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

