

Global number	Cooldown = 0
Global number	audio = 0
Global number	Nyawa = 5
Global number	RndOb = 0
Global number	VardbScore = 0
Global number	VardbLama = 0
Global number	Miss = 0
Global number	Score = 0
Global number	timer = 60

1 Menu		
2	System On start of layout	System Set time scale to 0.5
		Add action
3	Touch On tap gesture on btn_KenaliSampah	System Go to Kenali Sampah
		System Wait 0.3 seconds
		Add action
4	Touch On tap gesture on btn_TampungSampah	System Go to Tampung Sampah
		System Wait 0.3 seconds
		Add action
5	System Every 1.0 seconds	System Subtract 1 from timer
		Text Set text to timer
		Add action
6	Touch On tap gesture on btn_Keluar	PopUp... LiteTween Start from the beginning
		PopUp... Set Show to True
		TiledB... LiteTween Start from the beginning
		TiledB... Set size to (LayoutWidth, LayoutHeight)
		Add action

1 Event Kenali Sampah		
2	System On start of layout	System Reset global variables to default
		Add action
3	Touch On touched Organik	System Go to Sampah Organik
		System Wait 0.3 seconds
		Add action
4	Touch On touched NonOrganik	System Go to Sampah Non Organik
		System Wait 0.3 seconds
		Add action
5	Touch On touched B3	System Go to Sampah B3
		System Wait 0.3 seconds
		Add action
6	Touch On touched btn_Kembali	System Go to Main Menu
		System Wait 0.3 seconds
		Add action




Add Score


System	On start of layout	<ul style="list-style-type: none"> Reset global variables to default Set <code>VardbScore</code> to <code>WebStorage.LocalValue("dbScore")</code> Play <code>stage</code> not looping at volume 45 dB (tag "<code>Musik</code>")
Semangka	On collision with <code>Organik</code>	<ul style="list-style-type: none"> Set text to "<code>Skor: " & Score</code>" Add 5 to <code>Score</code> Destroy Play <code>koin</code> not looping at volume 50 dB (tag "")
DaunKering2	On collision with <code>Organik</code>	<ul style="list-style-type: none"> Add 5 to <code>Score</code> Set text to "<code>Skor: " & Score</code>" Destroy Play <code>koin</code> not looping at volume 50 dB (tag "")
Apel	On collision with <code>Organik</code>	<ul style="list-style-type: none"> Add 5 to <code>Score</code> Set text to "<code>Skor: " & Score</code>" Destroy Play <code>koin</code> not looping at volume 50 dB (tag "")

Miss Score

Semangka	On collision with <code>B3</code>	<ul style="list-style-type: none"> Subtract 1 from <code>Score</code> Set text to "<code>Skor: " & Miss</code>" Destroy Play <code>koin</code> not looping at volume 50 dB (tag "")
Jerami	On collision with <code>B3</code>	<ul style="list-style-type: none"> Subtract 1 from <code>Score</code> Set text to "<code>Skor: " & Miss</code>" Destroy Play <code>koin</code> not looping at volume 50 dB (tag "")
KulitPisang2	On collision with <code>B3</code>	<ul style="list-style-type: none"> Subtract 1 from <code>Score</code> Set text to "<code>Skor: " & Miss</code>" Destroy Play <code>koin</code> not looping at volume 50 dB (tag "")
Apel	On collision with <code>B3</code>	<ul style="list-style-type: none"> Subtract 1 from <code>Score</code> Set text to "<code>Skor: " & Score</code>" Destroy Play <code>koin</code> not looping at volume 50 dB (tag "")
DaunKering2	On collision with <code>B3</code>	<ul style="list-style-type: none"> Subtract 1 from <code>Score</code> Set text to "<code>Skor: " & Score</code>" Destroy Play <code>koin</code> not looping at volume 50 dB (tag "")
KulitTelur2	On collision with <code>B3</code>	<ul style="list-style-type: none"> Subtract 1 from <code>Score</code> Set text to "<code>Skor: " & Score</code>" Destroy Play <code>koin</code> not looping at volume 50 dB (tag "")




1 **Event Sampah Organik**


2  Touch | On touched  btn_Kembali |  System | Go to **Kenali Sampah**

 System | Wait 0.3 seconds

Add action




1 **Event Sampah Non Organik**


2  Touch | On touched  btn_Kembali |  System | Go to **Kenali Sampah**

 System | Wait 0.3 seconds

Add action

1 **Event Sampah B3**

2  Touch | On touched  btn_Kembali |  System | Go to **Kenali Sampah**

 System | Wait 0.3 seconds

Add action