

Eevee Evolution/Chaser Game Code

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1 //Program made independently
2 //Clicking on Eevee to obtain points (Upgrades used to catalyze point collection)
3 var score;
4 //Life Tracker: (Clicking the background = -1 life)
5 var lives;
6 //Poke Points Collection and Poke Store Purchases
7 var multiplier;
8 var countOranBerry;
9 var countGoldenBerry;
10 var countRainbowCandy;
11 var oranBerryCost;
12 var goldenBerryCost;
13 var rainbowCandyCost;
14
15 //Beginning of the Eevee Evolution Chaser Game
16 resetGame();
17 onEvent("btnStart", "click", function( ) {
18     playSound("sound://category_app/modern_ui_sound.mp3");
19     updateScreen();
20     setScreen("screenIntro");
21 });
22 onEvent("btnContinue", "click", function( ) {
23     playSound("sound://category_app/modern_ui_sound.mp3");
24     setScreen("screenGame");
25 });
26
27 //Game Screen
28 onEvent("imageGameEevee", "click", function( ) {
29     score = score+multiplier;
30     playSound("sound://category_hits/vibrant_next_page_button.mp3");
31     updateScreen();
32     setPosition("imageGameEevee", randomNumber(5, 300), randomNumber(5, 350));
33     if (score>10000) {
34         setScreen("screenEvolve");
35     }
36 });
37 onEvent("imageGameBackground", "click", function( ) {
38     playSound("sound://category_hits/8bit_splat.mp3");
39     lives = lives-1;
40     updateScreen();
41     if (lives==0) {
42         setScreen("screenLose");
43     }
44 });
45
46 //Reset, Win & Lose Buttons
47 onEvent("btnLose", "click", function( ) {
48     playSound("sound://category_app/modern_ui_sound.mp3");
49     resetGame();
50 });
51 onEvent("btnPlayAgain", "click", function( ) {
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52     playSound("sound://category_app/modern_ui_sound.mp3");
53     resetGame();
54 });
55 function resetGame() {
56     setScreen("screenHome");
57     newStats();
58     updateScreen();
59 }
60
61 function updateScreen() {
62     setText("labelNumberLives", lives);
63     setText("labelTotalScore", score);
64     setText("numberPoints", score);
65     setText("multiplier", multiplier);
66 }
67
68 function newStats() {
69     score = 100;
70     lives = 3;
71     multiplier = 1;
72     countOranBerry = 0;
73     countGoldenBerry = 0;
74     countRainbowCandy = 0;
75     oranBerryCost = 20;
76     goldenBerryCost = 100;
77     rainbowCandyCost = 500;
78     setProperty("imageGameEevee", "width", 100);
79 }
80
81 //Poke Store Events
82 onEvent("btnPokeStore", "click", function( ) {
83     playSound("sound://category_app/modern_ui_sound.mp3");
84     setScreen("screenPokeStore");
85     setPrices();
86     setUpgrades();
87 });
88
89 onEvent("btnGoBack", "click", function( ) {
90     playSound("sound://category_app/modern_ui_sound.mp3");
91     setScreen("screenGame");
92 });
93
94 //Purchasing Upgrades!
95 onEvent("btnBuyOranBerry", "click", function( ) {
96     playSound("sound://category_pop/bamboo_pop_v2_notification4.mp3");
97     purchase("oranBerry");
98 });
99 onEvent("btnBuyGoldenBerry", "click", function( ) {
100     playSound("sound://category_pop/bamboo_pop_v2_notification4.mp3");
101     purchase("goldenBerry");
102 });
103 onEvent("btnBuyRainbowCandy", "click", function( ) {
104     playSound("sound://category_pop/bamboo_pop_v2_notification4.mp3");
105     purchase("rainbowCandy");
106 });
107
```

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108 //Main Algorithm: Purchasing Behavior
109 function purchase(item) {
110     if (oranBerryCost<= score && item=="oranBerry") {
111         countOranBerry = countOranBerry +1;
112         score = score - oranBerryCost;
113         multiplier = multiplier +5;
114     } else if ((goldenBerryCost <= score && item == "goldenBerry")){
115         countGoldenBerry = countGoldenBerry + 1;
116         score = score - goldenBerryCost;
117         multiplier = multiplier + 20;
118     } else if ((rainbowCandyCost <= score && item == "rainbowCandy")){
119         countRainbowCandy = countRainbowCandy + 1;
120         score = score - rainbowCandyCost;
121         multiplier = multiplier * 3;
122     }
123     setPrices();
124     setUpgrades();
125     updateScreen();
126 }
127
128 //Sub-Algorithm pt 1
129 function setPrices() {
130     //Updates costs and count of all Poke Store items
131     oranBerryCost = 20 +countOranBerry*10;
132     goldenBerryCost = 100 +countGoldenBerry*50;
133     rainbowCandyCost = 500 + countRainbowCandy * 500;
134
135     //Updating Poke Store purchases
136     setProperty("btnBuyOranBerry", "text", oranBerryCost + " pts");
137     setProperty("countOranBerry", "text", "Owned: " + countOranBerry);
138
139     setProperty("btnBuyGoldenBerry", "text", goldenBerryCost + " pts");
140     setProperty("countGoldenBerry", "text", "Owned: " + countGoldenBerry);
141
142     setProperty("btnBuyRainbowCandy", "text", rainbowCandyCost + " pts");
143     setProperty("countRainbowCandy", "text", "Owned: " + countRainbowCandy);
144 }
145
146 //Sub-Algorithm pt 2
147 // Changes respective button's color when (not) enough points
148 function setUpgrades() {
149     setProperty("btnBuyOranBerry", "background-color", "yellow");
150     if (score<oranBerryCost) {
151         setProperty("btnBuyOranBerry", "background-color", "gray");
152     }
153
154     setProperty("btnBuyGoldenBerry", "background-color", "yellow");
155     if (score<goldenBerryCost) {
156         setProperty("btnBuyGoldenBerry", "background-color", "gray");
157     }
158
159     setProperty("btnBuyRainbowCandy", "background-color", "yellow");
160     if (score<rainbowCandyCost) {
161         setProperty("btnBuyRainbowCandy", "background-color", "gray");
162     }
163 }
```

```
164
165 //Eevee Evolution (Screen reached when player reaches 10,000 pts)
166 //Reveals to the player what Eevee evolved into according to their choice of stone
167 onEvent("buyFireStone_button", "click", function( ) {
168     hideEvolution();
169     showElement("imageFlareon");
170     showElement("labelFlareon");
171 });
172
173 onEvent("buyThunderStone_button", "click", function( ) {
174     hideEvolution();
175     showElement("imageJolteon");
176     showElement("labelJolteon");
177 });
178
179 onEvent("buyWaterStone_button", "click", function( ) {
180     hideEvolution();
181     showElement("imageVaporeon");
182     showElement("labelVaporeon");
183 });
184
185 onEvent("buyIceStone_button", "click", function( ) {
186     hideEvolution();
187     showElement("imageGlaceon");
188     showElement("labelGlaceon");
189 });
190
191 onEvent("buySunStone_button", "click", function( ) {
192     hideEvolution();
193     showElement("imageEspeon");
194     showElement("labelEspeon");
195 });
196
197 onEvent("buyMoonStone_button", "click", function( ) {
198     hideEvolution();
199     showElement("imageUmbreon");
200     showElement("labelUmbreon");
201 });
202
203 onEvent("buyShinyStone_button", "click", function( ) {
204     hideEvolution();
205     showElement("imageSylveon");
206     showElement("labelSylveon");
207 });
208
209 onEvent("buyLeafStone_button", "click", function( ) {
210     hideEvolution();
211     showElement("imageLeafeon");
212     showElement("labelLeafeon");
213 });
214
215 //Ensures that all of Eevee's evolved forms are hidden unless the player chooses a stone
216 function hideEvolution() {
217     setScreen("screenWin");
218
219     hideElement("imageFlareon");
```

```
220     hideElement("labelFlareon");
221
222     hideElement("imageJolteon");
223     hideElement("labelJolteon");
224
225     hideElement("imageVaporeon");
226     hideElement("labelVaporeon");
227
228     hideElement("imageEspeon");
229     hideElement("labelEspeon");
230
231     hideElement("imageUmbreon");
232     hideElement("labelUmbreon");
233
234     hideElement("imageLeafeon");
235     hideElement("labelLeafeon");
236
237     hideElement("imageGlaceon");
238     hideElement("labelGlaceon");
239
240     hideElement("imageSylveon");
241     hideElement("labelSylveon");
242 }
243
244 //The images used in this app came from:
245 //Eevee [https://www.stickpng.com/img/games/pokemon/eevee-pokemon]
246 //screenHome Background [https://www.pinterest.com/pin/732046114409756905/]
247 //Pokemon Banner [http://www.pngnames.com/image/140994]
248 //screenIntro Background [https://www.twipu.com/Kimpchuu/tweet/1136262608388890624]
249 //screenGame Background [https://i.pinimg.com/originals/e8/03/c8/e803c8f229eaa547e81c6bc1fa287817.]
250 //Game Bar [https://www.pngkey.com/maxpic/u2q8r5r5r5r5q8e6/]
251 //Clicking Sound Effect [code.org]
252 //Items in PokeStore [https://pokemongo.fandom.com/wiki/Berries]
253 //Evolution Stones [https://pixelmonhelp.weebly.com/evolution-stones.html]
254 //Ice Stone [https://bulbapedia.bulbagarden.net/wiki/Ice_Stone]
255 //screenWin Background [https://pokemongo.fandom.com/wiki/Evolution]
256 //Jolteon [https://pngio.com/images/png-a728365.html]
257 //Flareon [https://www.freeiconspng.com/img/24006]
258 //Vaporeon [https://www.stickpng.com/img/games/pokemon/vaporeon-pokemon]
259 //Glaceon [https://bulbapedia.bulbagarden.net/wiki/Glaceon_(Pok%C3%A9mon)]
260 //Espeon [https://bulbapedia.bulbagarden.net/wiki/Espeon_(Pok%C3%A9mon)]
261 //Sylveon [https://bulbapedia.bulbagarden.net/wiki/Sylveon_(Pok%C3%A9mon)]
262 //Umbreon [https://bulbapedia.bulbagarden.net/wiki/Umbreon_(Pok%C3%A9mon)]
263 //Leafeon [https://bulbapedia.bulbagarden.net/wiki/Leafeon_(Pok%C3%A9mon)]
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