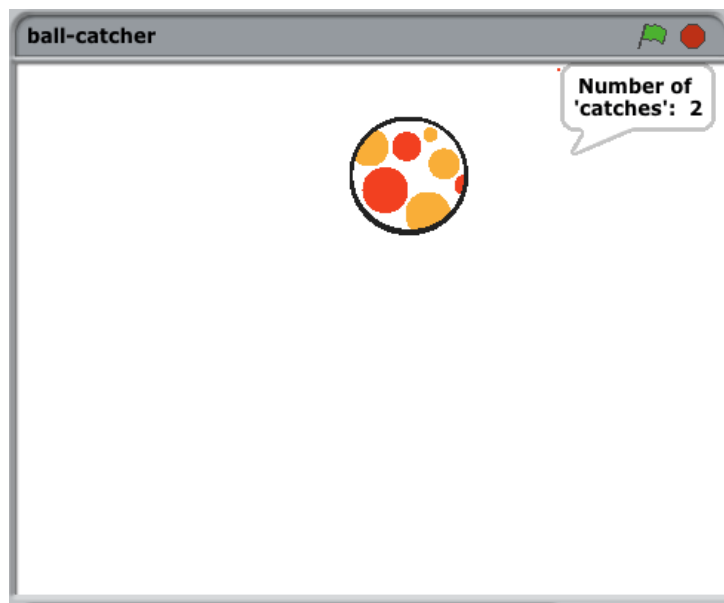A simple timer, of sorts…

Consider the following game, where the object is to "click" the beach-ball as many times as possible in the allotted time, which in this case is 3 seconds… The hard part is that after the ball is clicked, it moves to a new (random) location, so the player must move the pointer to the ball and then press click.

There are two scripts associated with this game, starting with Sprite 1, which is nearly invisible.

When the green flag is clicked:

Sprite #1 is moved to (beyond) the top right corner, which puts it at approximately (240, 180).

Next the counter variable, counter, is initialized to zero.

The program then waits (pauses) for three seconds.

When three seconds has passed, the value of the counter (with a prefix) is output as shown above.
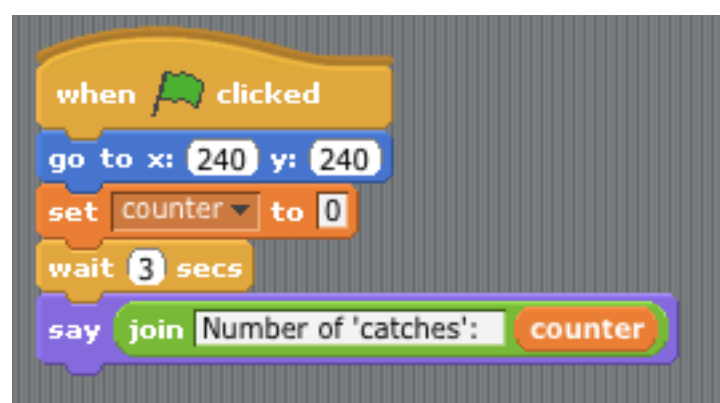
The beach-ball sprite waits until the ball is clicked; when the ball is clicked the counter is incremented by one and the ball is moved to a new (random) location on the stage.

In this program there are effectively two different "sub-programs" running at the same time, which is very common in more complex programs
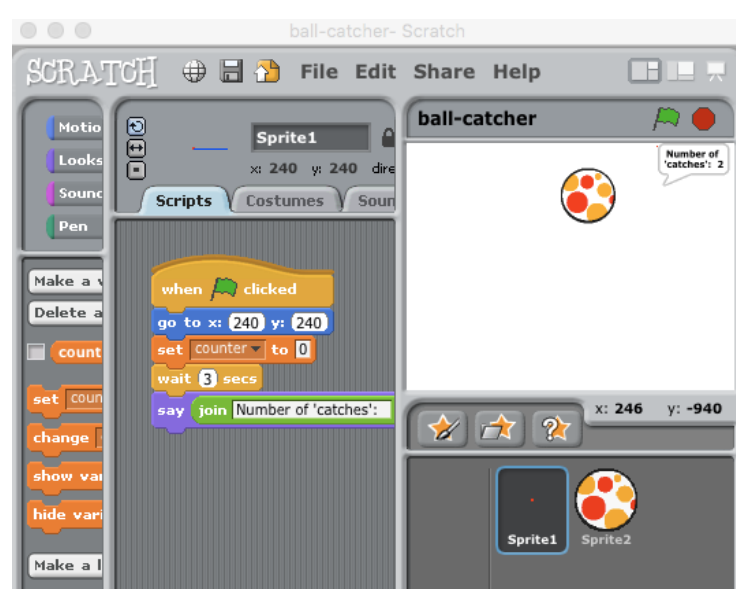
The program is located on the class website under the title ball-catcher.