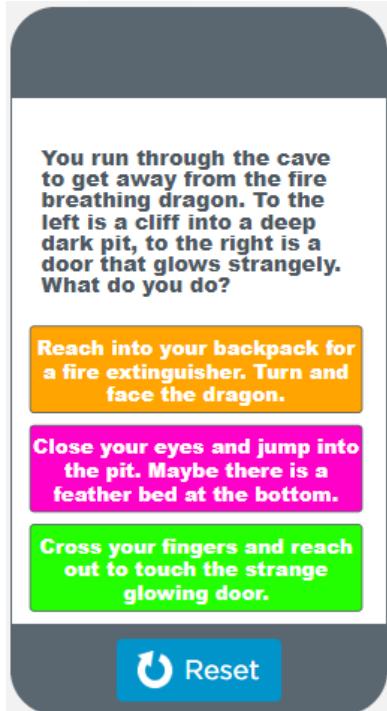


Multiple Choice Game

The assignment is really a review of making screens and navigation. It doesn't have any ifs or decisions in it. This is helpful for your Escape Room Project at the end of the unit.



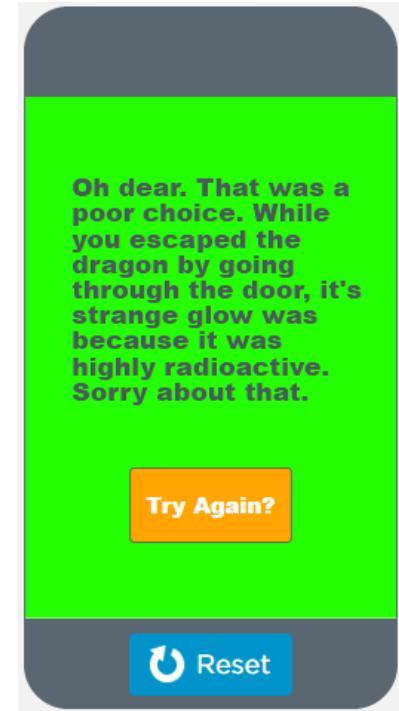
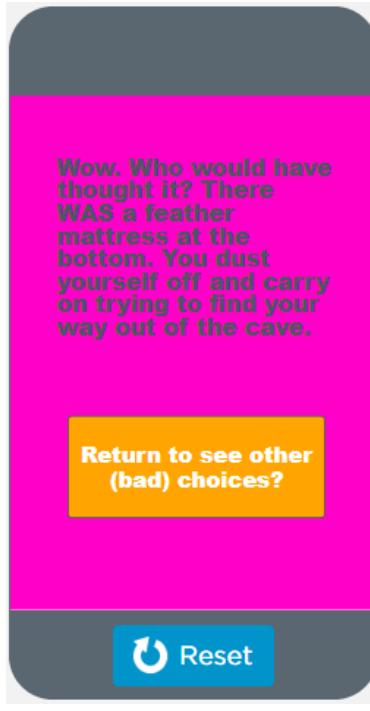
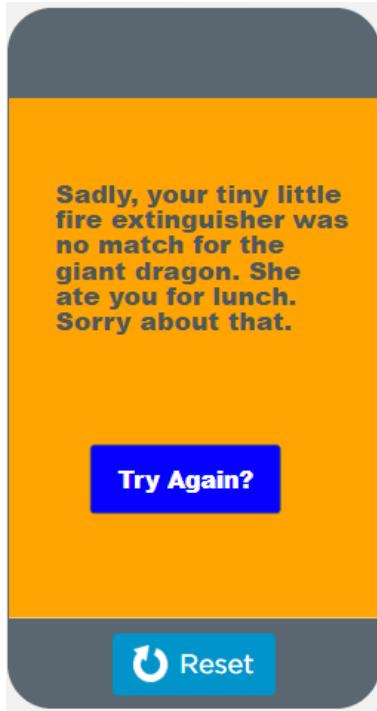
1) Make an opening screen.

- It has a story introducing the choice – make up your own.
- It has 3 options that the user can select – make up your own.

2) Make a screen for each choice.

- Have the conclusion or outcome at the top – make up your own.
- Add a button that lets the user go back to the main screen to try again.

3) Add in the screen navigation to make your buttons work.



The code will allow your user to go from the main screen to the other screens:
(sub in your own screen and button names)

```
1 onEvent("dragon", "click", function() {  
2     setScreen("dragonScreen");  
3 } );  
4 onEvent("jump", "click", function() {  
5     setScreen("jumpScreen");  
6 } );  
7 onEvent("glowingDoor", "click", function() {  
8     setScreen("glowingDoorScreen");  
9 } );
```

Then, it will allow you to navigate back to the original screens to try again.
(sub in your own screen and button names)

```
10 onEvent("tryAgainDragon", "click", function() {  
11     setScreen("starting");  
12 } );  
13 onEvent("tryAgainJump", "click", function() {  
14     setScreen("starting");  
15 } );  
16 onEvent("tryAgainGlowingDoor", "click", function() {  
17     setScreen("starting");  
18 } );
```

Start thinking about the challenges that you would like to have for your users in your Escape Room!