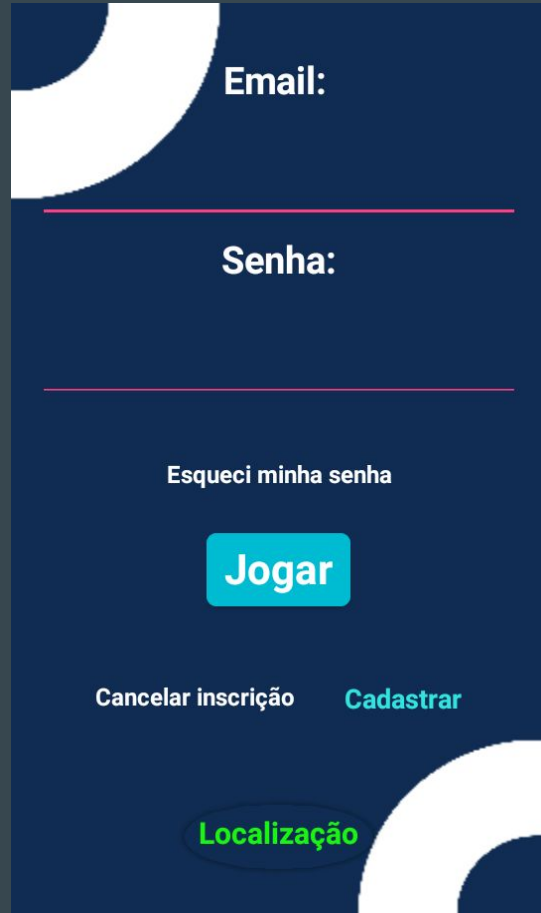


# Trabalho de Dispositivos Móveis

...

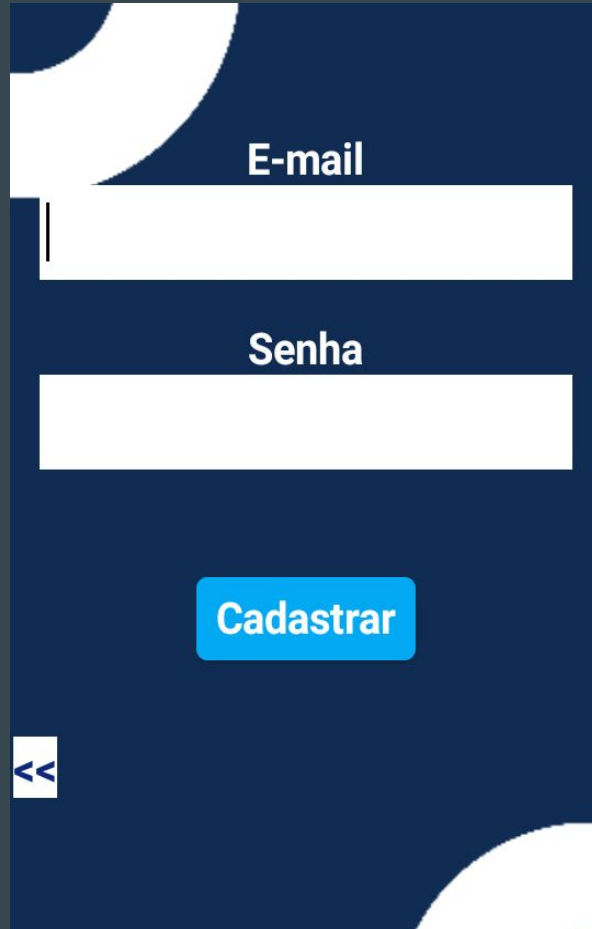
“Game mouse”  
Jailine Almeida

# Telas



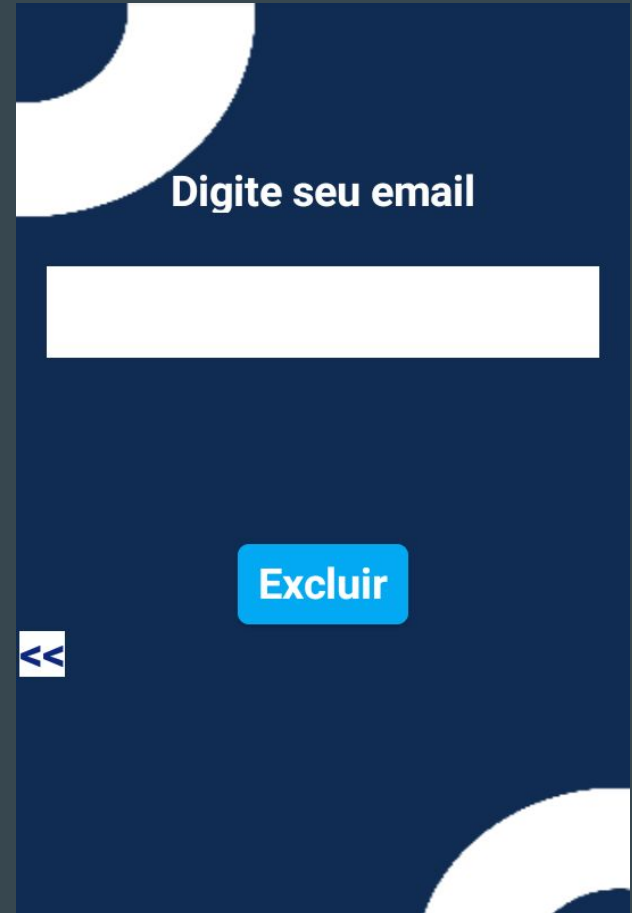
Screen 1 (Login):

- Fields: Email: (with underline), Senha: (with underline).
- Link: Esqueci minha senha.
- Buttons: Jogar (cyan), Cancelar inscrição, Cadastrar (cyan).
- Footer: Localização (green, circled).



Screen 2 (Registration):

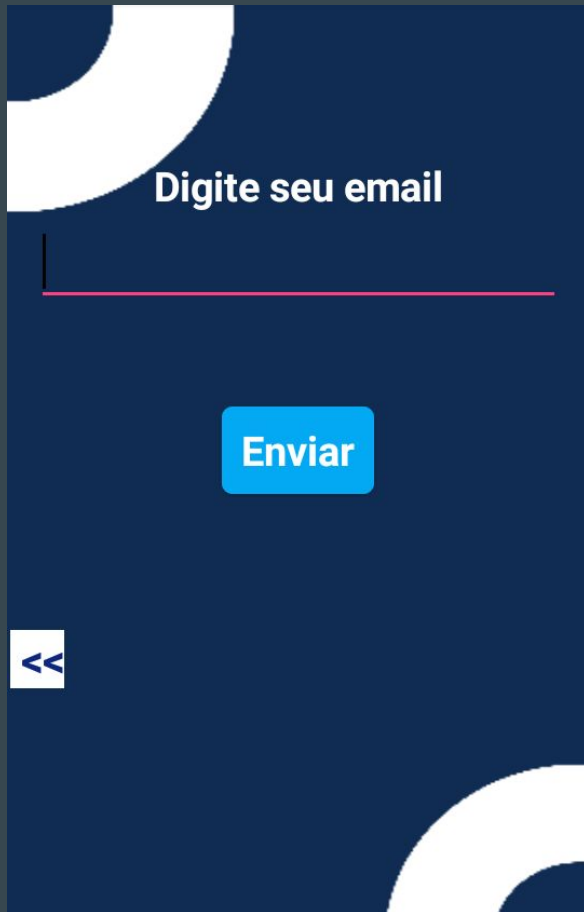
- Fields: E-mail (with underline), Senha (with underline).
- Button: Cadastrar (cyan).
- Footer: << (white).



Screen 3 (Email Verification):

- Field: Digite seu email (with underline).
- Button: Excluir (cyan).
- Footer: << (white).

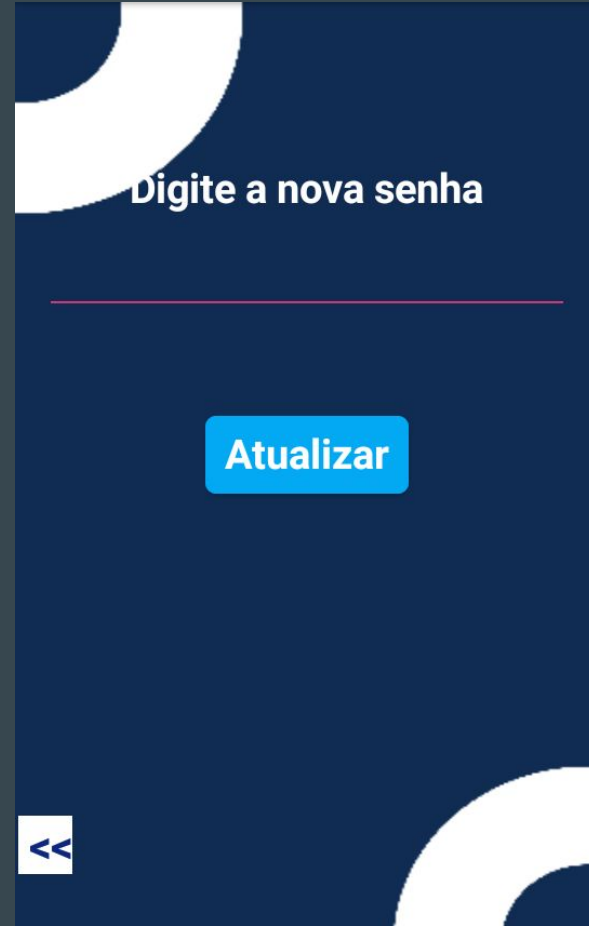
# Telas



Interface for logging in. The screen has a dark blue background with white decorative curved shapes in the corners. The text "Digite seu email" is displayed in white. Below it is a white input field with a red underline. A blue button with the text "Enviar" is centered below the input field. A small white icon with two blue arrows pointing left is located in the bottom left corner.

Digite seu email

Enviar



Interface for resetting a password. The screen has a dark blue background with white decorative curved shapes in the corners. The text "Digite a nova senha" is displayed in white. Below it is a white input field with a red underline. A blue button with the text "Atualizar" is centered below the input field. A small white icon with two blue arrows pointing left is located in the bottom left corner.

Digite a nova senha

Atualizar

# Blocos de cadastro

when Registrar .Click

do

set tela\_cadastro . Visible to true

set Camposde\_cadastros . Visible to false

set tela\_login . Visible to false

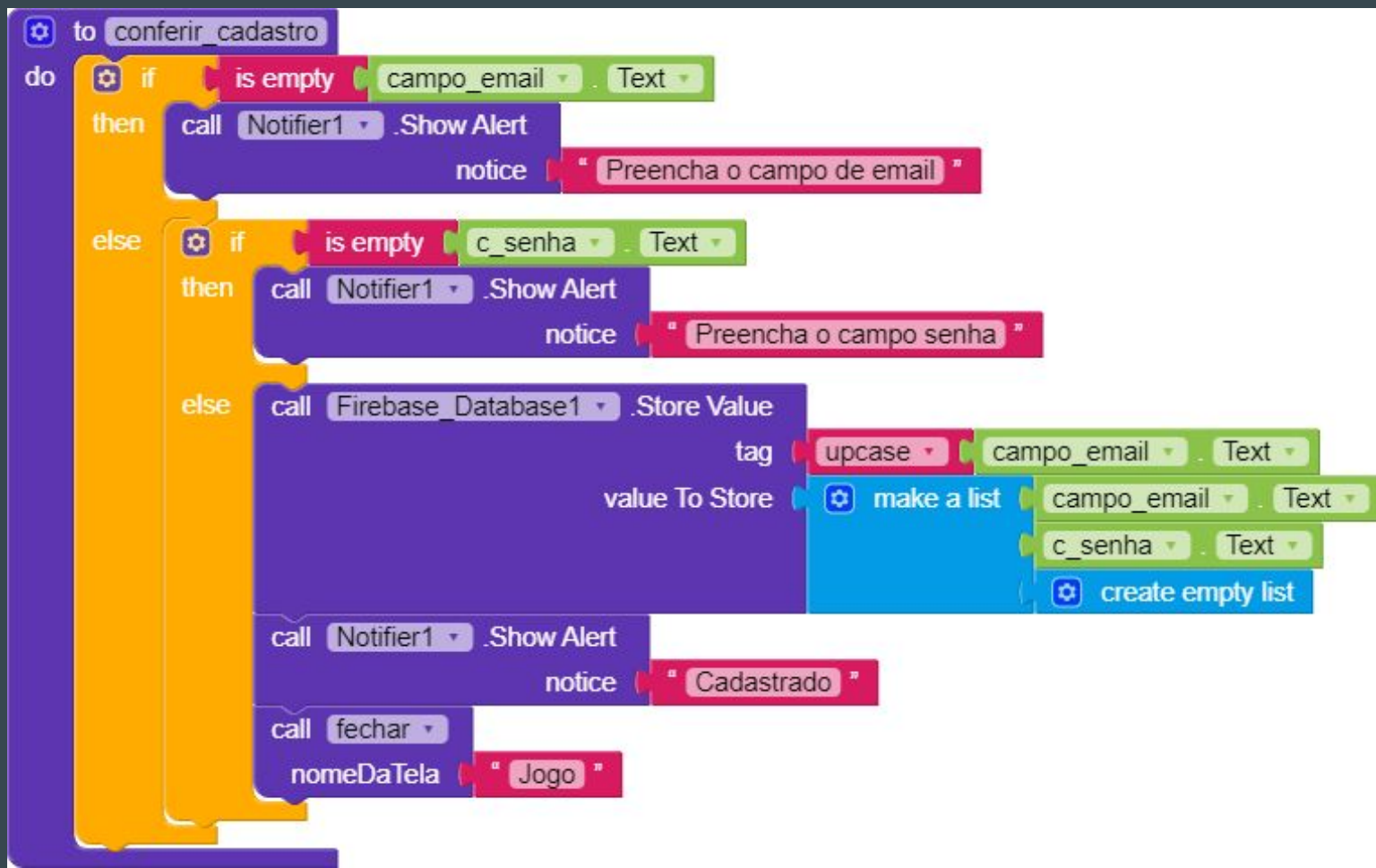
set esqueci\_minha\_senha . Visible to false

when cadastro .Click

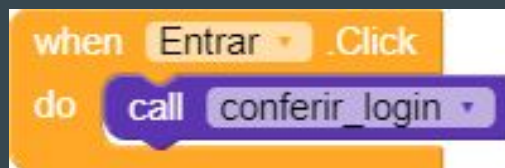
do

call conferir\_cadastro

# Blocos de cadastro




# Blocos de login



# Blocos de login



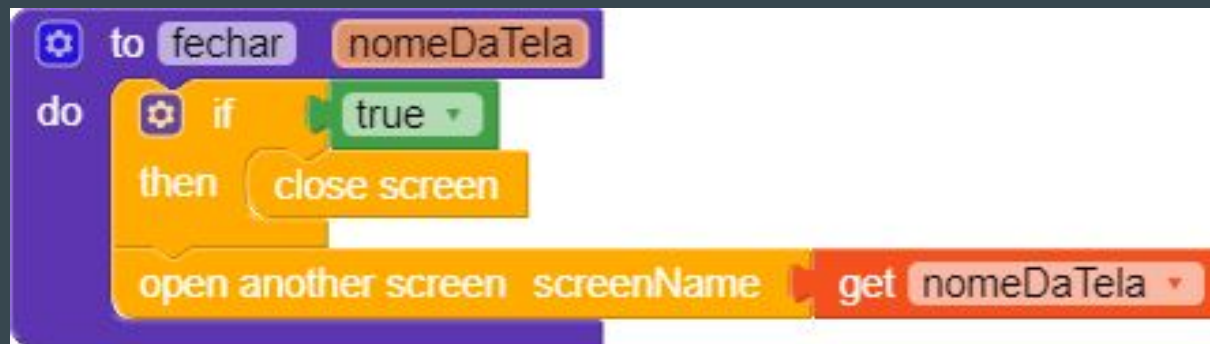
# Blocos de login

initialize global dados\_usuarios to  create empty list

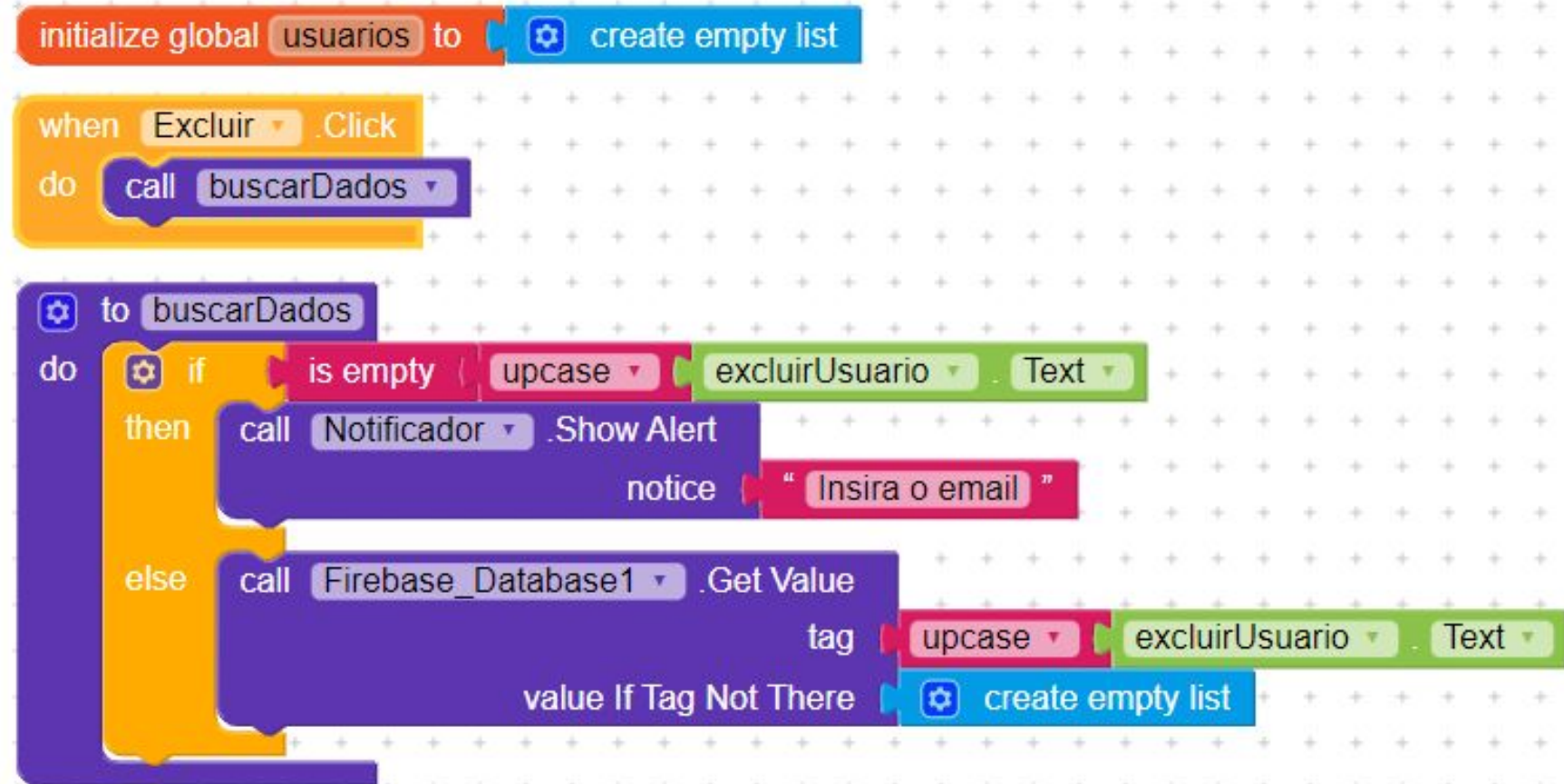
 to validar\_senha  
do  
     if  
        campo\_senha . Text =  select list item list index  get global dados\_usuarios  
    then  
        call fechar  
        nomeDaTela "Jogo"  
    else  
        call Notifier1 . Show Alert  
        notice "Dados incorretos"  
        set campo\_senha . Text to " "



# Excluir inscrição



# Excluir inscrição



# Excluir inscrição



# Atualizar senha



# Atualizar senha

initialize global usuarios to create empty list

initialize global atualizacao to create empty list

when redefinirS .Click

do call verificarEmail

set TelaAtualizacao .Visible to false

set TelaNovasenha .Visible to true

to verificarEmail

do if is empty upcase CampoEmail .Text

then call Notifier1 .Show Alert

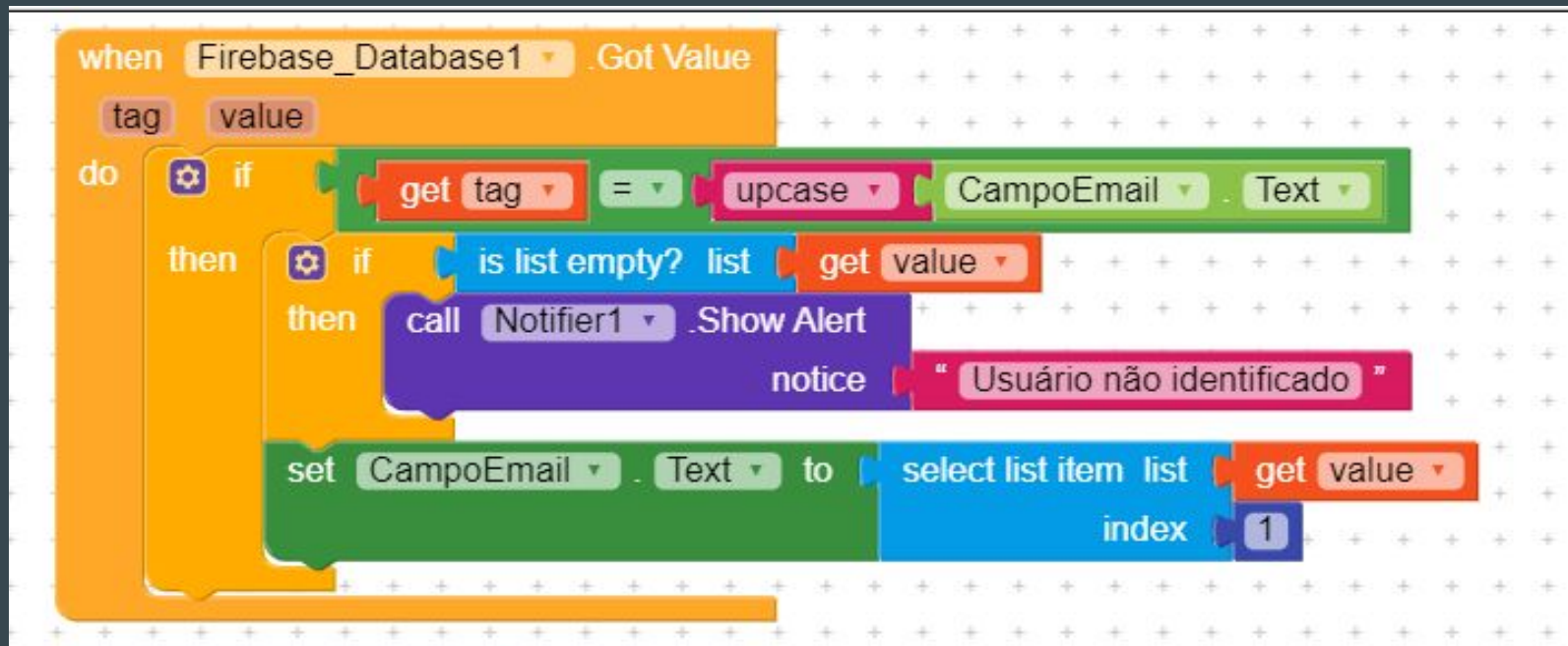
notice "Insira o email"

else call Firebase\_Database1 .Get Value

tag upcase CampoEmail .Text

value If Tag Not There create empty list

# Atualizar senha





# Atualizar senha

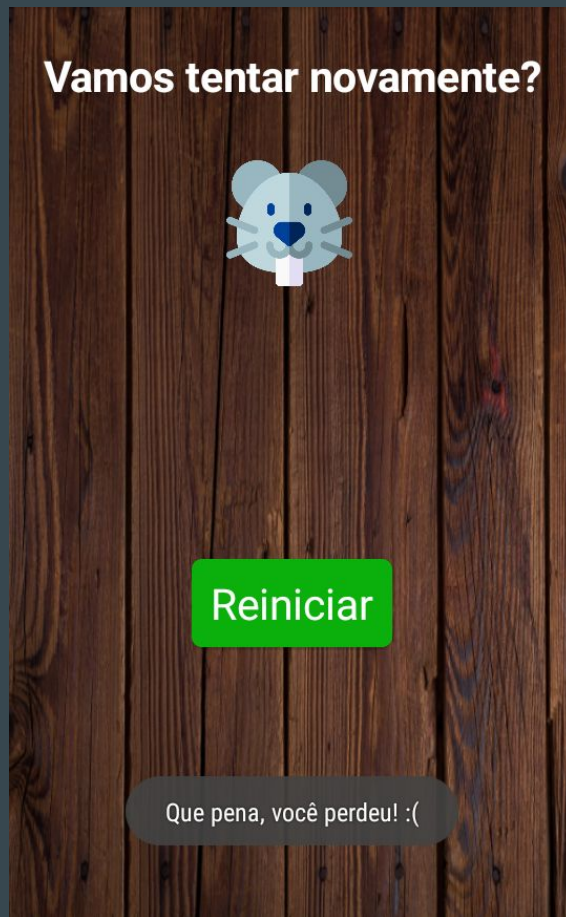


# Blocos de localização





# Tela do jogo



# Blocos do jogo

initialize global altura\_Touch to 0

initialize global largura\_Touch to 0

when Jogo Initialize

```
do
  set global largura_Touch to area_touch_screen . Height
  set global altura_Touch to area_touch_screen . Width

  call queijo .Move To
    x (0.20 x get global largura_Touch)
    y (0.09 x get global altura_Touch)

  call armadilha .Move To
    x (0.04 x get global largura_Touch)
    y (0.6 x get global altura_Touch)

  call armadilha2 .Move To
    x (0.3 x get global largura_Touch)
    y (0.9 x get global altura_Touch)

  call armadilha3 .Move To
    x (0.5 x get global largura_Touch)
    y (0.6 x get global altura_Touch)

  call ratinho .Move To
    x (0.4 x get global largura_Touch)
    y (1.3 x get global altura_Touch)

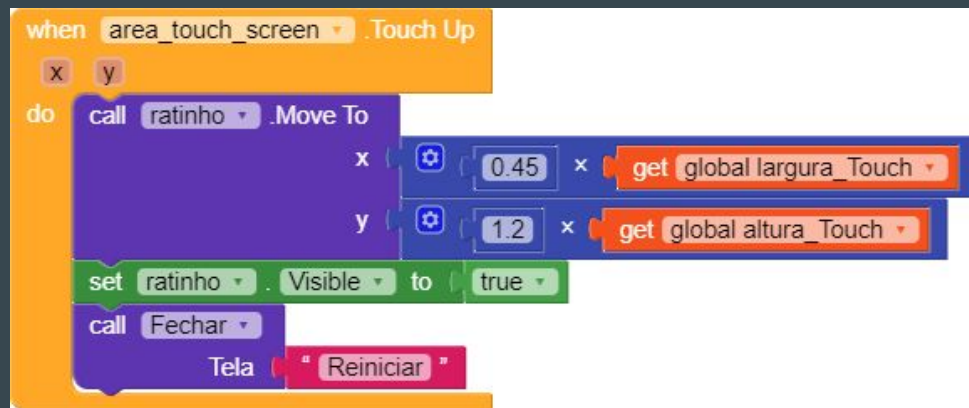
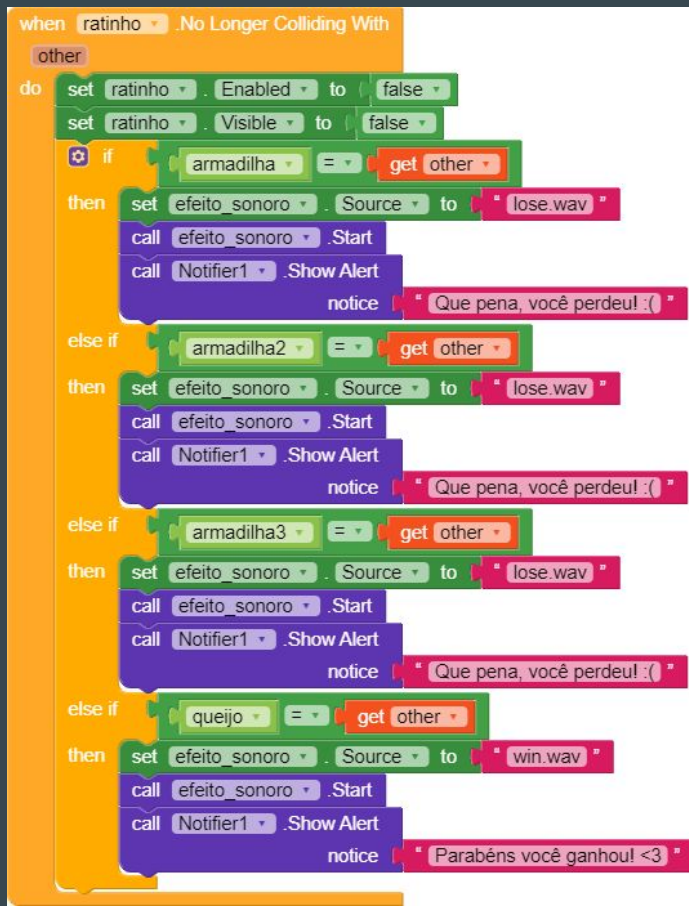
  set queijo .Enabled to true
  set armadilha .Enabled to true
  set ratinho .Enabled to true
  set armadilha2 .Enabled to true
  set armadilha3 .Enabled to true
```

when ratinho Dragged

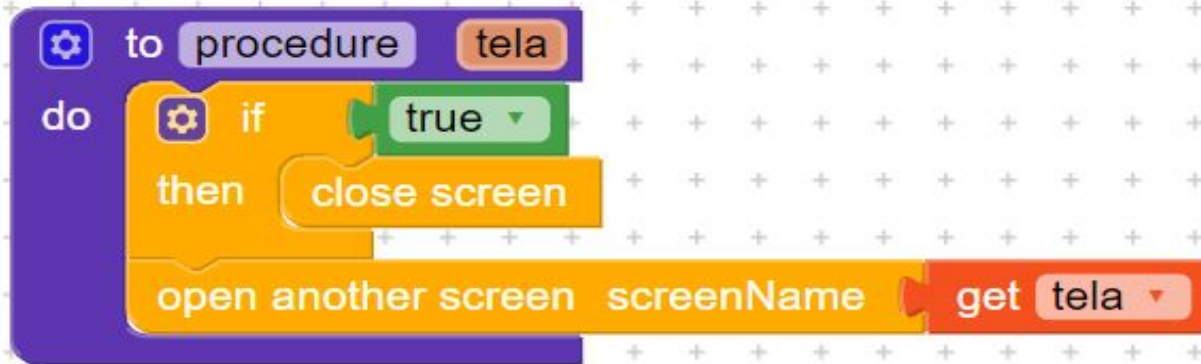
start X start Y prev X prev Y current X current Y

```
do
  call ratinho .Move To
    x (get current X - 30)
    y (get current Y - 30)
```

# Blocos do jogo



# Blocos do Jogo



# Referências

Deivid Rothen. #1 Tela de Login Profissional no Kodular, App Inventor, Thunkable. Disponível em:  
<https://www.youtube.com/watch?v=hdybKBuhcxO&list=RDCMUCMoOGb7aKyJxuz-j2g7-L5w&index=2>

Deivid Rothen. #2 Tela de login profissional no Kodular, app inventor, thunkable. Disponível em:  
<https://www.youtube.com/watch?v=br4PXuppRY0&list=RDCMUCMoOGb7aKyJxuz-j2g7-L5w&index=2>

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[https://www.youtube.com/watch?v=yridfJjs\\_IQ](https://www.youtube.com/watch?v=yridfJjs_IQ)

Ronaldo. Canal do Reinaldo. #KODULAR | FIREBASE #PARTE2 BANCO DE DADOS CADASTRAR. Disponível em:  
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<https://www.youtube.com/watch?v=Dsi4xcAPCXw>

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<https://www.youtube.com/watch?v=IAWzlv3OO7M>