Target_Game_Example

```
//Target Game Example
//Mr. H.

//declare and initialize a score variable
int score = 0;

//declare and initialize a random horizontal variable
int x = int(random(10, 590));
//declare and initialize a vertical variable
int y = 0;

void setup() {
 size(600, 600);
}

void draw() {
 background(255);
 //prints score in top left corner
 fill(0);
 textSize(16);
 text("Score = "+score,10,20);

 //creates falling target
 fill(0, 0, 255);
 noStroke();
 ellipse(x, y, 30, 30);
 //incrementing y creates falling effect
 y = y + 2;
 //respawns ellipse at top after it hits the bottom
 if (y >= 630) {
   y = -30;
   x = int(random(10, 590));
 }

 //Crosshairs
 noCursor();
 stroke(255, 0, 0);
 noFill();
 ellipse(mouseX, mouseY, 20, 20);
 ellipse(mouseX, mouseY, 40, 40);
 line(mouseX-30, mouseY, mouseX+30, mouseY);
 line(mouseX, mouseY-30, mouseX, mouseY+30);

 if(mouseX>=x-20 && mouseX<=x+20 && mouseY>=y-20 && mouseX<=y+20 &&
mousePressed){
   //flashes background with a "hit"
   background(0);
```

```
  //increments score with a "hit"
  score = score + 1;
  //respawns target at top of window
  y = -30;
  x = int(random(10, 590));
 }
}
```