

## Component C. Personalized Project Reference.

### Procedure:

i.

```

7  function startGame() {
8      setText("scoreLabel", "Score: " + score);
9      setText("timerLabel", "Time Left: " + timeLeft);
10     moveTarget();
11     timedLoop(1000, function() {
12         timeLeft--;
13         setText("timerLabel", "Time Left: " + timeLeft);
14         if (timeLeft <= 0) {
15             stopTimedLoop();
16             endGame();
17         }
18     });
19 }
20 function moveTarget() {
21     var x = randomNumber(50, 250);
22     var y = randomNumber(50, 400);
23     setPosition("targetButton", x, y, (20, 50), (20, 50));
24 }
25 onEvent("targetButton", "click", function() {
26     score++;
27     setText("scoreLabel", "Score: " + score);
28     moveTarget();
29 });
30 function endGame() {
31     setScreen("endScreen");
32     setText("finalScoreLabel", "Your Score: " + score);

```

ii.

```

38     startGame();
39 });
40 |

```

List:

i.

```
function moveTarget() {  
    var x = randomNumber(50, 250);  
    var y = randomNumber(50, 400);
```

ii.

```
23     setPosition("targetButton", x, y, (20, 50), (20, 50));  
24 }
```