



Bug Smash



Bug Smash is similar to Candy Crush. You will match bugs in sets of three or more to make them disappear. Making the goal of having all the bugs gone when the game is over. You alter your game by limiting the moves to make it harder but we will start with the basics.

Section 1: You will build spawning block objects for your game, giving drag and drop properties, and you will be able to swap the bugs.

Videos for Section 1:

1. Bug Smash Start up through adding the Block Object: <https://screenpal.com/watch/c0lhpVmvn2>
2. Array, block position, and drag and drop: <https://screenpal.com/watch/c0l1lyVm4QH>
3. Adding Move and Block Conditions: <https://screenpal.com/watch/c0liilVmbXe>
4. up to 107: <https://screenpal.com/watch/c0llIEVmslh>
5. Finishing up Section 1: <https://screenpal.com/watch/c0llIRVms2P>

Section 2: You will create all room layouts, removing any spawned matches, and create a matching program.

Videos for Section 2:

1. Adding Layouts and Event Sheets: <https://screenpal.com/watch/c0l2IsVmRKg>
2. Finishing Backgrounds and Adding Matching Groups: <https://screenpal.com/watch/cZVfiCVHptX>
3. Color Change and Remove Spawn Matches Coding: <https://screenpal.com/watch/cZVfo6VHpsQ>
4. Start of Creating the Match Programming: <https://screenpal.com/watch/cZVhIJVHEke>
5. Finishing of Creating Matching Programming - End of Section 2: <https://screenpal.com/watch/cZVQ2cVHLTq>

Section 3: You will add a high score table and will learn how to keep user information on a local system to save high scores and game data.

Videos for Section 3:

1. To the first subevent of the Points Group: <https://go.screenpal.com/watch/cZlfdnnXVg>
2. Stopped at Web Storage: <https://go.screenpal.com/watch/cZlflhnnXfi>
- 3.