Script.rpy

# 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("Teacher Sira!")

# The game starts here.

label start:

# 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.

show screen hbox\_screen

# 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.

e "Can you answer this?"

# This ends the game.

return

screen.rpy

screen main\_menu():

## This ensures that any other menu screen is replaced.

tag menu

add "gui/menubg.png"

imagebutton idle "gui/start.png" xpos 577 ypos 321 focus\_mask True action Start()

imagebutton idle "gui/load.png" xpos 577 ypos 371 focus\_mask True action ShowMenu("load")

imagebutton idle "gui/setting.png" xpos 577 ypos 421 focus\_mask True action ShowMenu("preferences")

imagebutton idle "gui/about.png" xpos 577 ypos 471 focus\_mask True action ShowMenu("about")

imagebutton idle "gui/help.png" xpos 577 ypos 521 focus\_mask True action Help()

imagebutton idle "gui/quit.png" xpos 577 ypos 571 focus\_mask True action Quit()

custom\_screen.rpy

screen hbox\_screen:

imagebutton idle "gui/question1.png" xpos 420 ypos 200 focus\_mask

imagebutton idle "gui/answer1a.png" xpos 430 ypos 371 focus\_mask True action ShowMenu("wrong")

imagebutton idle "gui/answer1b.png" xpos 700 ypos 371 focus\_mask True action ShowMenu("correct")

screen wrong:

imagebutton idle "gui/wrong.png" xpos 577 ypos 321 focus\_mask

screen correct:

imagebutton idle "gui/correct.png" xpos 577 ypos 421 focus\_mask True action ShowMenu("correct")