

# SOURCE CODE

```
func _ready():
>I  global.score = 0
>I  $cat.set_frame(0)
>I  set_process(true)
>I  pass
>I
>I
>I
func _process(delta):
>I  $write_down.grab_focus()
>I  $show.set_text(word_list[rand_i][0])
>I  $show_score.set_text(str("Score : ",global.score))
>I  $show_timer.set_text(str("Time Left : ",countdown))
>I  >I
>I  if click == true and text != "" :
>I  >I  $cat.set_frame(0)
>I  >I  if timer < 15:
>I  >I  >I  _on_cat_frame_changed()
>I  >I  elif timer >= 15 and lose == true :
>I  >I  >I  get_tree().change_scene("res://scene/end_game.tscn")
>I  >I  >I  pass
>I  >I
>I  else:
>I  >I  lose = true
>I  >I  click = false
```

# SOURCE CODE

```
func _on_ok_pressed():
>| text = get_node("write_down").get_text()
>| if timer < 15:
>| >| if text.to_lower() == word_list[rand_i][1] :
>| >| >| global.score += 1
>| >| >| countdown = 15
>| >| >| timer = 0
>| >| >| #volume = 0
>| >| >| rand_i = int(_randomize_question())
>| >| >| get_node("write_down").set_text("")
>| >| >| get_node("Label").set_text("")
>| >| >| $write_down.grab_focus()
>| >| >| click = true
>| >| >| #####
>| >| else:
>| >| >| get_node("write_down").clear()
>| >| >| $write_down.grab_focus()
>| >| >| get_node("Label").set_text(wrong[rand_range(0, len(wrong))])
>| >| >|
>| else:
>| >| lose = true
>| pass # Replace with function body.
```

# SOURCE CODE

```
func _randomize_question():
>| rand_i = int(rand_range(0, len(word_list)))
>| return rand_i

func _on_Timer_timeout():
>| timer += 1
>| countdown -= 1
>| #volume += 1
>| if timer == 15:
>| >| pass
>| else:
>| >| get_node("tick_tock").play()
>| pass # Replace with function body.

func _on_cat_frame_changed():
>| $cat.set_frame(timer)
>| pass # Replace with function body.

func _input(event):
>| if event is InputEventKey and event.pressed:
>| >| if event.scancode == KEY_ENTER:
>| >| >| _on_ok_pressed()
>| pass
```