George

DPR 101

Ewe Scared Her! App

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| **Description:** Ewe Scared Her! Will have a sheep button on the first screen, when clicked, the sheep will make a barr sound and pop up a goat button. When the goat is clicked it will make a goat sound. When you shake the phone, the sheep changes to an angry sheep (the angry sheep has red eyes and green fur), the goat disappears and a red reset button that reads Ewe made her angry will pop up.  When the reset button is clicked, it does a text to speech that say “Ewe made her angry” | |
| **List of Components** | **Purpose and Pseudocode** |
| Screen1 | When Screen1 initialize, it will have a sheep button in the middle  Set background as GreenField.jpg |
| Button (SheepButton) | Set background to sheep.png  When clicked; make a barr sound, pop up a GoatButton |
| Sound (BarrSound) | Set sound to baa.wav |
| Button (GoatButton) | Set background to goat-clip.png  When clicked; make a NewGoat sound |
| Sound (NewGoat) | Set sound to Bleat-sound.wav |
| AccelerometerSensor1 | When shaken, hide GoatButton, change the SheepButton to AngrySheep, and display the reset button on top of the AngrySheep |
| TextToSpeech1 | When clicked, say “Ewe made her angry”  Hide the AngrySheep and display the SheepButton |
| Required Assets | baa.wav  sheep.png  Bleat-sound.wav  GreenField.jpg  goat-clip.png  angrySheep.png |
| **UI and Components:**  **A screenshot of a cell phone  Description automatically generated** | |