

AP Exam Project V.1



Snap! 9.0, <https://snap.berkeley.edu>

Contents

-  Runner



- Train



- Login



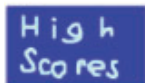
- Play



- Scores



- Save Scores



- Find Highscore



- Security Guard



- Stage
 - For all Sprites
-

Runner



Scripts

when  clicked

hide

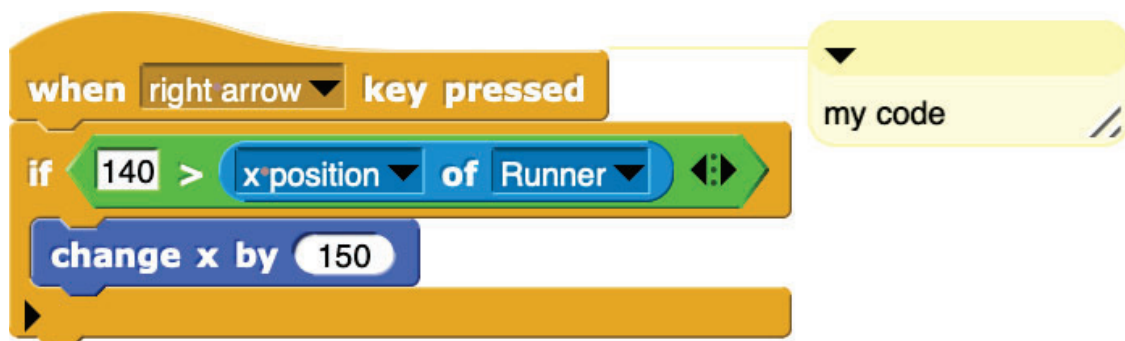
go to x: -10 y: -100

switch to costume Jake from subway surfers

when I receive game start

show

go to x: -10 y: 30



Train



Scripts



when I receive add scores

wait 0.75 secs

hide

go to x: 0 y: 200

collaborative code

when I receive 1

train run left lane

my code

when I receive 2

train run middle lane

my code

when I receive 3

train run right lane

my code

Login



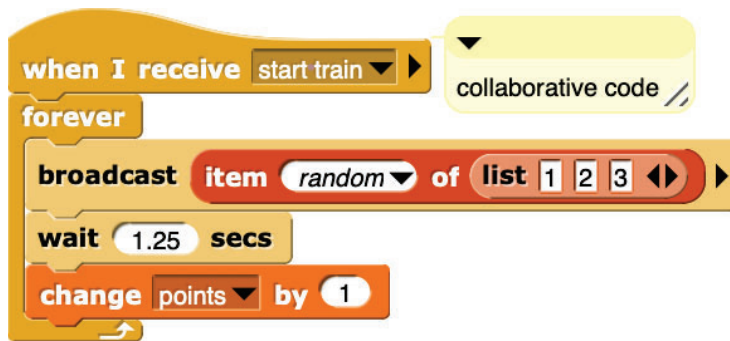
Scripts



Play



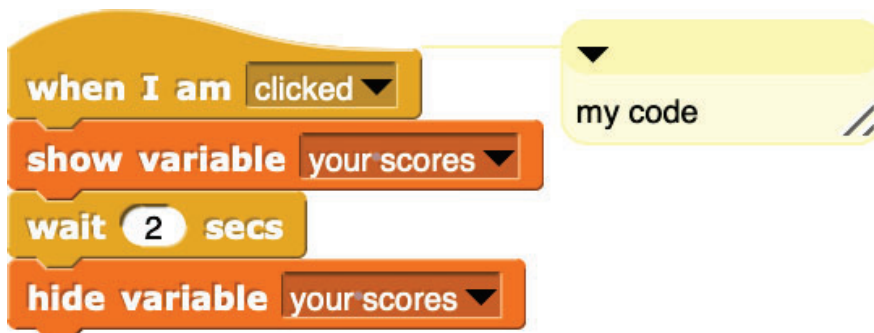
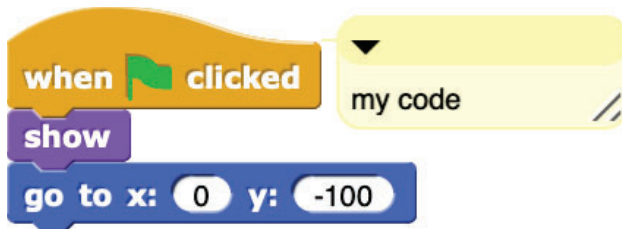
Scripts



Scores



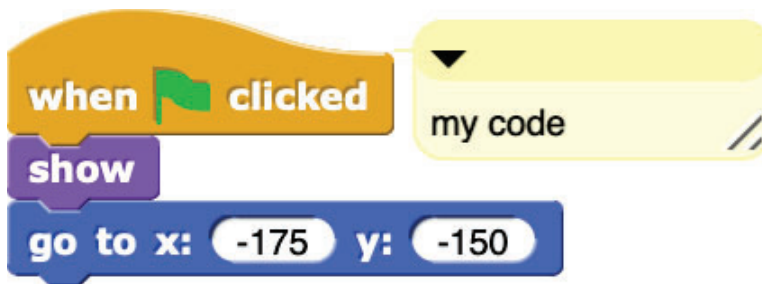
Scripts



Save Scores



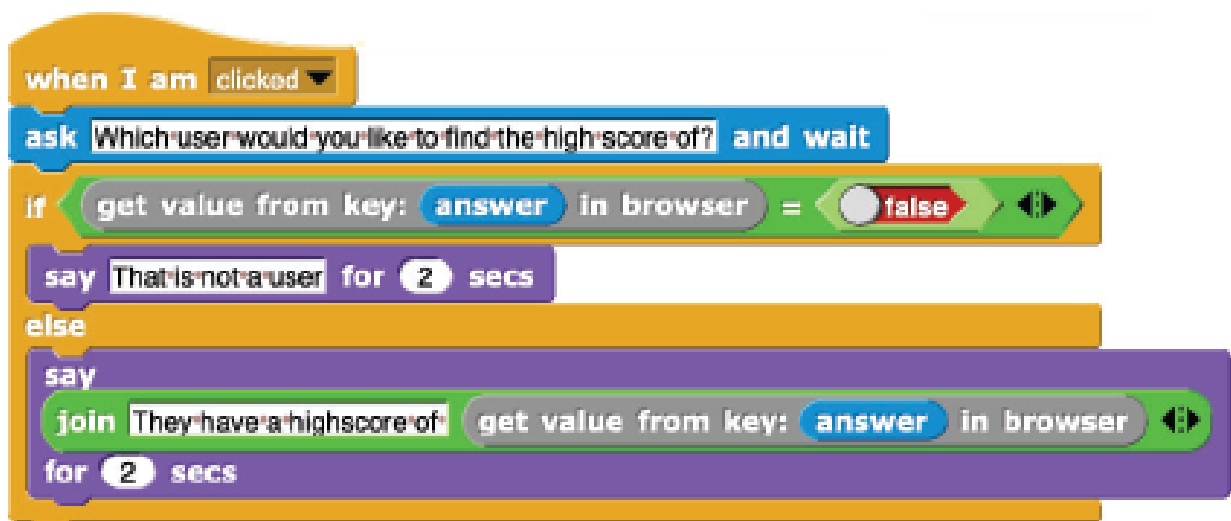
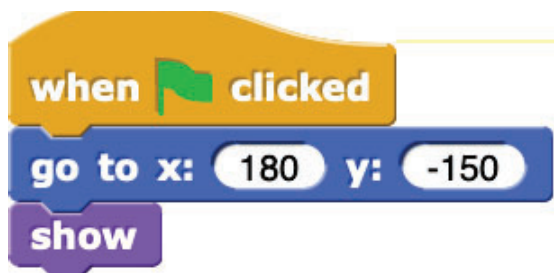
Scripts



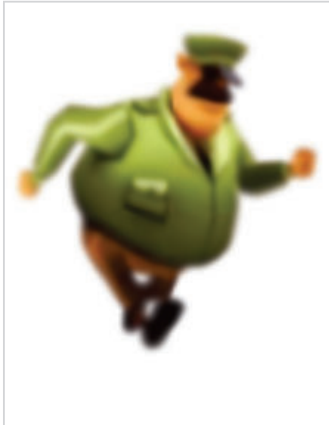
Find Highscore



Scripts



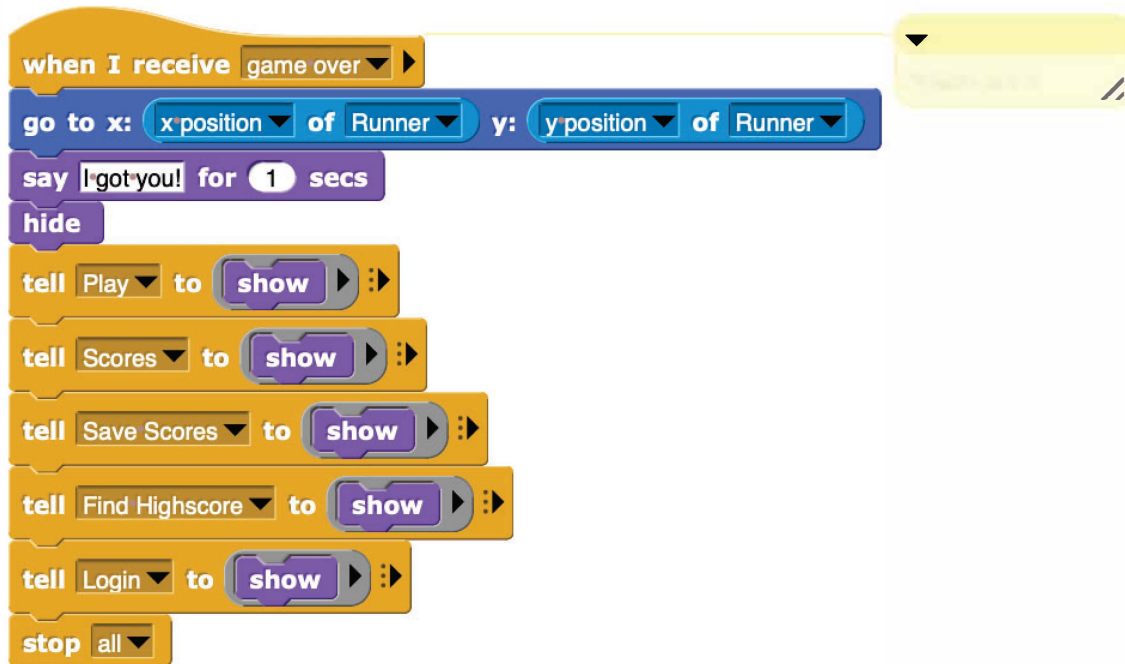
Security Guard



Scripts

```
when green flag clicked
  hide
  switch to costume Security Guard
```

```
when I receive game start
  show
  go to x: 0 y: -100
  say Stop right there! for 1 secs
  ask Should I get him? and wait
  if answer = yes
    broadcast start train
  else
    repeat until answer = yes
      ask Should I get him? and wait
      if answer = yes
        broadcast start train
```



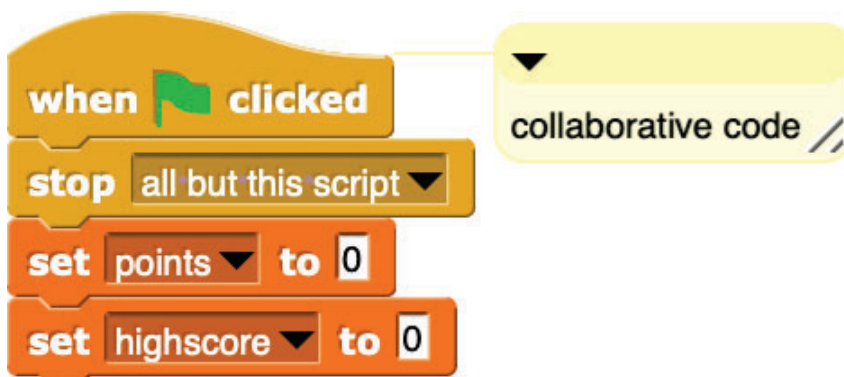
Stage



Scripts

▼
I worked with SN //

▼
The costumes and background for the Runner, Security Guard, and Stage are taken from Subway Surfers. //



For all Sprites

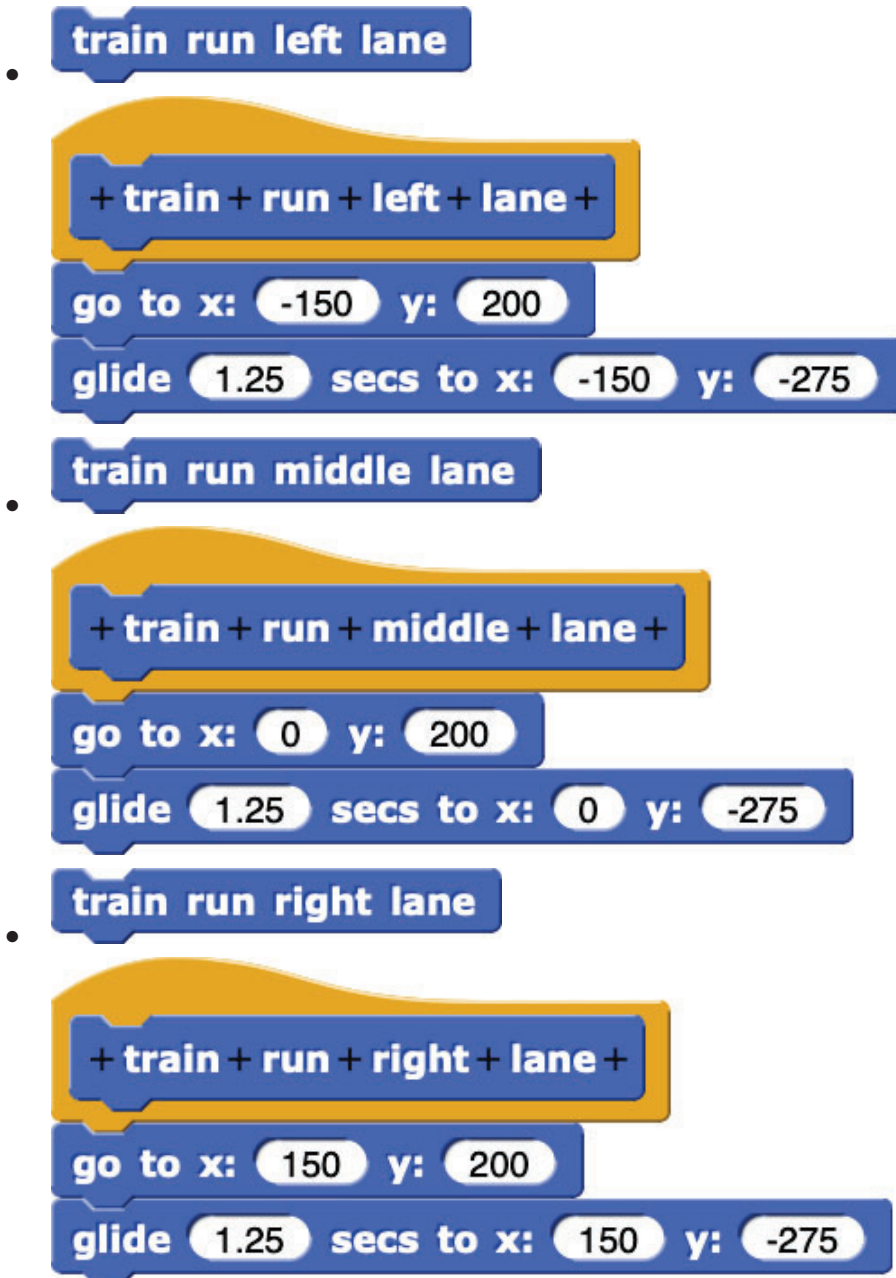
Variables

- highscore 0
- password 0
- points 0
- username 0
- your scores

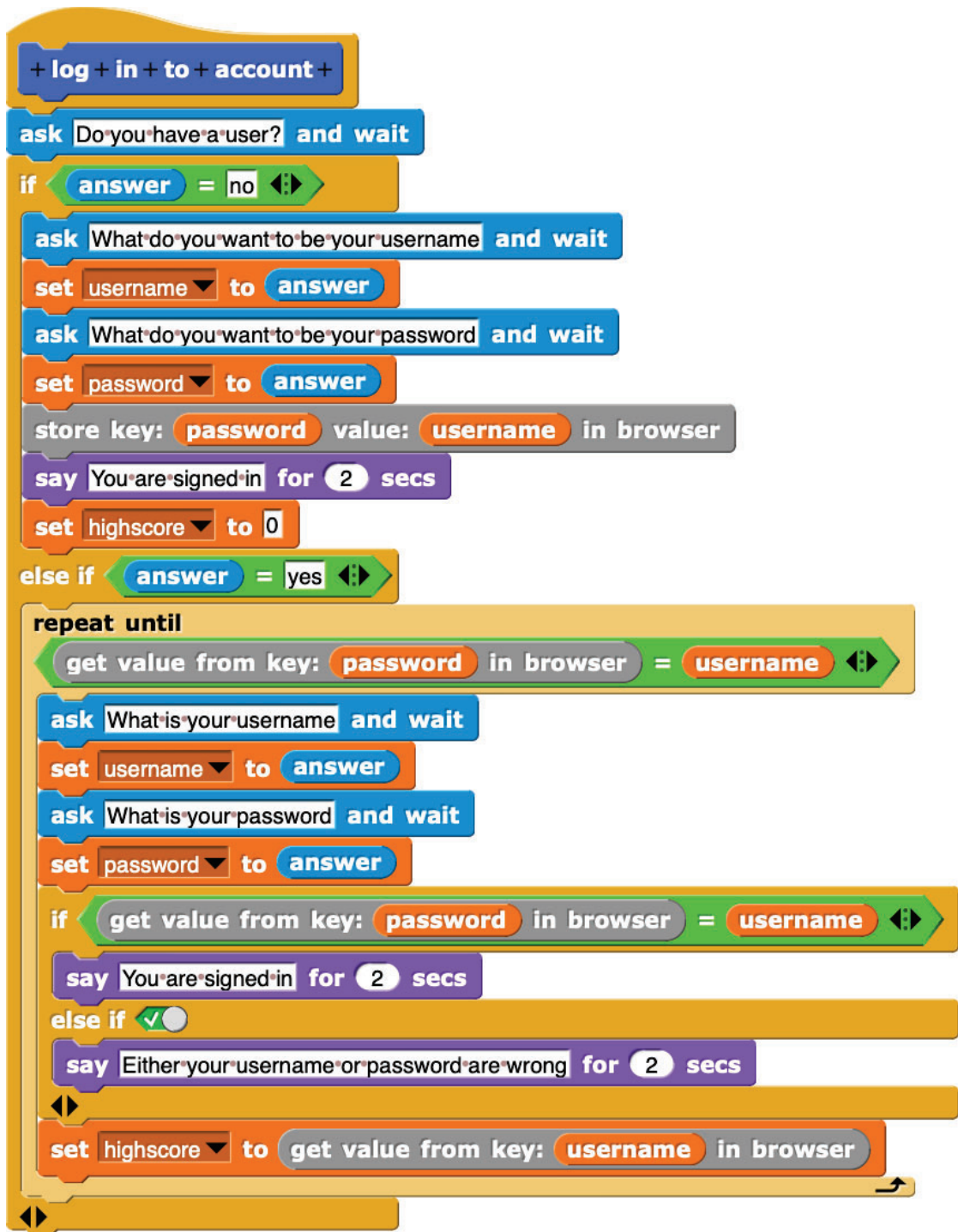
length: 0

Blocks

Motion



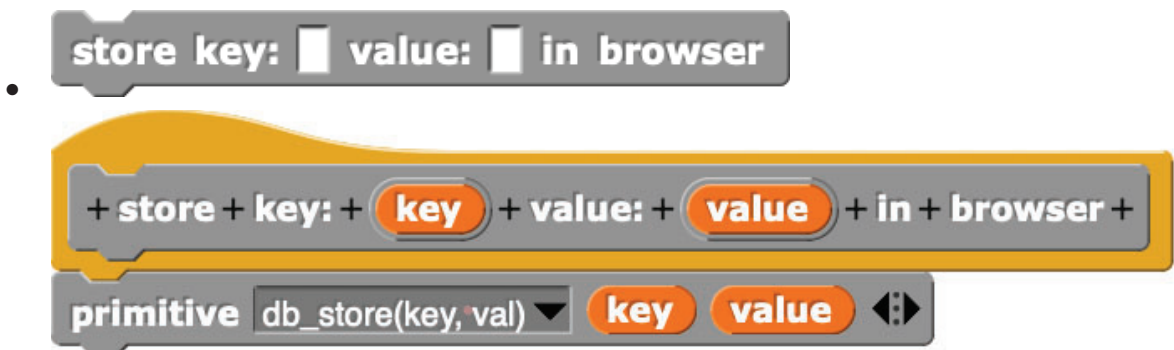
log in to account



Variables



Other



stored data in browser

+ stored + data + in + browser +

report primitive db_getall

remove key: in browser

+ remove + key: + key + in + browser +

primitive db_remove(key) key

clear data in browser

+ clear + data + in + browser +

warp

for each item in stored data in browser

remove key: item 1 of item in browser

get value from key: in browser

+ get + value + from + key: + key + in + browser +

report primitive db_get(key) key

Reports the value previously stored under the input key in the browser's local storage. Reports False if the key is not found.