POWER PLATFORM SATURDAY

Sydney - 2020

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**“No Time To Spy” game**

**A close up of a logo

Description automatically generatedPower Platform Saturday**

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| Download files  1. Download the content files from **bit.ly/notimetospy**:    * Download **media.zip** and unpack the files    * Or, if not ZIP on your device, download one by one:      + **background.png**      + **spy-1.png**      + **spy-2.png**      + **spy-3.png**      + **spy-4.png**      + **spy-5.png**      + **pink-panther-theme.mp3** |  |
| Create a Power App  1. In a browser login to PowerApps with your student credentials: <https://make.powerapps.com> Use the credentials:    1. Username: **studentX@power-labs.academy**    2. Password: **SpyMasterX**   Where “X” the student number 1,2,3…etc   1. From the left side menu click on **Create** then pick up **Canvas app from blank.**     1. App name: **Spy Game X** (where X is your student number)    2. Format: **Tablet** 2. Click **Create** 3. On the **Welcome …** window click **Skip**. 4. Set the background:    1. Select **Screen1** on the left panel    2. Set Background image: **background.png**    3. On the top menu **File -> Save** and make sure it’s selected **“The cloud”** as the destination. | A screenshot of a cell phone  Description automatically generated A screenshot of a cell phone  Description automatically generated |
| Add first images and the counter  1. Insert first image of a spy:    1. In the **Insert** menu select **Media**, then **Image**    2. In the **Image** dropdown on the right select **“Add an image file”**    3. Select **“spy-1.png”** file    4. Move the image to align with a window in the centre    5. Rename it as: **Spy1** 2. Add action on clicking the spy:    1. Set **OnSelect**: **Set(score, score + 50);**    2. Copy that formula for future use (**Ctrl+C**) 3. Create the second spy:    1. In the **Insert** menu select **Media**, then **Image**    2. In the **Image** dropdown on the right select **“Add an image file”**    3. Select **“spy-2.png”** file    4. Place the spy behind the bins in the bottom right corner    5. Add the formula to the **OnSelect**: **Set(score, score + 50);**    6. Rename it as: **Spy2** 4. Add score counter:    1. In the **Insert** menu select **Text**->**Label**    2. Position in the bottom if the screen    3. Set **Font size: 50, Bold**    4. Set **Colour: Amber (or any you like)**    5. Set **Text: score** in the top formula bar! 5. Click F5 to preview the app. Click on the spies to see the counter increasing. 6. **Save** (Ctrl+S) the game! | A person standing in a room  Description automatically generated A screenshot of a cell phone  Description automatically generated |
| Make the spies appear and disappear  1. Add a timer:    1. In the **Insert** menu select **Input->Timer** (scroll down!)    2. Set **Duration: 2000**    3. Set **Repeat: On**    4. Set **Auto start: On**    5. Set **Visible: Off**    6. Set **OnTimerEnd: Set(randomizer1, Round(Rand()\*4,0))** 2. Make spies appear and disappear based on timer:    1. Select **Spy1**:       1. Set **Visible: randomizer1 = 1**       2. Add to the **OnSelect** property: **Set(randomizer1, -1);** so the whole formula looks like: **Set(score, score + 50); Set(randomizer1, -1);**    2. Select **Spy2**:       1. Set **Visible: randomizer1 = 2**       2. Add to the **OnSelect** property: **Set(randomizer1, -1);** so the whole formula looks like: **Set(score, score + 50); Set(randomizer1, -1);** 3. Click F5 to preview the app. See spies appearing and disappearing. Click on them to see the counter growing. 4. Save the app **File -> Save** or **Ctrl+S** | A screenshot of a cell phone  Description automatically generated  A screenshot of a cell phone  Description automatically generated  A screenshot of a cell phone  Description automatically generated |
| Make the game more challenging  1. ~~Let’s reset the score on app start:~~    1. ~~Select App on the left menu~~    2. ~~Set~~ **~~OnStart~~**~~:~~ **~~Set(score, 0);~~** 2. Add another timer:    1. In the **Insert** menu select **Input->Timer** (scroll down!)    2. Set **Duration: 1000**    3. Set **Repeat: On**    4. Set **Auto start: On**    5. Set **Visible: Off**    6. Set **OnTimerEnd: Set(randomizer2, Round(Rand()\*8,0));** 3. Make a third spy:    1. In the **Insert** menu select **Media**, then **Image**    2. In the **Image** dropdown on the right select **“Add an image file”**    3. Select **“spy-3.png”** file    4. Place the spy in the dark alley on the left and rename it as: **Spy3** 4. Set the properties of the new spy:    1. Set **Visible: randomizer2 = 1**    2. Change the scores and variable name formula to look like **OnSelect**: **Set(score, score + 100); Set(randomizer2, -1);**    3. Copy that formula to use further (**Ctrl+C**) 5. Make another spy (#4):    1. In the **Insert** menu select **Media**, then **Image**    2. In the **Image** dropdown on the right select **“Add an image file”**    3. Select **“spy-4.png”** file    4. Place him in the upper window and rename it as: **Spy4**    5. Set **Visible: randomizer2 = 2**    6. Set **OnSelect**: **Set(score, score + 100); Set(randomizer2, -1);** 6. Make another spy (#5):    1. In the **Insert** menu select **Media**, then **Image**    2. In the **Image** dropdown on the right select **“Add an image file”**    3. Select **“spy-5.png”** file    4. Place him behind the stall and rename it as: **Spy5**    5. Set **Visible: randomizer2 = 3**    6. Set **OnSelect**: **Set(score, score + 100); Set(randomizer2, -1);** 7. Click F5 to preview the app. See spies appearing and disappearing. Click on them to see the counter growing. 8. Save the app **File -> Save** or press **Ctrl+S** | A screenshot of a cell phone  Description automatically generated  A screenshot of a cell phone  Description automatically generated  A screenshot of a cell phone  Description automatically generated |
| Let’s add some music!  1. Add Audio component from the **Insert** menu:    1. In the **Insert** menu select **Media->Audio**    2. Select the file for **Media** property: **pink-panther-theme.mp3**    3. Set **Loop: On**    4. Set **Auto start: On** | A screenshot of a cell phone  Description automatically generated |
| Get it on your mobile/tablet  1. Save the game and **Publish** it 2. Install mobile app on your phone or tablet: **Microsoft PowerApps** 3. Login using the student credentials you’ve been using 4. Run the game and enjoy! |  |