

# Search the Room

Start with a background image that you like. It needs to have some hiding places and be a little detailed.

Some ideas: spaceship, first aid center in a zombie apocalypse, cave, office, classroom, military command center, food court, pirate ship, cabin, airplane, crime scene, museum....

**Keep the images school appropriate.**

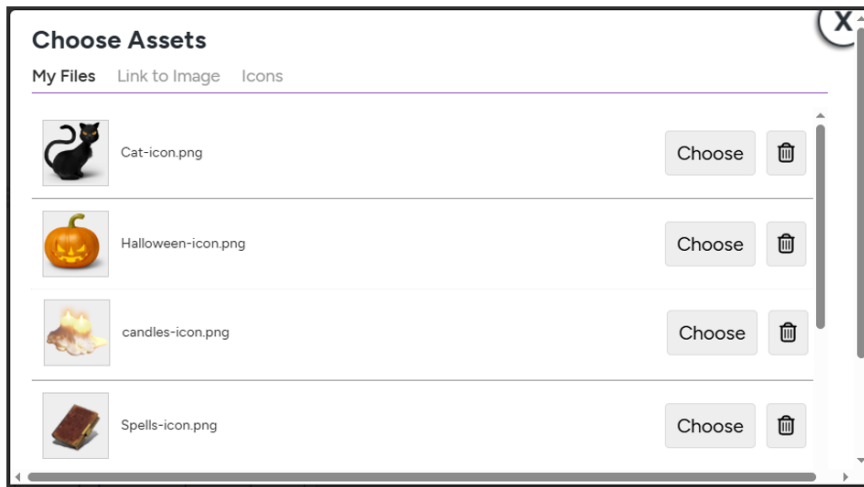
Add some text on the screen, make it's id message.

Then you need to find four images of things that could appear in the picture. They need to have transparent backgrounds.



id: message

An interesting background picture.



ids:  
candle  
pumpkin  
cat  
book

Add the four images to the screen. Give them ids.

Add a variable for each object, this will check if it is found or not.

```
var pumpkinDone = 0;  
var catDone = 0;  
var bookDone = 0;  
var candleDone = 0;
```

Create a win method. It checks to see if each item is found.

```
function win() {  
  var count = 0;  
  if (pumpkinDone >= 1) {  
    count++;  
  }  
  if (catDone >= 1) {  
    count++;  
  }  
  if (candleDone >= 1) {  
    count++;  
  }  
  if (bookDone >= 1) {  
    count++;  
  }  
  if (count >= 4) {  
    setText(▼ "message", "You got all 4 items! You win!");  
  }  
}
```

Create an onEvent for each image.

```
onEvent(▼ "pumpkin", ▼ "click", function() {  
  setText(▼ "message", "Trick or Treat - keep looking");  
  hideElement(▼ "pumpkin");  
  pumpkinDone = 1;  
  win();  
});
```

```
onEvent(▼ "cat", ▼ "click", function() {  
  setText(▼ "message", "Meow");  
  hideElement(▼ "cat");  
  catDone = 1;  
  win();  
});
```

```
onEvent(▼ "candle", ▼ "click", function() {  
  setText(▼ "message", "Ouch, that's hot!");  
  hideElement(▼ "candle");  
  candleDone = 1;  
  win();  
});
```

```
onEvent(▼ "book", ▼ "click", function() {  
  setText(▼ "message", "Ouch, that's hot!");  
  hideElement(▼ "book");  
  bookDone = 1;  
  win();  
});
```