

```

1 var xdraw =0.5;
2 var ydraw = 0.5;
3 var xtilt = 0;
4 var ytilt = 0;
5 var lives = 3;
6 var powerup = 0;
7
8 function OnStart()
9 {
10 //Create a layout with objects vertically centered.
11 lay = app.CreateLayout( "Absolute", "VCenter,FillXY" );
12 app.SetOrientation("Portrait");
13 lay.SetBackground( "Img/space.jpg" );
14
15 //Create a text label and add it to layout.
16 txt = app.CreateText( "0" );
17 txt.SetTextSize( 32 );
18 txt.SetTextColor( "yellow" );
19 lay.AddChild( txt );
20
21
22 //Create a player image.
23 imgPlayer = app.CreateImage( "Img/CoreDefender_D.png",0.2, -1 );
24 lay.AddChild( imgPlayer );
25
26 //Add layout to app.
27 app.AddLayout( lay );
28
29 sns = app.CreateSensor( "Accelerometer","fastest" );
30 sns.SetOnChange( sns_OnChange );
31 sns.SetMinChange( 1 );
32 //sns.SetMaxRate(5);
33 sns.Start();
34
35 player = app.CreateMediaPlayer();
36 player.SetFile( "Snd/power.mp3" );
37
38 ydraw = 0.5; xdraw = 0.5; direction = 0;
39
40 rocks = [];
41 AddRock();
42 rockTimer = setInterval( AddRock, 1000 );
43
44 rockFallTimer = setInterval( MoveRocks, 1);
45
46 playerMoveTimer = setInterval( MovePlayer, 1);
47
48 score = 0;
49 }
50
51
52 function sns_OnChange( x, y, z, time )
53 {
54
55     xtilt = x/40;
56     ytilt = y/50;
57 }

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```

58
59 function MovePlayer()
60 {
61     xdraw = xdraw + xtilt;
62     ydraw = ydraw + ytilt;
63
64     if( xdraw > 0.99)
65     {
66         xdraw = 0.01;
67     }
68
69     if( xdraw < 0.01)
70     {
71         xdraw = 0.99;
72     }
73
74
75     if( ydraw > 0.99 )
76     {
77         ydraw = 0.01;
78     }
79
80     if( ydraw < 0.01)
81     {
82         ydraw = 0.99;
83     }
84
85     imgPlayer.SetPosition( xdraw, ydraw );
86
87     CheckHitPowerUp();
88
89 }
90
91 function AddRock()
92 {
93
94     if( rocks.length < 2 )
95     {
96
97         var size = 0.1 + 0.2 * Math.random();
98         var imgRock = app.CreateImage( "Img/rock.png", size );
99         imgRock.SetAutoUpdate( false );
100
101         rocks.push( imgRock );
102         imgRock.x = Math.random();
103         imgRock.y = 0;
104         imgRock.speed = Math.random() / 50;
105         imgRock.SetPosition( imgRock.x, imgRock.y );
106
107         lay.AddChild( imgRock );
108     }
109
110     AddPower();
111 }
112
113 function AddPower()
114 {

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115     if( powerup == 0 )
116     {
117         imgPowerup = app.CreateImage( "Img/power.png", 0.2 );
118         imgPowerup.x = Math.random();
119         imgPowerup.y = Math.random();
120         imgPowerup.SetPosition( imgPowerup.x , imgPowerup.y );
121         lay.AddChild( imgPowerup );
122
123         powerup = 1;
124     }
125
126 }
127
128 function CheckHitPowerUp()
129 {
130     if( imgPlayer.IsOverlap( imgPowerup, 0.03 ))
131     {
132         player.SeekTo( 0 );
133         player.Play();
134
135         lay.RemoveChild( imgPowerup );
136         powerup = 0;
137
138         for( r in rocks )
139         {
140             rock = rocks[r];
141             lay.DestroyChild( rock );
142         }
143         rocks = [];
144
145         txt.SetText( Number(txt.GetText()) + 10 );
146
147     }
148 }
149
150
151 function MoveRocks()
152 {
153
154     for( r in rocks )
155     {
156         rock = rocks[r];
157         rock.y += 0.01 + rock.speed;
158         rock.SetPosition( rock.x, rock.y );
159
160         if( rock.IsOverlap( imgPlayer, 0.03 ))
161         {
162             imgPlayer.Explode();
163             lives -= 1;
164             if( lives > 0 )
165             {
166                 imgPlayer = app.CreateImage( "Img/CoreDefender_D.png",0.2, -
167 1 );
168                 lay.AddChild( imgPlayer );
169                 ydraw = 0.9; xdraw = 0.5;
170             }
171             else

```

```
172         {
173             app.ShowPopup( "Game Over" );
174             clearInterval( rockFallTimer );
175             clearInterval( rockTimer );
176             clearInterval( MovePlayer );
177         }
178     }
179
180
181     if( rock.y > 1 )
182     {
183         lay.RemoveChild( rock );
184         //Array.remove( rocks, rock );
185         rocks.splice(r,1);
186         txt.SetText( Number(txt.GetText()) + 1 );
187     }
188 }
189 }
```