

Make a “Sentence Mix” game

1. Make a movie clip with a text object
2. Drag the clip from the Library onto the stage
3. Name the instance of the clip “word1”
4. Script the movie clip:

```
onClipEvent (mouseUp) {  
    if (hitTest(_root._xmouse, _root._ymouse, false)) {  
        _root.pumpMe(this);  
    }  
}
```

5. Repeat steps 1 – 4, sequentially naming the clips “word2,” “word3” and so on.
6. Edit the frame script:

```
// Build an array of the locations of the words  
// You will add to this array if your sentence is longer than 6 words  
// This is the only thing that you will have to change in this script  
myItemArray = new Array("word1", "word2", "word3", "word4",  
"word5", "word6");  
//  
// That's it. Don't change anything else.  
//  
function checkMe(){  
    myCheckArray = _root.myList.split(",")  
    for(var x = 0; x < myCheckArray.length; x++){  
        if (eval(myCheckArray[x]) == eval("_level0.word" +  
(x+1))){  
            myColor = new  
Color(eval(myCheckArray[x]));  
            myColor.setRGB(0x000000);  
        } else {  
            myColor = new  
Color(eval(myCheckArray[x]));  
            myColor.setRGB(0xFF0000);  
        }  
    }  
}  
  
function pumpMe(myElement){  
    //trace(myElement);  
    if (myElement._y > _root.myLine._y){  
        myElement._x = _root.myX;
```

```

        myElement._y = _root.myY;
        _root.myList = _root.myList + myElement + ","
        _root.myX = _root.myX + myElement._width + 10;
        //Word Wrap
    if (_root.myX > 400){
        _root.myX = 25;
        _root.myY = _root.myY + 50;
    }
    if((myElement._y != _root.myY) && (myLocked != "yes")){
        myElement._x = origX;
        myElement._y = origY;
        myLocked = "no";
    }
}

function init(){
    // init the left-hand margin of the sentence
    myX = 25;
    myY = 100;
    myList = "";

    copyArray = myItemArray.join().split(",");

    // scramble the order of the items

    // Add a random number to the beginning of each array item
    for (var x = 0; x<copyArray.length; x++) {
        copyArray[x] = parseInt(Math.random()*9)+copyArray[x];
    }
    // Sort the array
    copyArray.sort();
    // Now strip off the random number at the beginning of each item
    for (var x = 0; x<copyArray.length; x++) {
        copyArray[x] = copyArray[x].substr(1,
copyArray[x].length);
    }

    myCurrentX = 25;
    myCurrentY = 250;

    for (var t = 0; t<copyArray.length; t++) {
        myElement = eval("_root." + copyArray[t]);
        myColor = new Color(myElement);
        myColor.setRGB(0xCCCCCC);
    }
}

```

```
myElement._x = myCurrentX;
myElement._y = myCurrentY;
myCurrentX = myCurrentX + myElement._width + 10;

//Wrap the line
if (myCurrentX > 400){
    myCurrentX = 25;
    myCurrentY = myCurrentY + 50;
}
//
}
}
init();
stop ();
```

7. Script the “Check” button

```
onClipEvent (mouseUp) {
    if (hitTest(_root._xmouse, _root._ymouse, false)) {
        _root.checkMe();
    }
}
```

8. Script the “Reset” button

```
onClipEvent (mouseUp) {
    if (hitTest(_root._xmouse, _root._ymouse, false)) {
        _root.init();
    }
}
```