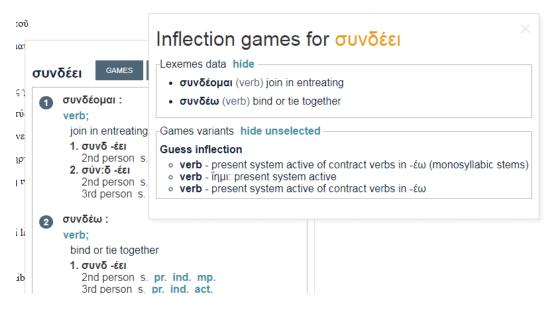
Workflow

13 июля 2018 г. 15:37

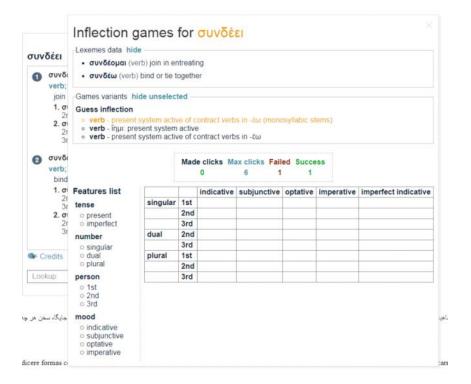
To init gamesPanel - double click on any word, open popup and click Games button



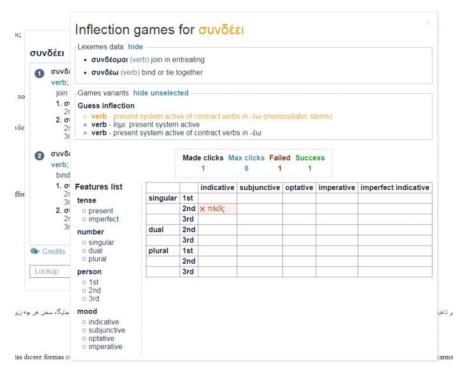
2) Game is created for new component views (hasComponentData = true) - so now it works for greek verb



3) To start game - select ant game variant (for example the first)



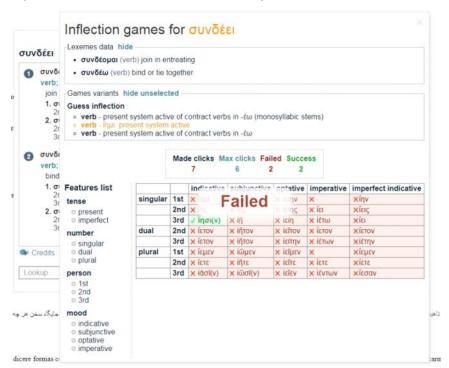
4) You could click on the cell to see the result If failed - it simply opens and increment clicks



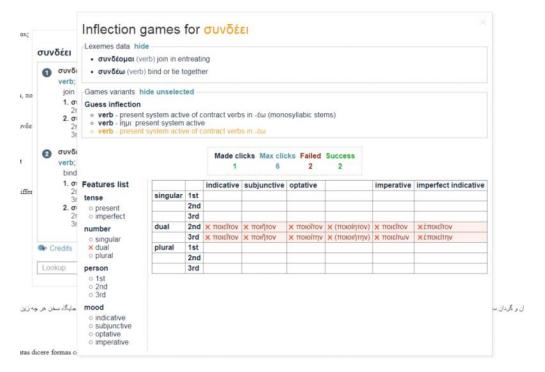
5) If success - you will win the game



6) If you make 7 (maxClicks +1) failed clicks - you will loose



- 7) You could use feature left panel for guessing an inflection (it counts as one click)
- 8) If you choose a failed value of the feature table shows these values as failed



9) If you choose a success value than it marks all failed values for this feature



- 10) If you choose a success value of the feature it marks in left panel all failed values
- 11) If you choose the last but one value of the feature it marks all in the left panel
- 12) If you open almost cells (using features or direct cells) besides one you automatically win

Hope you will like it