# The script of the game goes in this file.

# Declare characters used by this game. The color argument colorizes the

# name of the character.

define e = Character("Eileen")

define a = Character("Dama")

# The game starts here.

label start:

$ sdhf = False

# Show a background. This uses a placeholder by default, but you can

# add a file (named either "bg room.png" or "bg room.jpg") to the

# images directory to show it.

scene bg room

# This shows a character sprite. A placeholder is used, but you can

# replace it by adding a file named "eileen happy.png" to the images

# directory.

show eileen happy

# These display lines of dialogue.

"Pick your Character"

menu:

"I want to be a teacher Eileen.":

jump teacher

"I want to be a student.":

jump student

label teacher:

e "Who want to answer this question?"

e "NO one?"

menu:

"Call Dama.":

jump askdama

"Answer the question.":

jump answerquestion

label askdama:

e "How about you Dama? Do you want to answer this?"

jump choiceyes

label answerquestion:

e "Ok class the answer is 2"

"You're bad TEACHER!"

return

label student:

e "Who want to answer this question?"

a "What a boring day"

e "NO one?"

e "How about you Dama? Do you want to answer this?"

menu:

"Yes, I want to answer.":

jump choiceyes

"No, I dont want to answer.":

jump choiceno

label choiceyes:

a "The answer is 2."

jump correct

return

label choiceno:

e "I don't believe you're stupid!"

return

label correct:

e "You're correct Dama."

return