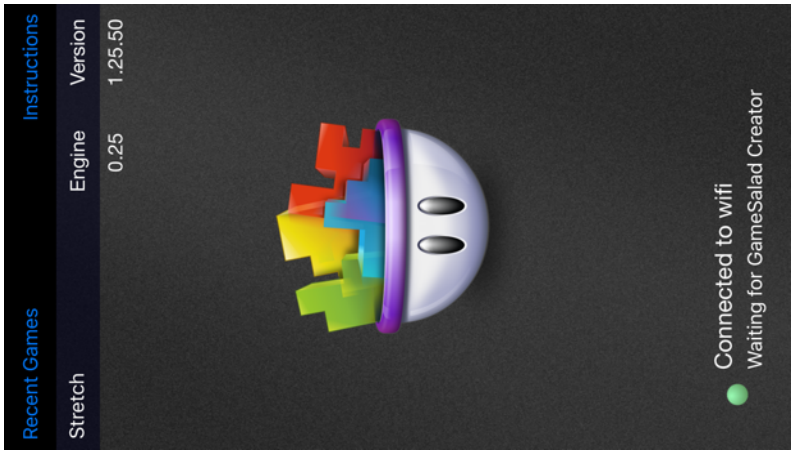


Code the END PAGE. This page shows how the player performed!



For the next phase, you will need your phone to execute your app. Follow these steps:

1. OpenGameSalad Viewer on your phone or iPad

2. Your mobile device and computer must be on the same wireless network: at school, this is the AEC network with password Hearusroar!

3. Press the **Preview on device** and then select your device name to play the game on your phone or iPad! Rotate your device to landscape orientation.