

```
initialize global speed1 to 1
initialize global speed2 to 3
initialize global speed3 to 4
initialize global hp to 3
```

```
when starting Click
do
  set StartLY Visible to false
  set MainLY Visible to true
  call startgame
```

```
to startgame
do
  set ImageSprite2 Speed to 1
  set ImageSprite3 Speed to 2
  set ImageSprite4 Speed to 3
  set ImageSprite2 Heading to -90
  set ImageSprite3 Heading to -90
  set ImageSprite4 Heading to -90
  call ImageSprite2 MoveTo
  x random integer from 2 to 100
  y 2
  call ImageSprite3 MoveTo
  x random integer from 110 to 180
  y 2
  call ImageSprite4 MoveTo
  x random integer from 190 to 240
  y 2
```

```
when Button2 Click
do
  set ImageSprite1 X to ImageSprite1 X - 10

when Button3 Click
do
  set ImageSprite1 X to ImageSprite1 X + 10

to totalscore
do
  set Label1 Text to Label1 Text + 1
```

```
when ImageSprite2 CollidedWith
other
do
  call ImageSprite2 MoveTo
  x random integer from 2 to 100
  y 2
  call totalscore
  set ImageSprite2 Speed to get global speed1 + 2
  set global speed1 to ImageSprite2 Speed

when ImageSprite3 CollidedWith
other
do
  call ImageSprite3 MoveTo
  x random integer from 120 to 180
  y 2
  call totalscore
  set ImageSprite3 Speed to get global speed2 + 2
  set global speed2 to ImageSprite3 Speed

when ImageSprite4 CollidedWith
other
do
  call ImageSprite4 MoveTo
  x random integer from 190 to 250
  y 2
  call totalscore
  set ImageSprite4 Speed to get global speed3 + 2
  set global speed3 to ImageSprite4 Speed
```

```
when ImageSprite2 EdgeReached
edge
do
  call ImageSprite2 MoveTo
  x random integer from 60 to 224
  y 2
  call gameover
```

```
when ImageSprite3 EdgeReached
edge
do
  call ImageSprite3 MoveTo
  x random integer from 60 to 224
  y 2
  call gameover
```

```
when ImageSprite4 EdgeReached
edge
do
  call ImageSprite4 MoveTo
  x random integer from 60 to 224
  y 2
  call gameover
```

```
to gameover
do
  set global hp to get global hp - 1
  if get global hp = 0
  then
    set MainLY Visible to false
    set GameOverLY Visible to true
    set global speed1 to 0
    set global speed2 to 0
    set global speed3 to 0
    set Label2 Text to Label1 Text
  else if get global hp = 2
  then
    set ImageSprite7 Visible to false
  else if get global hp = 1
  then
    set ImageSprite9 Visible to false
```

```
when Button4 Click
do
  set GameOverLY Visible to false
  set MainLY Visible to true
  set global hp to 3
  set ImageSprite7 Visible to true
  set ImageSprite8 Visible to true
  set ImageSprite9 Visible to true
  call startgame
  set Label1 Text to 0
```