

Building The 4 Functions of Hardware Game

1. Get graphics.
 - a. Get pics off of the Internet. Use .png files so that you can pull them into Photoshop or other photo editor and remove the background. Transparent images work much better than the “boxy” look of non-transparent.
 - b. Import graphics into the playfield.
2. Create individual boxes for each component type in the 4 corners. Each box should be a different color. It is important not to make any of the boxes the same color of any color that appears in ANY of the component graphics.
3. Set up a move script for each of the components. Change the origination heading of each one so they are heading in different directions from other images.
4. Set up a start script to kick off each of the move scripts.
5. Add testing scripts to determine when an image has been clicked and dragged into the correct box type and increment score.