

EggDrop

[egg.zip](#)

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Game Story

Why did the chicken climb the ladder? To lay some eggs of course. Grab your basket And catch those falling eggs before they break.

Requirements

To run this program, you will need

- Colour Maximize
- PS/2 Keyboard
- MMBasic 4.3 Or Later
- VGA Monitor
- SD Card with EggDrop files (attached above)
- Speakers (optional)

GAME PLAY

To control the basket, use Left/Right Arrow keys.

Hit

ESC

to exit the game.

Eggs will start falling slowly toward the floor. * Catch = 1 "Score" point. * Miss = 1 "Break" point.

For each catch, the falling speed will increase.

The Game is over after 5 broken eggs.

Contact

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EGGDROP.BAS:

```
Rem
Rem Egg Drop for Maximite Colour
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Rem

Cls
Mode 4
Line (0,15)-(240,15), 1
Line (0,200)-(240,200), 1
Print @(0,1)CLR$(Cyan,Blue)+" Egg Drop  (C)opyright 2013, Chris Tusa "
Print @(0,202)CLR$(Cyan,Blue)+"                "

Sprite Load "EGG.SPR"

Init:
  Randomize Timer
  Do
    Colour Int(Rnd(1) * 8),0
    Print @(60,100)"Press 'S' to start"
    Pause 50
  Loop Until Inkey$ = "s" Or Inkey$ = "S"
  Color 7,0
  Print @(50,100)"                "

Rem Set Maximum Y for Egg Falling
  MAXY = 160
Rem Set Maximum X for Basket Moving
  MAXX = 240
Rem Basket Starting Area
  BSX = 120
  BSY = 180
Rem EGG Starting Area
  ESX = 0
  ESY = 20

Rem Maximum Number of eggs that can be dropped
  EGGS = 5
Rem Total number of eggs Dropped
  Counter = 0
Rem Current number of eggs collected
  Score = 0
Rem Current number of eggs broken
  Broken = -1
Rem Speed Setting
  Speed = 5
Rem Boolean for loop to determine if Egg was caught
  Caught = 0
```

```
Print @(0,202)CLR$(Cyan,Blue)+" "

Rem Loop until number of broken eggs reaches the limit
Do While Broken < Eggs
  If Caught = 1 Then
    Score = Score + 1
    Print @(80,202) CLR$(Cyan,Blue)+"Score: "+Str$(Score)
    EggBasket
    Caught = 0
  ElseIf Caught = 0 Then
    Broken = Broken + 1
    Print @(1,202) CLR$(Cyan,Blue)+"Break: "+Str$(Broken)
    EggBreak
  EndIf
  ESY = 20
  ESX = Int(Rnd(1) * 180 + 1)
  Sprite ON 1, ESX, ESY, Black
  Sprite ON 2, BSX, BSY, Black

Rem Drop the egg
DROP = 1
Do
  Rem Detect if the egg touches the top of the basket
  If Collision(2,SPRITE) = &B0100 Then
    Caught = 1
    Speed = Speed + .2
    Print @(160,202) CLR$(Cyan,Blue)+"Speed: "
    Print @(160,202) CLR$(Cyan,Blue)+"Speed: "+Str$(Speed)
  EndIf

  Rem Keep falling if we haven't touched the basket yet
  ESY = ESY + (.01 * SPEED)
  Sprite MOVE 1, ESX, ESY

  Rem Detect the Basket Keystrokes
  K = KeyDown
  If K = 130 Then
    BSX = BSX - 1
    If BSX > MaxX Then BSX = BSX - 1
    Sprite MOVE 2, BSX, BSY
  EndIf
  If K = 131 Then
    BSX = BSX + 1
    If BSX < 1 Then BSX = BSX + 1
    Sprite MOVE 2, BSX, BSY
  EndIf
  If K = 27 Then GoTo Abort

  Rem Detect if the Egg has gone past the basket
  If ESY >= (MAXY + 5) Then DROP = 0
Loop Until DROP = 0
```

```
Rem Cleanup before the next egg
Sprite OFF ALL
Counter = Counter + 1

Loop

GoTo Init

Rem Egg Break Sound
Sub EggBreak
  For S = 200 To 9000 Step 100
    PWM S
    Pause 2
    PWM (S + 100)
    Pause 2
    PWM (S - 100)
  Next
  PWM STOP
End Sub

Rem Make Egg in Basket Sound
Sub EggBasket
  For S = 500 To 1500 Step 20
    PWM S
    Pause 1
    PWM (S - 25)
    Pause 1
  Next
  PWM STOP
End Sub

Abort:
  Sprite OFF ALL
  GoTo INIT

Quit:
  Clear
  Cls

End
```

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