Scrambl Game Code

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var index = 0;
var clicks = 0;
var correctLetters = 0;
var scrambledWord = getColumn("Scrambl Game Words", "ScrambledWord ");
var letterOne = getColumn("Scrambl Game Words", "Letter1");
var letterTwo = getColumn("Scrambl Game Words", "Letter2");
var letterThree = getColumn("Scrambl Game Words", "Letter3");
var letterFour = getColumn("Scrambl Game Words", "Letter4");
var letterFive = getColumn("Scrambl Game Words", "Letter5");
var letterSix = getColumn("Scrambl Game Words", "Letter6");
var letters = [letterOne, letterTwo, letterThree, letterFour, letterFive, letterSix];
var answer = getColumn("Scrambl Game Words", "Word");
var guesses = [(getText("guessBox1")), (getText("guessBox2")), (getText("guessBox3"))];
//Above variables store all columns in data set, user inputs/guesses, and "score keeping" values.
onEvent("getScrambledButton", "click", function( ) {
  index = randomNumber(0, scrambledWord.length);
  setProperty("scrambledLettersBox", "text", scrambledWord[index]);
  setProperty("revealAnswerBox", "text", answer[index]);
  setScreen("gameplayScreen");
});
//Above UI Control selects a randomized scrambled word from the data set, changes the screen to
//where the user will make his/her guesses, and sets up the final screen to display the correct match
onEvent("guessButton", "click", function( ) {
  clicks = clicks + 1;
  if (clicks == 1) {
    guesses[0] = getText("guessBox1");
    setProperty("guessBox1", "text", guesses[0].toUpperCase());
    setText("correctLettersLabel", "Your Correct Letters: " + checkAnswer(guesses[0].toUpperCase()));
    if (correctLetters == 6) {
      setText("endOfGameMessage", "Congratulations! You completed the SCRAMBL in only 1 guess! Go Bac
      playSound("sound://category_achievements/peaceful_win_6.mp3", false);
      setScreen("resultsScreen");
    }
  } else if ((clicks == 2)) {
    guesses[1] = getText("guessBox2");
    setProperty("guessBox2", "text", guesses[1].toUpperCase());
    setText("correctLettersLabel", "Your Correct Letters: " + checkAnswer(guesses[1].toUpperCase()));
    if (correctLetters == 6) {
      setText("endOfGameMessage", "Congratulations! You completed the SCRAMBL in 2 guesses! Go Back H
      playSound("sound://category_achievements/peaceful_win_6.mp3", false);
      setScreen("resultsScreen");
    }
  } else if ((clicks == 3)) {
    guesses[2] = getText("guessBox3");
    setProperty("guessBox3", "text", guesses[2].toUpperCase());
    setText("correctLettersLabel", "Your Correct Letters: " + checkAnswer(guesses[2].toUpperCase()));
    if (correctLetters == 6) {
      setText("endOfGameMessage", "Congratulations! You completed the SCRAMBL in 3 guesses! Go Back H
      playSound("sound://category_achievements/peaceful_win_6.mp3", false);
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50          setScreen("resultsScreen");
51        } else {
52          setText("endOfGameMessage", "Oh no! This SCRAMBL must have stumped you if you couldn't get it!
53          playSound("sound://category_music/mocking_tonal_fail_1.mp3", false);
54          setScreen("resultsScreen");
55        }
56      }
57    });
58    //The above procedure first tells the app what guess the user is on, then it collects the user's inpu
59    //to be checked against the correct answer. The function with a parameter of guess is run and then th
60    //is displayed atop the screen in game. It also checks if the user has gotten the word correct in the
61    //and it displays/plays text/sound accordingly.
62    function checkAnswer(guess) {
63      correctLetters = 0;
64      for (var i = 0; i < guess.length; i++) {
65        if (guess.substring(i, i+1) == letters[i][index]) {
66          correctLetters++;
67        }
68      }
69      return correctLetters;
70    }
71    //This is the function that is run in the preceeding procedure, and it loops through each letter of t
72    //was stored in a variable/list earlier to chedk if the user put it in a matching position and change
73    onEvent("returnHomeButton", "click", function( ) {
74      clicks = 0;
75      setText("guessBox1", "");
76      setText("guessBox2", "");
77      setText("guessBox3", "");
78      setText("correctLettersLabel", "");
79      setScreen("homeScreen");
80    });
81    //This UI Control resets all the user input boxes and scores to default (0/"") and brings the user ba
82    //Entire program code was created collaboratively with another classmate.
```

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