Introduction – Game With Multiple Screens
Grade Sheet (60pts.)

Event Driven Programming	Initial
1. Puzzle #2: Create a Bullseye. *(5pts.)*	
2. Puzzle #3: Add an "OnEvent" to an existing button. You have successfully added it when you can see the event you just created in the "onEvent" drop down menu. You are done when you select Run and click on the button and there is a response in the Debug Console. *(5pts.)*	
3. Puzzle #4: Console Log. Your name should appear in the Debug Console when Run is selected. *(5pts.)*	
4. Puzzle #6: Predict. Write it down. Run. Were you correct? *(5pts.)*	
5. Puzzle #7: Predict. Write it down. Run. Were you correct? *(5pts.)*	
6. Puzzle #8: Predict and Write it down: *(5pts.)* • When you click on a location where two objects are **overlapping**, which event(s) fire(s)? • When you click on a **non-overlapping** part of some object what gets triggered? • When does a "click" on the "**screen**" get triggered?	
7. Puzzle #10: Adding A Screen *(5pts.)* • Add a new Screen & a new button to that new screen.	
8. Puzzle #11: Switching Screens *(5pts.)* • When you click on the Smiley Face, a second screen appe ars. When you click on the green button on the second screen, it returns to the Smiley Face screen.	
9. Puzzle #13: Add a Welcome Screen, Text (see example), image (whatever you are using in your game), and a Button that links the Welcome Page to the chase game you created in the last lesson (If you have not made a chaser game, then visit Lesson 1 and create one.). *(5pts.)* • Run, Test, Debug – No Points till your "Debug Console" reports that you are error free.	
10. Puzzle #14: Add A Background Image. *(5pts.)* • If you click on your Chaser Game Image, The Debug Console will report that "You clicked the image." • If you miss and click the background image, the Debug Console will report that "You clicked the background image."	
11. Puzzle #15: Add a Game Over Screen to Finish the Game. *(5pts.)* • When you click on the background image, the game is over and you are sent to a Game Over Screen, that you will create. The screen has a button that lets you start the game over.	

12. Finally, start over and have your partner go through the entire game to make sure there are no bugs (check the bug console). *(5pts.)*