Avoid the Soccer Balls

This program will have levels that speed up and change pictures.

You will need these sprites. If you want to change the sports & balls, go ahead:

Create these animations:

```
var bg = createSprite(200, 200);
bg.setAnimation("court");

var ball = createSprite(-100, 100);
ball.setAnimation("soccer");
ball.scale = 0.15;
var ball2 = createSprite(-300, 100);
ball2.setAnimation("soccer");
ball2.scale = 0.15;
var you = createSprite(-200, 300);
you.setAnimation("you");
you.scale = 0.2;
```

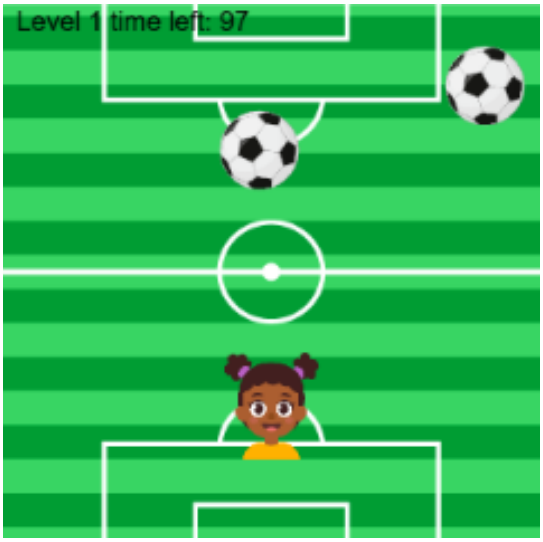
Make these variables too:

```
createEdgeSprites();

var mode = "1 - opening";
var timer = 50;
var level = 1;
var speed = 3;
```

Cut and paste in this code to start the levels and modes:

```
function draw() {
  drawSprites();

  //transfer between modes
  if (mode=="1 - opening") {
    opening();
  } else if (mode=="2 - start lvl 1") {
    startlvl1();
  } else if (mode=="3 - play lvl 1") {
    play();
  } else if (mode=="4 - win lvl 1") {
    winLvl1();
  } else if (mode=="5 - start lvl 2") {
    startlvl2();
  } else if (mode=="6 - play lvl 2") {
    play();
  } else if (mode=="7 - win lvl 2") {
    winLvl2();
  } else if (mode=="8 - start lvl 3") {
    startlvl3();
  } else if (mode=="9 - play lvl 3") {
    play();
  } else if (mode=="10 - win game") {
    winLvl3();
  } else if (mode=="11 - lose") {
    lose();
  }

  //handle the continue between modes
  if (keyWentDown("space")) {
    if (mode=="1 - opening") {
      mode = "2 - start lvl 1";
    } else if (mode=="4 - win lvl 1") {
      mode="5 - start lvl 2";
    } else if (mode=="7 - win lvl 2") {
      mode="8 - start lvl 3";
    } else if (mode=="10 - win game") {
      mode = "2 - start lvl 1";
    } else if (mode=="11 - lose") {
      mode = "2 - start lvl 1";
    }
  }
}

function play(){
  ball.bounceOff(edges);
  ball2.bounceOff(edges);

  if(keyDown("right")&&you.x<380){
    you.x+=speed+2;
  }else if(keyDown("left")&&you.x>20){
    you.x-=speed+2;
  }else if(keyDown("up")&&you.y>20){
    you.y-=speed+2;
  }else if(keyDown("down")&&you.y<380){
    you.y+=speed+2;
  }

  timer--;
  fill("black");
  textSize(20);
  text("Level "+level+" time left: "+timer, 10, 20);

  if(you.collide(ball)){
    mode="11 - lose";
  } else if(you.collide(ball2)){
    mode="11 - lose";
  } else if(timer<=0 && mode=="3 - play lvl 1") {
    mode="4 - win lvl 1";
  } else if(timer<=0 && mode=="6 - play lvl 2") {
    mode="7 - win lvl 2";
  } else if(timer<=0 && mode=="9 - play lvl 3") {
    mode="10 - win game";
  }
}

function winLvl1(){
  //Display win screen
  bg.setAnimation("court");
  freeze();
  you.x=200;
  you.y=250;
  textSize(50);
  fill("black");
  text("Level 1", 130, 100);
  text("Complete!", 90, 150);
  textSize(30);
  text("Press space to continue", 40, 350);
}

function winLvl2(){
  //Display win screen
  bg.setAnimation("court");
  freeze();
  you.x=200;
  you.y=250;
  mode="7 - win lvl 2";
  textSize(50);
  fill("black");
  text("Level 2", 130, 100);
  text("Complete!", 90, 150);
  textSize(30);
  text("Press space to continue", 40, 350);
}

function winLvl3(){
  //Display win screen
  bg.setAnimation("court");
  freeze();
  you.x=200;
  you.y=250;
  textSize(50);
  fill("black");
  text("You Win!", 90, 100);
  textSize(30);
  text("Press space to play again", 30, 350);
  text("All Levels Complete!", 50, 150);
}

function lose(){
  //Display lose screen
  bg.setAnimation("court");
  freeze();
  ball.x=200;
  ball.y=250;
  textSize(50);
  fill("black");
  text("You lose", 100, 150);
  textSize(30);
  text("Press space to play again", 30, 350);
}

function freeze(){
  //freeze the pieces
  //move them all off screen
  ball.x=-200;
  ball.y=-200;
  ball.velocityX = 0;
  ball.velocityY = 0;
  ball2.x=-200;
  ball2.y=-200;
  ball2.velocityX = 0;
  ball2.velocityY = 0;
  you.x=-300;
  you.y=-300;
  you.velocityX = 0;
  you.velocityY = 0;
}
```

Code the function to start off the movement for level 1:

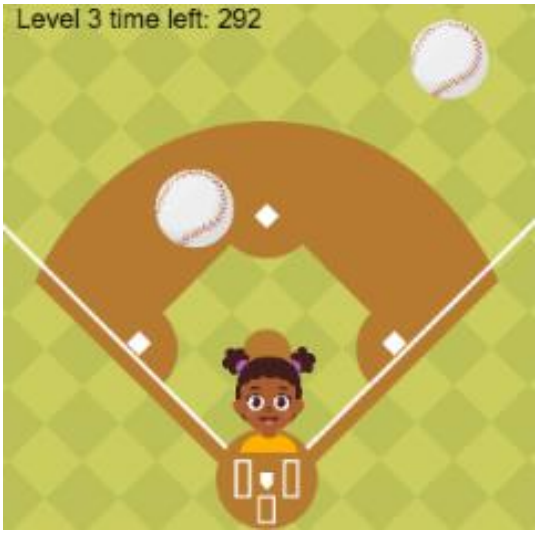



```
function startlvl1(){
  speed = 3;
  level = 1;
  bg.setAnimation("soccer_field");
  ball.x=200;
  ball.y=100;
  ball.setAnimation("soccer");
  ball.velocityX = -speed;
  ball.velocityY = speed;
  ball2.x=350;
  ball2.y=70;
  ball2.setAnimation("soccer");
  ball2.velocityX = speed;
  ball2.velocityY = -speed;
  you.x=200;
  you.y=300;
  timer=100;
  mode="3 - play lvl 1";
}
```

Code the function to start off the movement for level 2:

```
function startlvl2(){
  speed=5;
  level = 2;
  bg.setAnimation("basketball_court");
  ball.x=200;
  ball.y=100;
  ball.setAnimation("basketball");
  ball.velocityX = -speed;
  ball.velocityY = speed;
  ball2.x=350;
  ball2.y=70;
  ball2.setAnimation("basketball");
  ball2.velocityX = speed;
  ball2.velocityY = -speed;
  you.x=200;
  you.y=300;
  timer=200;
  mode="6 - play lvl 2";
}
```

Code the function to start off the movement for level 3:




```
function startlvl3(){
  speed=7;
  level = 3;
  bg.setAnimation("baseball_field");
  ball.x=200;
  ball.y=100;
  ball.setAnimation("baseball");
  ball.velocityX = -speed;
  ball.velocityY = speed;
  ball2.x=350;
  ball2.y=70;
  ball2.setAnimation("baseball");
  ball2.velocityX = speed;
  ball2.velocityY = -speed;
  you.x=200;
  you.y=300;
  timer=300;
  mode="9 - play lvl 3";
}
```

Code the function for the opening screen:

```
function opening(){
  textSize(30);
  fill("black");
  text("Welcome to Dodge Ball", 50, 100);
  text("Move Left and Right Arrows", 20, 200);
  text("to avoid the bouncing balls", 30, 250);
  text("Press space to begin", 60, 350);
}
```