

Computers & the Humanities 281

Transcript Exercises

These two exercises are designed to give you practice with several of the Transcript constructs discussed in class. Copy the **TranscriptEx** stack in the **Templates** folder to your disk and rename it **YourName--Transcript**. Or you may download the file from Blackboard (see folder 13)

Stump the Dummy

In this simple game the robot is supposedly trying to guess a number based on feedback from the user clicking buttons on the controller.

To play the game:

1. The user types a number in his screen in the controller and presses "Ready".
2. The robot guesses a number.
3. If the user clicks "Too Big" or "Too Small" the robot adjusts his guess accordingly.
4. When the user clicks "Right On" the robot rejoices and comments appropriately: "First try!" if only one guess; "Finally!" if more than four guesses; vanilla comment (such as "Not bad." or "OK" for the rest).
5. "Play Again" sets everything up for another game.

Throughout the entire game, the computer keeps track of the number of the robot's guesses, through the lovely assistant in the background.

Don't get hung up on the game. It's a relatively simple and mindless game. There's no limit or error checking and nothing to prevent (or even discourage) cheating. Just follow the instructions to program each button. To make it simple, choose a number between 1 and 10.

Hide & Seek

The next card contains a game where the user tries to find an object hidden in the compartments of the magician's magic box.

To play the game:

1. The user clicks "Start." The object to find is chosen at random and its name displayed in the field on the top of the box. The magician indicates which object is to be found.
2. The user then needs to find that object in the compartments below by clicking on them to reveal the object beneath.
3. Clicking the "Hint" button gives random glimpses under the compartment covers.
4. "Reset" restores the magic box to its initial state.

In the template there is already a button covering the dog in the upper left corner. Be kind to yourself and duplicate this button to cover the other objects. Again, don't get hung up on the game too much. Just follow the instructions carefully to make it work.

Going the Extra Mile

(Up to 5 extra mile points)

Here are some additional learning opportunities. If you choose to do any of these, make sure that you complete the regular exercises first, turn them in, and then go the extra mile on a separate stack (as some of these circumvent the original instructions of these exercises) and turn it in separately (with a different name, of course):

1. Improve the Stump the Dummy game so that the robot will adjust his guesses automatically. Once he has guessed properly (with appropriate celebration), have the game reset itself.
2. Improve the Stump the Dummy game so that the robot keeps track of the amount of tries it has taken him previously to guess the number. Have him comment appropriately on his improvement (or lack thereof) in guessing.
3. Alter the nature of the Stump the Dummy game so that you are guessing a number picked randomly by the robot, all with appropriate hints and feedback.
4. Improve the Hide & Seek game so that the magician names off the objects as they are revealed (with appropriate feedback), saving his best feedback for when the correct button has been selected.
5. Improve the Hide & Seek game so that the magician keeps track of how many guesses it takes the user, and penalizes for clicking the "Hint" button.
6. Improve the Hide & Seek game so that the Hint feature doesn't repeat itself consecutively (e.g., it won't reveal the dog and then immediately reveal it again, but can reveal it later in the sequence).

As with all other assignments, these exercises are designed to give you practice implementing the concepts discussed in class. The quality of learning you reap from these exercises will result directly from the amount of effort you expend trying to get them to work successfully.

This assignment is due by the beginning of class on the due date specified in the [class schedule](#). Turn in your completed assignment in Blackboard (folder 13).

[Transcript I Lecture](#)

[Transcript II Lecture](#)

[Course Schedule](#)

[Main Page](#)