Raining Fish Game

 Create a button and call it fish. Draw a fish on the button in the Up state only. Once you are done exit back to the stage, and create a movie clip – call it fishmc. Drag and drop the fish button onto the movie clip as shown in the picture here:



2. Exit back to the stage, then right click on the fishmc in the library and go Linkage:

| | Properties | Output Library × |
|---|---|------------------------|
| | Linkage | raining_fish.fla 🔻 🕂 🛱 |
| | Play Type | 2 items |
| | Export Flash Movie Export SWC File Convert to Compiled Clip | |
| | Component Definition | Name Type ≜ |
| _ | Update | Fish Butto |

3. Tick the **Export for ActionScript** box, leave the rest and click OK:

| Linkage Properties | | | | | | | | | | | | |
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| <u>L</u> inkage: | Export for ActionScript Export for runtime sharing Export in first frame | | | | | | | | | | | |
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4. Click back on your (empty) stage and hit F9. Add the following code:

```
var fishynum = 1;
this.onEnterFrame = function (){
  var fishy:MovieClip = this.attachMovie("fishmc","fishmc",fishynum);
  fishynum = fishynum + 1;
  var fishyxspot = Math.floor(Math.random()*400);
  fishy._x = fishyxspot;
  fishy._y =20;
  fishy.onEnterFrame = function() {
    fishy._y = fishy._y + 10;
  }
}
```

5. Save and test.

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| | w: | 104.0 | x: | 16.0 | A | Μ | Movie Clip Instance of: fishinghook | Color: None |
| ä | H: | 21.1 | Y: | 364.1 | 3 | | hook Swap | |

6. Put a dynamic text box on your stage and give it the instance name **txtScore**:

7. Also put a new movie clip on your stage and give it the instance name **hook** (*above*).

8. Change all your code to look like this (this is the complete game code) -

```
var fishynum = 1;
var slowdown;
var score = 0;
Mouse.hide();
startDrag(hook,true);
this.onEnterFrame = function(){
slowdown = Math.floor(Math.random()*400);
if(slowdown > 40){return;}
var fishy:MovieClip = this.attachMovie("fishmc","fishmc",fishynum);
fishynum = fishynum + 1;
var fishyxspot = Math.floor(Math.random()*400);
fishy._x = fishyxspot;
fishy._y =20;
  fishy.onEnterFrame = function(){
      fishy._y = fishy._y + 10;
        fishy.onRelease = function(){
             score=score+1;
             _root.txtScore.text=score;
             fishy.removeMovieClip()};
  };
};
```