

Guess Me

The ultimate guessing frog

Game is composed of the following sections:

Section 1 – Invite the user to think of someone

Think of Someone...

I'm Ready!

Section 2 – Ask a Yes-No Question

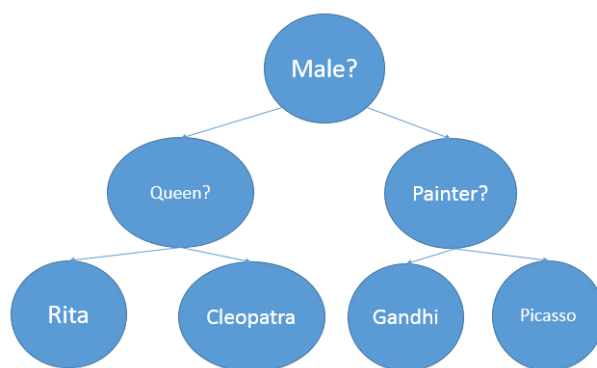
Male?

Yes

No

This is a repeating process:

move through the questions tree until you reach a node with no children.



Section 3 – Learn new

OK, I gave up...

Person name:

Your Person

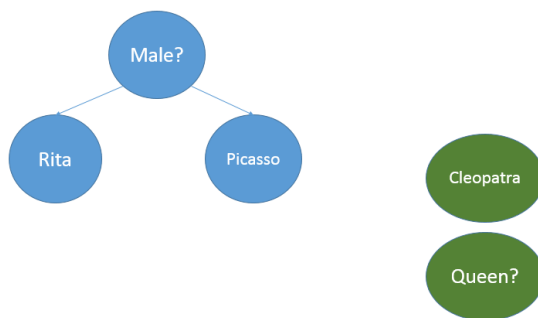
New Question

Question to differer

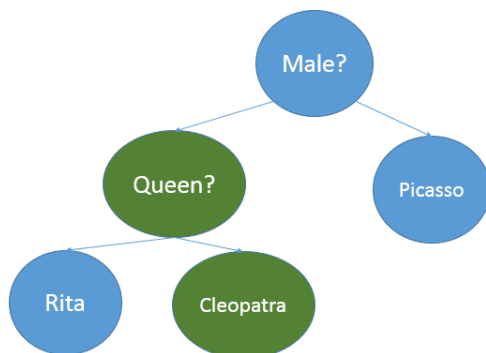
Make me Smarter!

Here is how a new guess is added:

Step 1 – Read two inputs from user and build the nodes:



Step 2 – Connect the nodes to the questions tree:



Note: in order to connect the nodes, use to variables: *gPrevQuest*, *gLastRes*