Whack an Emoji

## Design the App – Design Mode

1. This app will have three screens:
   1. Welcome
   2. Game



* 1. Score

1. **Screen 1 - Welcome**
   1. Label – Welcome message
   2. Button – To start a new game
2. **Screen 2 - Score**
   1. Label – Message stating that it’s the final score
   2. Label – Show the final score
3. **Screen 3 - Game**
   1. Label – The word ‘Score’
   2. Label – Show score
   3. Label – The Emoji (this will be moved as the game is played)
   4. Image – An image of the 16 squares
4. **Before leaving Design Mode**, look at the code below and change the object ID’s accordingly

Code the App

1. Add the Code
   1. Declare the variable **‘score’** and assign an initial value zero
   2. Create a functions
      1. playGame
      2. moveEmoji
      3. endGame
   3. create the event handlers:
      1. playButton clicked
      2. gridImage clicked
      3. emojiLabel clicked
2. Describe the purpose of each block of code

