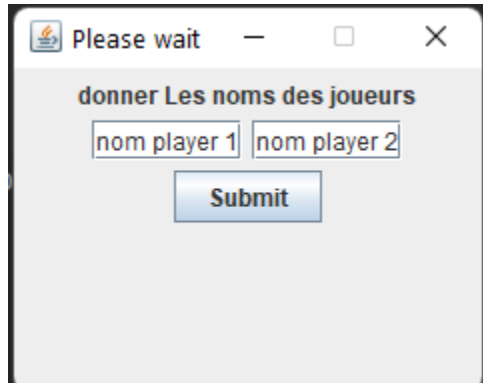


Student: Mohamed Sabkhi
Project: Chiffres & Lettres

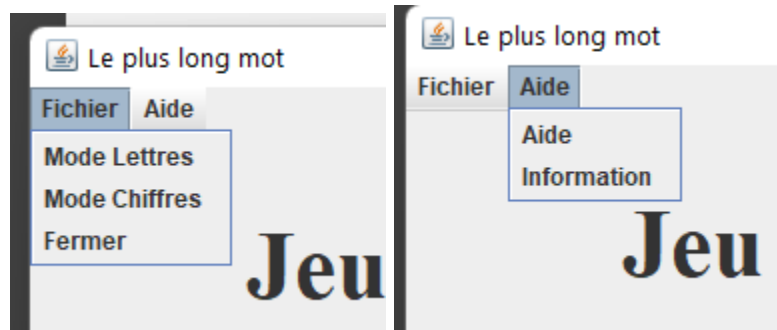
Application start up screen:



On submit, menu screen will appear to choose between two game modes:



Menu bar:



Mode Lettres:

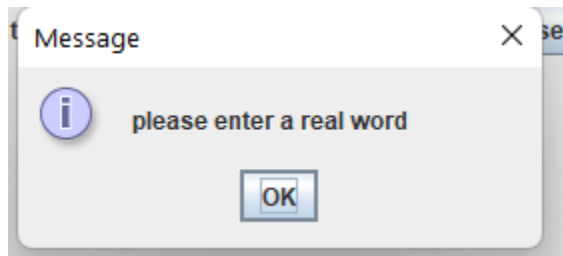


We'll write the word : fork, it contains 4 letters that will get us scores points.

nom player 2 0.0

Y J R Z K J F O K W W fork ☐ I swear this is a true word

Notice that “I swear this is a true word” checkbox is not checked.
On valider button click this message will be shown :



If we check the box, the program will calculate the score for the current player.

Mode Lettres Tour Number:1.0

nom player 1 4.0

nom player 2 0.0

(Z X V C P N A P R R forks ☐ I swear this is a true word

“Tour du joueur “has changed, it indicates that it’s second player’s turn:

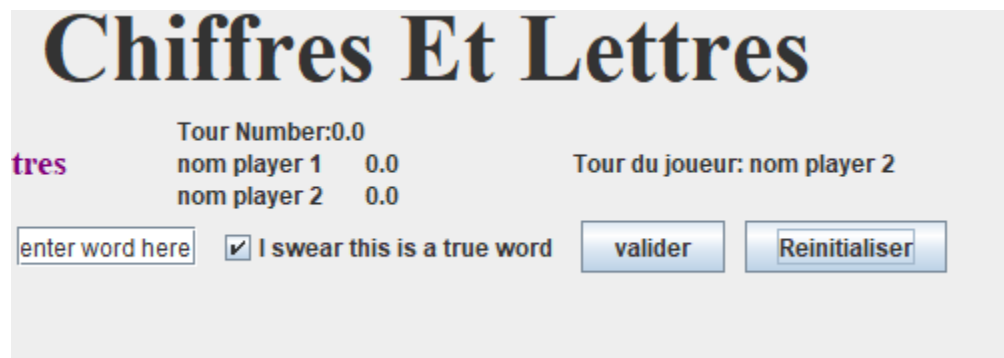
Tour du joueur: nom player 2

word

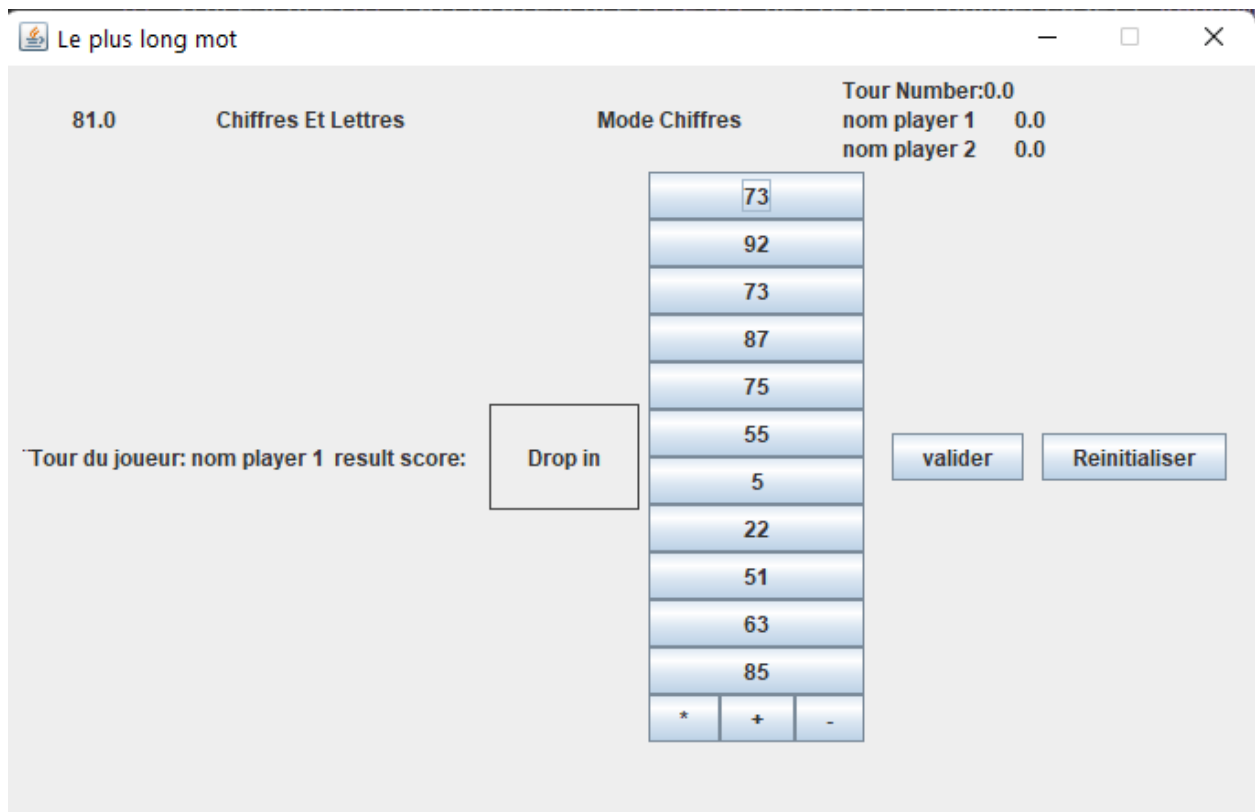
After 3 tours, we get a message telling us which player won:



Resinitialiser puts everything back to zero:

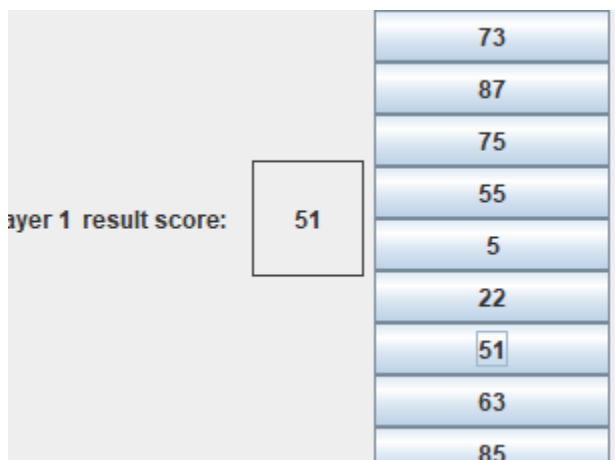


Mode Lettres:



Our target is 81

We drag and drop the numbers and operator into the Drop in Box



ult score:

+

75

55

5

22

51

63

85

*

+

-

lt score:

22

87

75

55

5

22

51

63

85

*

+

-

va

When we click “valider” it calculates the score.
Score = 100- abs(target - attempt)

81.0

Chiffres Et Lettres

Mode Chiffres

Tour Number:0.0

nom player 1 0.0

nom player 2 92.0

Tour du joueur: nom player 1 Result score:73.0

22

73

92

73

87

75

55

5

22

51

63

85

*

+

-

valider

Reinitialiser

After 3 rounds we get a message giving us the winner who got the highest score:

