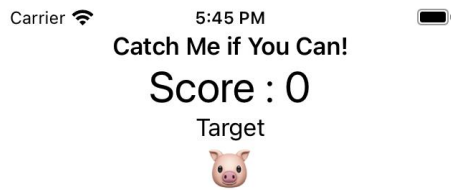
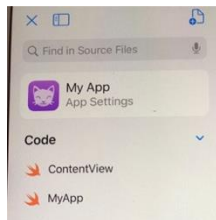


Catch Me If You Can – A Game App

This is a game of 扑傻瓜. You are required to tap on a target character to earn for a score.

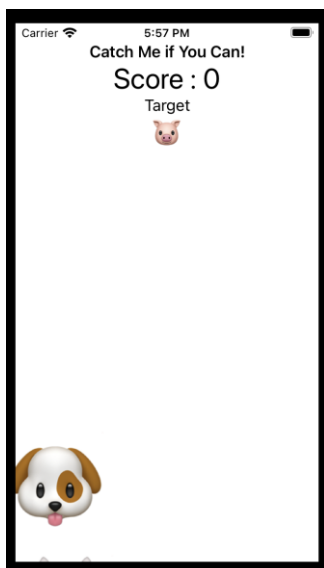


1. On Swift Playgrounds, create a new My App.



2. In ContentView, replace everything with the following program.

3. If everything okay, after pressing the play button, the Game App will appear.



```
//  
// Catch Me If You Can – A Game App  
//  
// Created by Wing Ching Tam on 24/03/2022.  
//
```

```
import SwiftUI
```

```
let names = ["Zoey", "Chloe", "Amani"]  
let randomName = names.randomElement()!
```

```
struct ContentView: View {  
    @State private var ZoeyHalf = false  
    @State private var ZoeyDim = false  
    @State private var ChloeHalf = false  
    @State private var ChloeDim = false  
    @State private var AmaniHalf = false  
    @State private var AmaniDim = false  
    @State private var number = 0  
    @State private var randomName = ""  
    @State private var target = ""
```

```
let timer = Timer.publish(every: 1, on: .main, in: .common).autoconnect()
```

```
var body: some View {
```

```
    VStack {  
        Text("Catch Me if You Can!")  
            .font(.headline)  
        Text("Score : \(number)")  
            .font(.largeTitle)  
        Text("Target")  
            if target == "Zoey" {  
                Text("□")  
                .font(.largeTitle)  
            }  
            if target == "Chloe" {  
                Text("□")  
                .font(.largeTitle)  
            }  
            if target == "Amani" {  
                Text("□")  
                .font(.largeTitle)  
            }  
    }
```

```

Text("□") //Zoey
  .position(x: CGFloat.random(in: 1...200), y: CGFloat.random(in: 1...600))
  .font(.system(size: 100))
  .opacity(ZoeyDim ? 0.01 : 1.0)
  .animation(.easeInOut(duration: 1.0))
  .scaleEffect(ZoeyHalf ? 0.5 : 1.0)
  .onTapGesture {
    if target == "Zoey" {
      self.number += 1
      ZoeyDim.toggle()
      ZoeyHalf.toggle()
    }
  }
}

Text("□") //Chloe
  .position(x: CGFloat.random(in: 1...200), y: CGFloat.random(in: 1...600))
  .font(.system(size: 100))
  .opacity(ChloeDim ? 0.01 : 1.0)
  .animation(.easeInOut(duration: 1.0))
  .scaleEffect(ChloeHalf ? 0.5 : 1.0)
  .onTapGesture {
    if target == "Chloe" {
      self.number += 1
      ChloeDim.toggle()
      ChloeHalf.toggle()
    }
  }
}

Text("□") //Amani
  .position(x: CGFloat.random(in: 1...200), y: CGFloat.random(in: 1...600))
  .font(.system(size: 100))
  .opacity(AmaniDim ? 0.01 : 1.0)
  .animation(.easeInOut(duration: 1.0))
  .scaleEffect(AmaniHalf ? 0.5 : 1.0)
  .onTapGesture {
    if target == "Amani" {
      self.number += 1
      AmaniDim.toggle()
      AmaniHalf.toggle()
    }
  }
}

.onReceive(timer, perform: { (_) in
  self.randomName = names.randomElement()!
  self.target = names.randomElement()!
  //print(randomName)
  if (randomName == "Zoey") {
    self.ZoeyDim.toggle()
  }
})

```

```
        self.ZoeyHalf.toggle()
    }
    if (randomName == "Chloe") {
        self.ChloeDim.toggle()
        self.ChloeHalf.toggle()
    }
    if (randomName == "Amani") {
        self.AmaniDim.toggle()
        self.AmaniHalf.toggle()
    }
})
```

```
}
}
}
```