

Android Mash Part I

Goal: Build an app that plays like the classic Mole Mash game.
The Android Sprite should move randomly on the screen.
The app makes a sound when the Sprite is mashed.

Resources

- Android Mash template:
tinyurl.com/AndroidMash

Choose a Challenge Level!

Mild

Program the app using this video tutorial: goo.gl/ZykLa6

Medium

Use the [user interface and algorithm reference](#) to guide your programming.

Spicy

Build the app using only the template and description above.

Finished Early?

Start customizing your app! (You'll continue in the next lesson.) Get started with these [customization challenges](#).

Medium Level Guidance

User Interface	Blocks to Use
Android Mash Add an ImageSprite component (under Drawing and Animation) and set the picture to "Android". Add a Canvas component (under Drawing and Animation) and set the background to "Holes". Under Screen, name the app "Android Mash". Also, set Screen Orientation to Portrait Add a Sound component. Set the Source to "Droid Sound" Add a Clock component (under Sensors) Non-visible components: Sound1, Clock1	<pre> when Screen1.Initialize do call AndriodSprite.MoveTo x y when Clock1.Timer do random integer from 1 to 10 Canvas1.Width when AndriodSprite.Touched x y do call Sound1.Play </pre>

Algorithm	
Event	Response
When Screen1 Initializes	the Sprite should move randomly around the screen.
When the Clock1.timer fires	the Sprite should move to a random place on the screen.
When the Sprite is touched	the Sound should play.