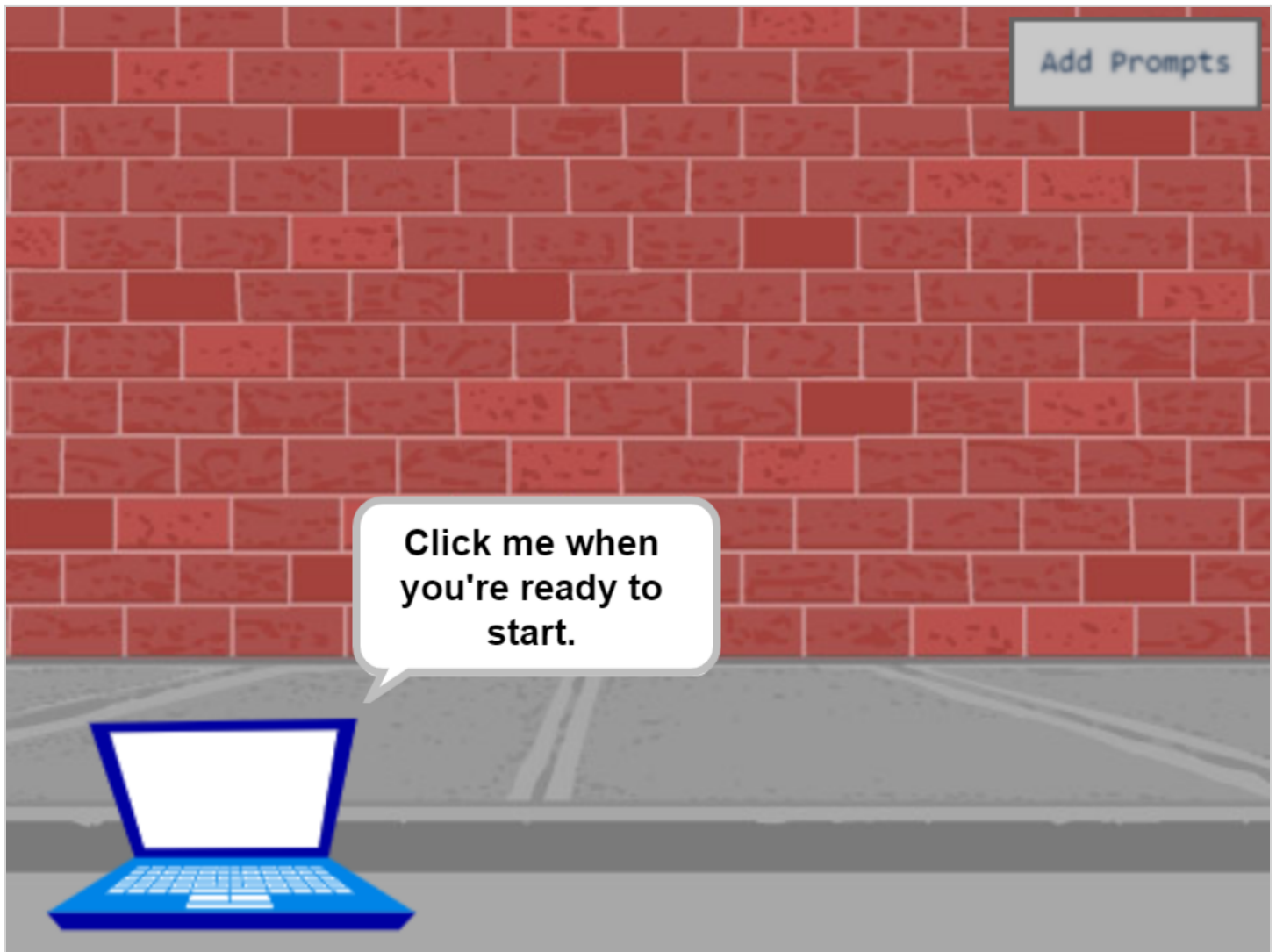


hunter-ethic-final

<https://snap.berkeley.edu/snap/snap.html#present:Username=iamracheltoo&ProjectName=hunter-ethic-final>

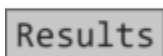


Snap! 7, <https://snap.berkeley.edu>

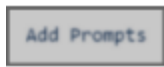
Contents



- narrator



- getResults



- addPrompts



- getHelp




- Stage
- For all Sprites

narrator



Scripts

when  clicked


clear

reset variable counters

show

introduction speech

when I am clicked ▾

say 

for each **question** in **simPrompts**

broadcast **nextStage** ▾ ▶

if

prompt & result for question **question** = get 1 pt from **question**

change **addictionLevel** ▾ by 1

else

if

prompt & result for question **question** = get 2 pt from **question**

change **addictionLevel** ▾ by 2

say ~~That's it for our simulator!~~ for 2 secs

say ~~Hit "results" to see your results and get some resources!~~

broadcast **quizDone** ▾ ▶

when I receive **results** ▾ ▶

say 

hide

getResults

Results

Scripts



```

when I am clicked
  broadcast results
  if <addictionLevel> > ADDICT_HIGH
    say Based on your responses, you are likely highly addicted to video games. for 4 secs
  else
    if <addictionLevel> between ADDICT_MIN and ADDICT_HIGH ?
      say Based on your responses, you may be addicted to video games. for 4 secs
    else
      say Based on your responses, you appear to have a healthy relationship with video games. for 4 secs
  say Here's what to look for in yourself. You need to have five or more of these signs in 1 year to have a problem, according to criteria that were proposed in the DSM-5. for 4 secs
  say DSMvgaddictDef for 10 secs
  say If you DO recognize yourself in this list, click through for further resources. for 2 secs
  broadcast getHelp
  hide

```

addPrompts



Scripts

```

switch to costume
  costume
    costume from text Add Prompts size 12 with background RGBA 200 padding 10
    with background RGBA 100 padding 2

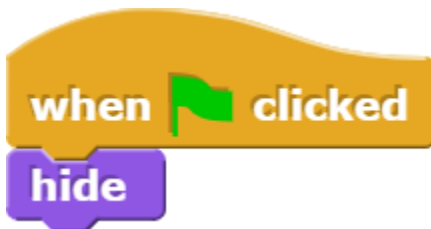
when I am clicked
  repeat until
    prompt Do you want to add another prompt to this simulation? options Yes No <> = No
  add import simItem to simPrompts

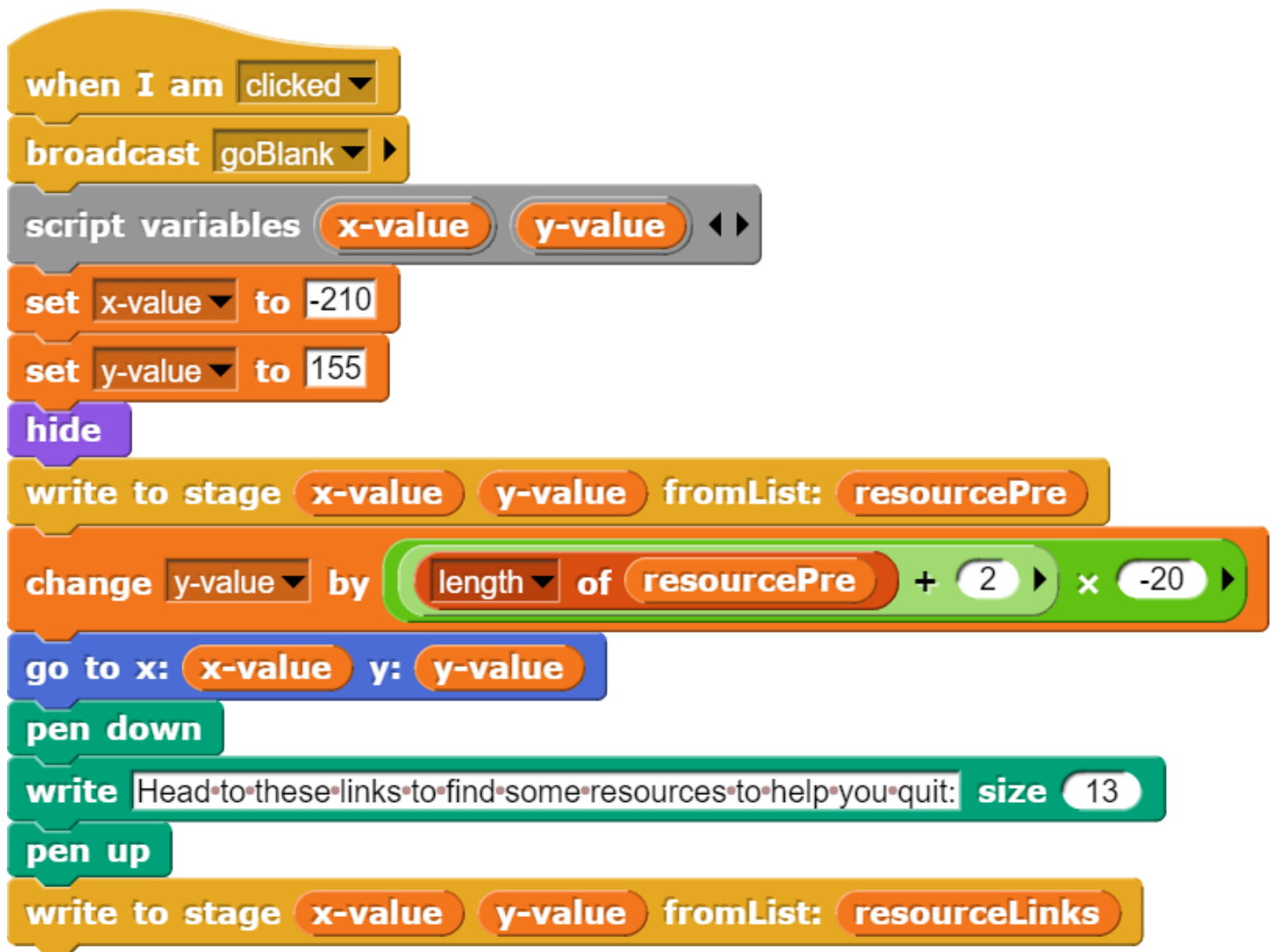
```

getHelp

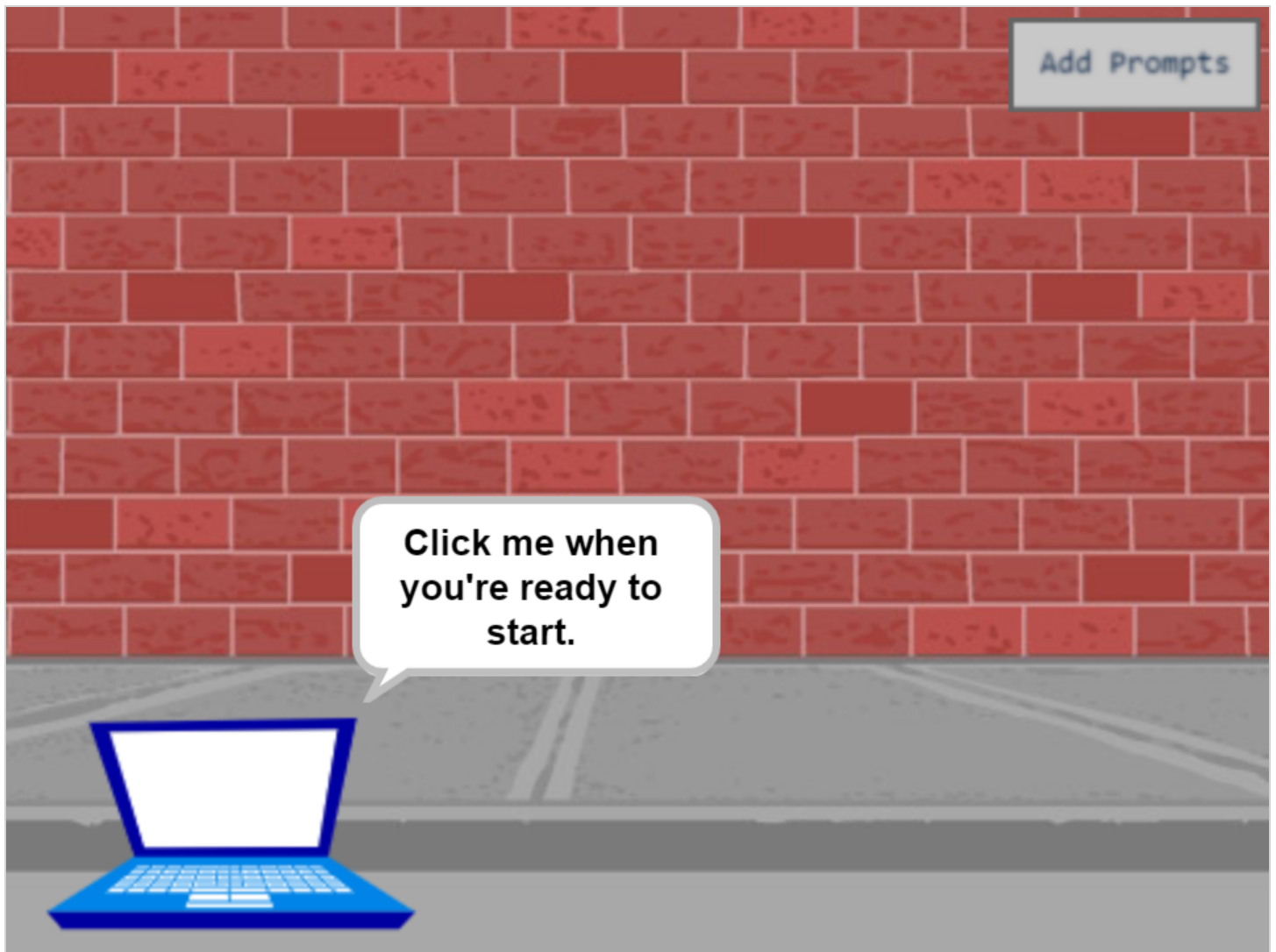


Scripts





Stage



Costumes


1. Brick Wall 1 
2. classroom 
3. park 
4. startWork 
5. livingroom 
6. diningroom 
7. Bedroom 2 

8. phones 

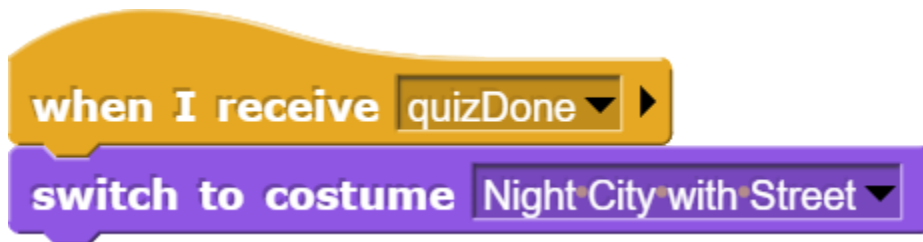
9. nightGaming 

10. nightBed 

11. dream 

12. Night City with Street 

Scripts



For all Sprites

Variables

ADDICT_HIGH 6

ADDICT_MIN 3

DSMvgaddictDef

- 1 Thinking about gaming all or a lot of the time -
- 2 Feeling bad when you can't play -
- 3 Needing to spend more and more time playing to feel good -
- 4 Not being able to quit or even play less -
- 5 Not wanting to do other things that you used to like -
- 6 Having problems at work, school, or home because of your gaming -
- 7 Playing despite these problems -
- 8 Lying to people close to you about how much time you spend playing -
- 9 Using gaming to ease bad moods and feelings -

length: 9

addictionLevel 0

resourceLinks









- 1 <https://www.healthygamer.gg/blog/video-game-addiction> -
- 2 http://www.techaddiction.ca/useful_links.html -
- 3 https://www.netaddictionrecovery.com/video-game-addiction-treatment/?gclid=Cj0KCQIA4uCcBhDdARIsAH5jyUmFJVbBTZv6hPyE-IsOuTJfX7ibMmgJxTTsUjYoXx3rNa34q4gLvB4aAmaFEALw_wcB -
- 4 <https://www.suu.edu/caps/toolkit/gaming.html> -

length: 4

resourcePre

- 1 It can be hard to see a problem in yourself. -
- 2 The amount of time you spend gaming might seem fine to you. -
- 3 But if people close to you say it's too much, -
- 4 it might be time to think about cutting back. -

length: 4

simPrompts		
10	A	B
1	It's the last p	
2	The bell ring	
3	You get hom	
4	Your mom p	
5	It's dinner tin	
6	Oh no! You f	
7	Your friends	
8	It's starting to	

Blocks

Looks

introduction speech

+ introduction + speech +

say You're a high school student who loves playing video games. for 2 secs

say Let's find out if you're making healthy choices! for 2 secs

say Click me when you're ready to start.

costume from text A size 72

```
+ costume + from + text + text = A + size + size # = 72 +
script variables costume x y dir cst trails pen state
set x to x position
set y to y position
set dir to direction
set cst to my costume
set pen state to pen down?
pen up
go to center
point in direction 90
switch to costume Turtle
set trails to pen trails
clear
go to x: left of Stage y: 0
write text size size
go to x: left of Stage y: 0
set costume to pen trails
clear
primitive obj_name(obj, name) costume join text
go to center
switch to costume trails
stamp
switch to costume cst
go to x: x y: y
point in direction dir
if pen state
  pen down
report costume
```

The script is a Scratch code block designed to generate a costume from a text string. It begins with a comment: `+ costume + from + text + text = A + size + size # = 72 +`. Below this, a `script variables` block lists the variables used: `costume`, `x`, `y`, `dir`, `cst`, `trails`, and `pen state`. The script then performs the following steps: sets `x` to `x position`, `y` to `y position`, and `dir` to `direction`; sets `cst` to `my costume` and `pen state` to `pen down?`; calls `pen up`; moves to the `center` and points in direction `90`; switches to the `Turtle` costume; sets `trails` to `pen trails`; calls `clear`; moves to the `left` of the `Stage` at `y: 0`; writes the `text` in `size` font; moves back to the `left` of the `Stage` at `y: 0`; sets `costume` to `pen trails`; calls `clear`; uses a `primitive` block with `obj_name(obj, name)` to create a costume from `text` in `size` font, naming it `costume`; moves to the `center`; switches to the `trails` costume; calls `stamp`; switches to the `cst` costume; moves to coordinates `x` and `y`; points in direction `dir`; checks if `pen state` is `pen down`; and finally reports the `costume`.

```

+ costume + cst + with + background + RGBA + rgb # = 200 + padding +
padding # = 2 +

script variables
old clr new x y dir trails flat old size
old pen state

set x to x position
set y to y position
set dir to direction
set old to my costume
set clr to pen RGBA
set flat to is flat line ends on?
set old size to pen size
set old pen state to pen down?

pen up
go to center
set trails to pen trails
clear
go to x: neg of width of costume cst / 2 + padding y:
0
point in direction 90
set flat line ends to
set pen size to height of costume cst + padding x 2
set pen RGB(A) to rgb
pen down
set x to neg of x position
pen up
switch to costume cst
go to center
go to x: neg of my center x y: neg of my center y
stamp
go to center
set new to pen trails
primitive obj_name(obj, name)
new
if split costume name of Sprite by word contains button then
costume name of Sprite else join costume name of Sprite button
clear
go to center
switch to costume trails
stamp
switch to costume old
go to x: x y: y
point in direction dir
set pen RGB(A) to clr
set flat line ends to flat
set pen size to old size
if old pen state
pen down
report new

```

Use this block to make "clickable" buttons:

costume

costume costume from text Snap! size 36 with background RGBA 200

padding 10

with background RGBA 100 padding 2

Control

write to stage fromList:

+ write + to + stage + x-coord # + y-coord # + fromList: + fromList : +

for i = 1 to length of fromList

change y-coord by -20

go to x: x-coord y: y-coord

write item i of fromList size 13

Sensing

prompt & result for question

+ prompt + & + result + for + question + Qitem : +

report

prompt get question from Qitem options

get 0 pt from Qitem

get 1 pt from Qitem

get 2 pt from Qitem

• **import question**

+ import + question +

ask Question for prompt? and wait

report answer

• **import answer list**

+ import + answer + list +

script variables answerList ▶

set answerList to list ▶

for answerIndex = 1 to 3

ask join answer answerIndex ? ◀▶ and wait

add answer to answerList

report answerList

• ask what's your name?

+ ask + question = what's your name? +

ask question and wait

report answer

- prompt** choose! options

+ prompt + title = choose! + options + options... +

report ask if title = then options else
list primitive ide_translate(text) title options
- import simItem**

+ import + simItem +

report question: import question answer options: import answer list

Operators

- question: answer options:

+ question: + q + answer + options: + answerlist : +

report list q answerlist
- answers 1 pts: 2 pts: 3 pts:

+ answers + 1 + pts: + one + 2 + pts: + two + 3 + pts: + three +

report list one two three
- get question from

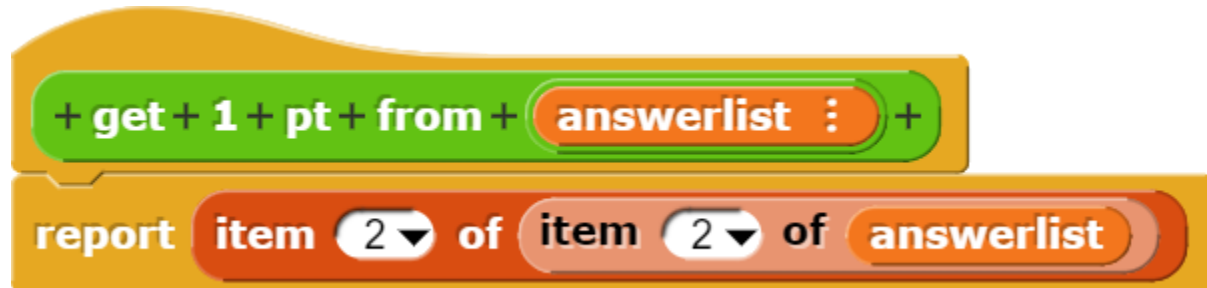
+ get + question + from + question : +

report item 1 of question

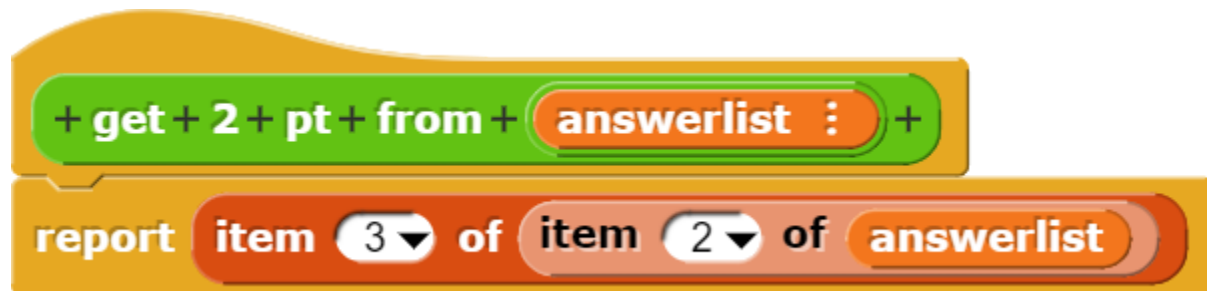
- **get 0 pt from** 



- **get 1 pt from** 



- **get 2 pt from** 



- **between**  **and**  **?**



Variables

reset variable counters

+ reset + variable + counters +

set addictionLevel ▼ **to** 0

set ADDICT_MIN ▼ **to** 3

set ADDICT_HIGH ▼ **to** 6