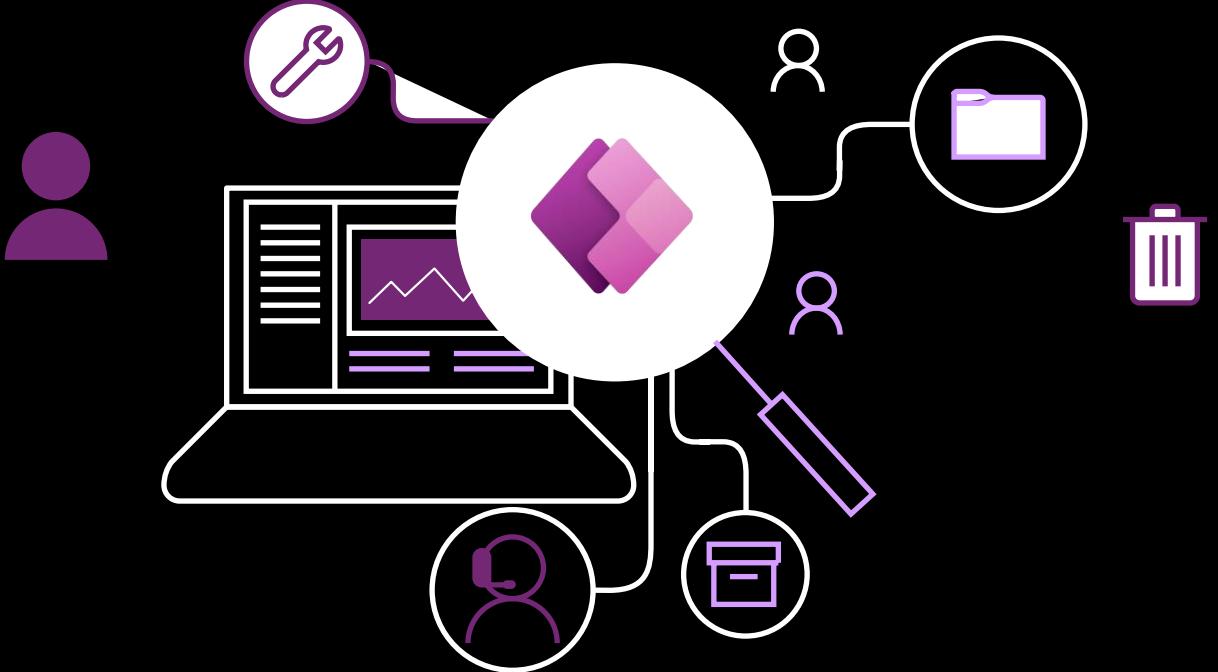


# Power Platform Community Meetup

Gaming with Power App Canvas App

- Narisorn Limpaswadpaisarn
- Microsoft Certified Trainer



```
mirror_mod = modifier_ob
set mirror object to mirror
mirror_mod.mirror_object = ob
operation == "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False
operation == "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True

selection at the end -add
modifier_ob.select= 1
modifier_ob.select=1
context.scene.objects.active = modifier
("Selected" + str(modifier))
mirror_ob.select = 0
bpy.context.selected_objects.append(mirror)
data.objects[one.name].select = 1
print("please select exactly one object")
- OPERATOR CLASSES -
types.Operator:
    def __init__(self):
        self.X_mirror_to_the_selected = False
        self.mirror_mirror_x = False
        self.mirror_mirror_y = False
        self.mirror_mirror_z = False
context):
    if context.active_object is not None:
```



# Gaming with Power App Canvas App

Narisorn Limpaswadpaisarn  
Microsoft Certified Trainer



# Objective

- Use Power Apps Canvas App for something apart from helping internal processes
- Created Power Apps consumption in organization
- Empowered more low-code app community
- For testing and fun purposes, non-profit gaining

# Self-Challenges

- Finish this app before Christmas
- No dependency, no SharePoint, Dataverse (CDS) or any SQL Connections
- Can distributed into GitHub with ease of deployment
- Experience when embedded into Microsoft Teams

# Connector used in this app

- Use only Office 365 user



<https://docs.microsoft.com/en-us/powerapps/maker/canvas-apps/connections/connection-office365-users>

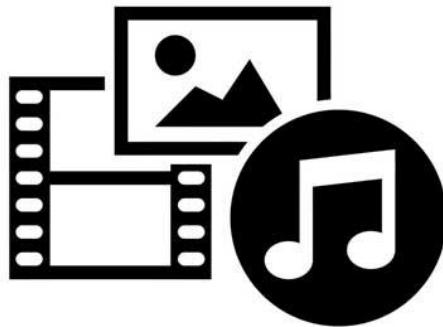
Office365Users.MyProfile().City  
Office365Users.MyProfile().CompanyName  
Office365Users.MyProfile().Country  
Office365Users.MyProfile().Department  
Office365Users.MyProfile().DisplayName  
Office365Users.MyProfile().GivenName  
Office365Users.MyProfile().Id  
Office365Users.MyProfile().JobTitle  
Office365Users.MyProfile().Mail  
Office365Users.MyProfile().MailNickname  
Office365Users.MyProfile().mobilePhone  
Office365Users.MyProfile().OfficeLocation  
Office365Users.MyProfile().PostalCode  
Office365Users.MyProfile().Surname  
Office365Users.MyProfile().TelephoneNumber  
Office365Users.MyProfile().UserPrincipalName  
Office365Users.MyProfile().AccountEnabled  
Office365Users.MyProfile().BusinessPhones

Office365Users.UserProfile(InfoAbout.Text).City  
Office365Users.UserProfile(InfoAbout.Text).CompanyName  
Office365Users.UserProfile(InfoAbout.Text).Country  
Office365Users.UserProfile(InfoAbout.Text).Department  
Office365Users.UserProfile(InfoAbout.Text).DisplayName  
Office365Users.UserProfile(InfoAbout.Text).GivenName  
Office365Users.UserProfile(InfoAbout.Text).Id  
Office365Users.UserProfile(InfoAbout.Text).JobTitle  
Office365Users.UserProfile(InfoAbout.Text).Mail  
Office365Users.UserProfile(InfoAbout.Text).MailNickname  
Office365Users.UserProfile(InfoAbout.Text).mobilePhone  
Office365Users.UserProfile(InfoAbout.Text).OfficeLocation  
Office365Users.UserProfile(InfoAbout.Text).PostalCode  
Office365Users.UserProfile(InfoAbout.Text).Surname  
Office365Users.UserProfile(InfoAbout.Text).TelephoneNumber  
Office365Users.UserProfile(InfoAbout.Text).UserPrincipalName  
Office365Users.UserProfile(InfoAbout.Text).AccountEnabled  
Office365Users.UserProfile(InfoAbout.Text).BusinessPhones

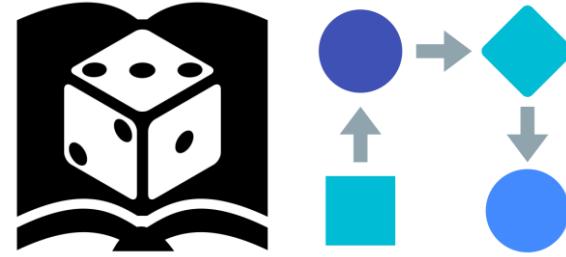
Office365Users.Manager(InfoAbout.Text).City  
Office365Users.Manager(InfoAbout.Text).CompanyName  
Office365Users.Manager(InfoAbout.Text).Country  
Office365Users.Manager(InfoAbout.Text).Department  
Office365Users.Manager(InfoAbout.Text).DisplayName  
Office365Users.Manager(InfoAbout.Text).GivenName  
Office365Users.Manager(InfoAbout.Text).Id  
Office365Users.Manager(InfoAbout.Text).JobTitle  
Office365Users.Manager(InfoAbout.Text).Mail  
Office365Users.Manager(InfoAbout.Text).MailNickname  
Office365Users.Manager(InfoAbout.Text).mobilePhone  
Office365Users.Manager(InfoAbout.Text).OfficeLocation  
Office365Users.Manager(InfoAbout.Text).PostalCode  
Office365Users.Manager(InfoAbout.Text).Surname  
Office365Users.Manager(InfoAbout.Text).TelephoneNumber  
Office365Users.Manager(InfoAbout.Text).UserPrincipalName  
Office365Users.Manager(InfoAbout.Text).AccountEnabled  
Office365Users.Manager(InfoAbout.Text).BusinessPhones

# Gaming Design Components

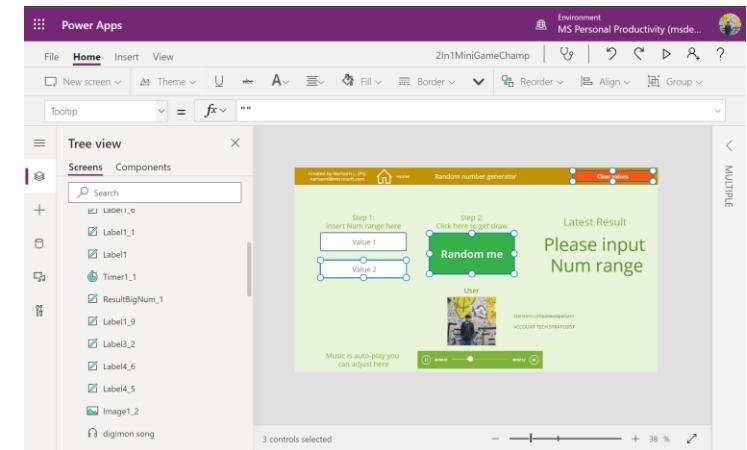
1. Media (Picture, Songs and Sound Effects)



2. Game Mechanics (No. of games and Rules&Logics)



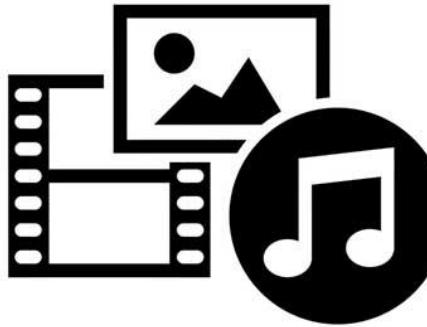
3. Canvas App Design and formulas (Object Management, Formulas, UX/UI)



```
fx < ClearCollect(Shuffleplayer, Shuffle(Tappleplayers)); // shuffle to a new collection
```

```
mirror_mod = modifier_obj
# set mirror object to mirror
mirror_mod.mirror_object = mirror_obj
if operation == "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False
if operation == "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
if operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True

selection at the end - add
modifier.select= 1
modifier.select=1
context.scene.objects.active = modifier
("Selected" + str(modifier))
modifier.select = 0
bpy.context.selected_objects.append(data.objects[one.name].select)
print("please select exactly one object")
- OPERATOR CLASSES -
types.Operator:
  X mirror to the selected object.mirror_mirror_x"
  "or X"
context):
  context.active_object is not None
```



# Media

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# Pictures

- Upload as image .jpg and .png

Use in How-to-screen



Swap order Turn Order (Left to Right)

Megan Bowen  
Diego Sicilani  
Irvin Sayers  
Joni Sherman  
Pradeep Gupta

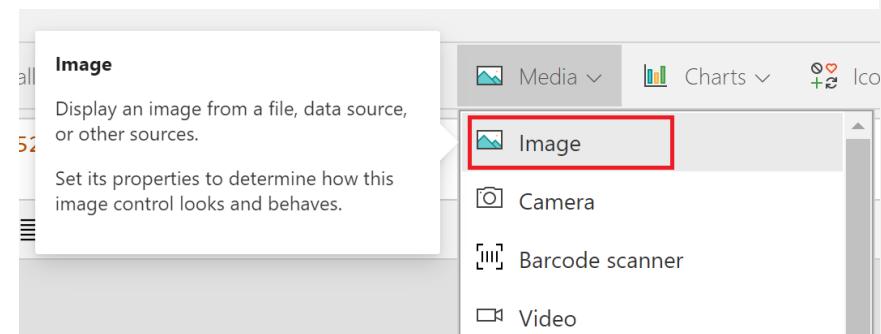
Eliminated



Use in game mechanics



Use for gimmicks



Media

Image

Camera

Barcode scanner

Video

☰

Search

Upload

...

Images

game1.PNG

tom.jpg

steve.png

satya.jpg

Paul.png

naris.JPG

kurt.jpg

joker.JPG

haruki.jpg

bob.jpg

bill.jpg

game2.PNG

tht2.JPG

tht3.JPG

eliminated.png

# Audios for testing



- From my childhood anime songs and game-ost with 8 bits sound



<https://www.youtube.com/watch?v=fz25aQRWeD4>  
by Studio Megaane



[https://www.youtube.com/watch?v=hfDjwG\\_ThA&list=PLKkxnBwFOJGI3nA8NZCXxwc6B35wWq2jH](https://www.youtube.com/watch?v=hfDjwG_ThA&list=PLKkxnBwFOJGI3nA8NZCXxwc6B35wWq2jH)  
from Ragitsu by Nintendo

A screenshot of the Microsoft Stream interface. At the top, there are tabs for 'Media', 'Charts', and 'Forms'. Below that, a sidebar lists options: 'Video', 'Microsoft Stream', 'Audio' (which is highlighted with a red box), 'Microphone', and 'Add picture'. The main content area is titled 'Audio' and describes it as an audio player for sound clips from a file or recording.

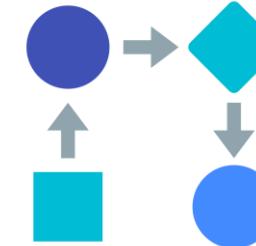
# Digital Audio Workstation (DAW)

- Cubase 10 Pro as audio editing software
- Used for editing and combining sound effect



```
mirror_mod = modifier_ob
set mirror object to mirror
mirror_mod.mirror_object = ob
operation == "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False
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    mirror_mod.use_x = False
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    mirror_mod.use_z = False
operation == "MIRROR_Z":
    mirror_mod.use_x = False
    mirror_mod.use_y = False
    mirror_mod.use_z = True

selection at the end -add
    ob.select= 1
    mirror_ob.select=1
    bpy.context.scene.objects.active = mirror_ob
    ("Selected" + str(modifier))
    mirror_ob.select = 0
    bpy.context.selected_objects.append(mirror)
    data.objects[one.name].select = 1
print("please select exactly one object")
- OPERATOR CLASSES -
types.Operator:
    X mirror to the selected object.mirror_mirror_x"
    "or X"
context):
    context.active_object is not None
```

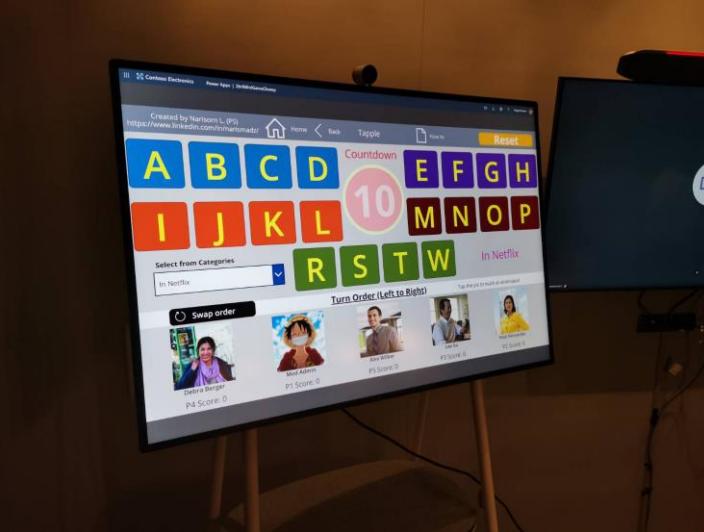


# Game Mechanics

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# Game in this app

- Random number generator (basic)
- Tapper (intermediate)



# Random number generator Objects in Canvas

- Text input boxes for 2 values
- Start random button
- Show on screen text
- Reset button



# Random number generator rule

- Random number between 2 absolute values
- Show on screen
- Have reset button

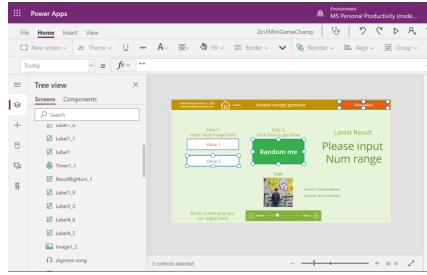
# Tapple Objects in Canvas

- Audio players
- Category dropdown selections
- Timer control
- Letter buttons
- Swap button
- Eliminate button
- Reset button
- Scoring system



# Tapple rule

- Name category
- Take turn from orders (left to right), name something in that category, press the first letter of that word and press timer to start then pass the turn
- Player who name something out of category got eliminated
- Player who press 2 letter buttons in his/her turn got eliminated
- Player who can name until timer countdown to 0 got eliminated
- Remainders take turn until there's sole survivor got the point
- Press reset button and choose new category to begin the next round



# Canvas App Design and Formula

# Narisorn Limpaswadpaisarn

## Microsoft Certified Trainer

# App design and formula

- This section shows some of interest parts of making this app
- Key concepts of making
- Some Collections, Canvas objects and Formulas used

# Collection used

- For Game selection screen
- This collection is created at OnStart properties of this app

Gamelist

| Image   | name                    | no |
|---|-------------------------|----|
|  | Random Number Generator | 1  |

|   |        |   |
|---|--------|---|
|  | Tapple | 2 |
|---|--------|---|

# Collection used

- For Tapple game, created since player selection screen
- Category collection is created at OnStart properties of this app

Tappleplayers

| DisplayN... | No | Score | pic   |
|-------------|----|-------|---|
| user1       | 1  | 0     |    |
| user2       | 2  | 0     |    |
| user3       | 3  | 0     |   |
| user4       | 4  | 0     |  |
| user5       | 5  | 0     |  |

Shuffle Player

| DisplayN... | No | Score | pic   |
|-------------|----|-------|---|
| user3       | 3  | 0     |    |
| user5       | 5  | 0     |    |
| user4       | 4  | 0     |   |
| user1       | 1  | 0     |  |
| user2       | 2  | 0     |  |

Tapplecategory

| ID | Name             |
|----|------------------|
| 1  | Animes/Manga     |
| 2  | Restaurants      |
| 3  | Sci-fi & Fantasy |
| 4  | Sports           |
| 5  | Hobbies          |

# Office 365 User

- For display user based on UPN in Azure AD
- Get Display name, Image and Job title



*fx* If(AAD = true,  
If(IsBlank(player1),human,Office365Users.UserPhotoV2(player1))  
, human)



Char(13) is Line Break

*fx* If(IsBlank(player1),Blank(),  
Office365Users.UserProfileV2(player1).displayName & Char(13) & Char(13) & Office365Users.UserProfileV2(player1).jobTitle)

# Random between 2 values

- Num1 = value 1 in TextInput1, Num2 = value 2 in TextInput2
- Use in Random Number Generator
- Rand() with random number between 0-1 (decimals)
- RoundDown(*Number, DecimalPlaces*)

```
: fx ▾ UpdateContext({  
    Random: RoundDown(  
        Num1 + Rand() * (Num2 + 1 - Num1), 0  
    )  
})  
})
```

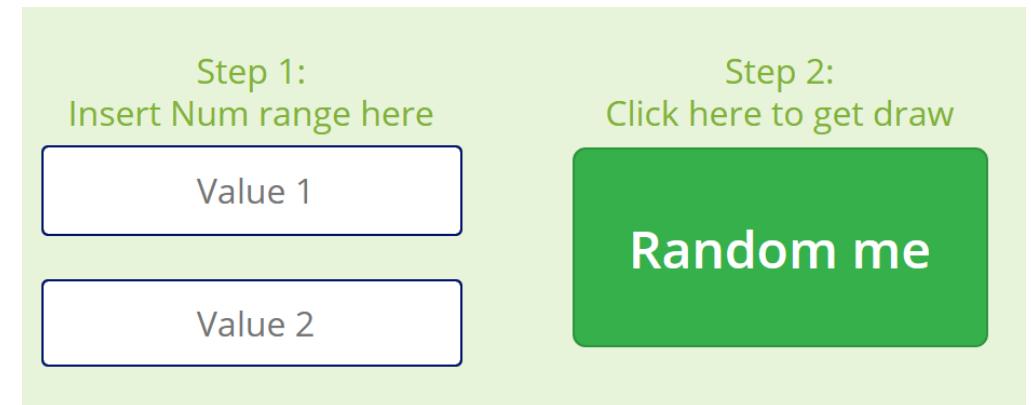
Step 1:  
Insert Num range here

Value 1

Value 2

Step 2:  
Click here to get draw

Random me



# Play audio – show/hide

- Combine with OnVisible = false to hide audio player (sound effect)
- Background music is not hide to let the user adjust volume

AUDIO ?

buttonpress1 effect

Properties Advanced

Media tapperbuttonpress1

Show controls On

Auto start Off

Loop Off

Display mode Edit

Start time 0

Visible Off  (highlighted with red box)

Position 508 5

X Y

Size 323 48

Width Height

Refresh sound\_1

buttonpress1 effect

buttonpress2 effect

megamandie effect

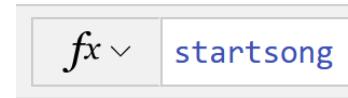
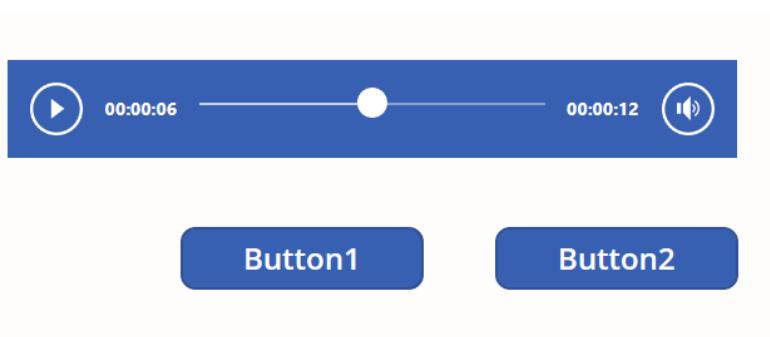
Hide audio player

The screenshot shows a mobile application's user interface. At the top is a navigation bar with three buttons: 'Home' (with a left arrow), 'Back', and 'Tapple' (with a document icon). Below the navigation bar is a media control bar. The bar has a green background with white text. It includes a play/pause button (showing 'II'), a progress bar with the text '00:00:19' on the left and '00:00:41' on the right, and a volume icon on the far right.

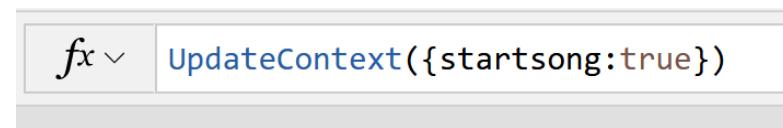
# Play audio – by clicking button

- Use `UpdateContext({variable:xxx})` to set temporary variable on the button (Should have another button to clear variable in order to play again next time)
- Reset the song by using `Reset(AudioPlayer)`

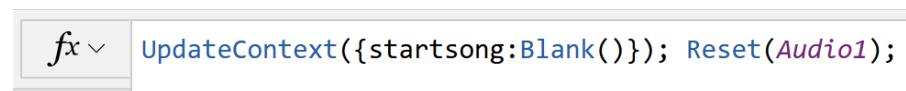
Start property (AudioPlayer) – play when variable name startsong = true



OnSelect property (Button1) – play button

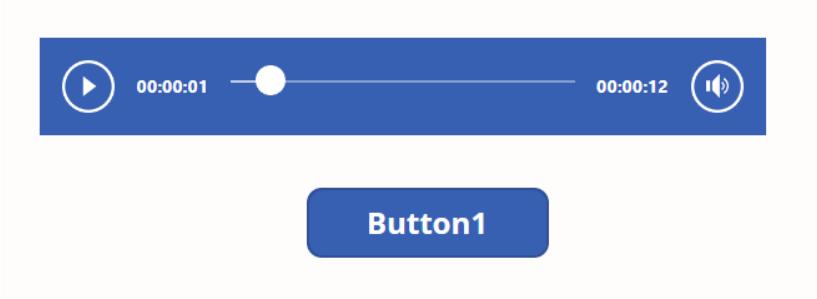


OnSelect property (Button2) - clear variable and reset audio player's cursor to start



# Play audio – by clicking button

- When we want 1 button that Play, Reset and Restart from the beginning when click



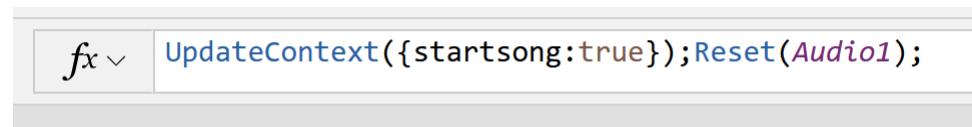
Start property (AudioPlayer) – play when variable name startsong = true

AutoStart property (AudioPlayer) – play when variable name startsong = true



| Media       |
|-------------|
| SampleAudio |
| Start       |
| startsong   |
| AutoStart   |
| startsong   |
| Reset       |
| false       |

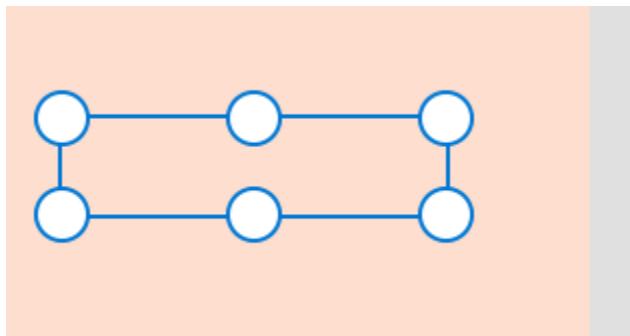
OnSelect property (Button1)



# Timer for auto screen changing



- Used in transition screen1 and 2 to auto change the screen
- Hide the timer by OnVisible set to false
- Timer start counting when set AutoStart to True



OnTimerEnd property

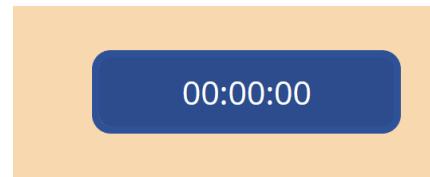
```
: fx ▾ Navigate(RandomNumberGame,Cover); Reset('Mario Song_1')
```

# Timer count

- Set in Milliseconds – such as 10000 = 10 sec.
- By default, it will count from 0 to 10
- We can make it count down from 10 to 0 by adjusting its text properties

By default, shows in hour:min:second format with count up

```
fx ▾ Text(Time(0, 0, Self.Value/1000), "hh:mm:ss")
```



Count down and show value in second only

```
fx ▾ Text(Time(0, 0, (CountDown.Duration-CountDown.Value)/1000), "[\$-en-US]ss")
```



# Timer press action

- By default, press button for timer start -> press again to pause
- But we want to press button for timer start -> press again to reset and restart



OnSelect properties

```
fx ▾
Reset(@CountDown);
UpdateContext({tappletimerstart1:!tappletimerstart1});
UpdateContext({
    timerdisable: true,
    tappletimerstart1:true,playbutton2:Blank(),playbutton1:true});
```

Start properties

```
fx ▾ tappletimerstart1
```

# Useful Power Apps formulas

- `If( Condition, ThenResult [, DefaultResult] )` use with Boolean and IsBlank()
- `Switch( Formula, Match1, Result1 [, Match2, Result2, ... [, DefaultResult] ] )`
- `Concurrent( Formula1, Formula2 [, ...] )`
- `Shuffle( Table )`
- `Reset( Control )`
- `Notify( Message [, NotificationType [, Timeout] ] )`

# Use Concurrent()

- **Concurrent()** makes all formula inside evaluate/action at the same time
- Some formulas/actions perform faster than other depends on data processing size, network latency
- It may be need to wait the previous formula/action to be done first
- Use this when we want loading time faster because it will not evaluate in order or wait for another (race condition)
- Use this if no dependencies on other formulas inside the same **Concurrent()**
- Don't use this if you want one formula/action perform in order

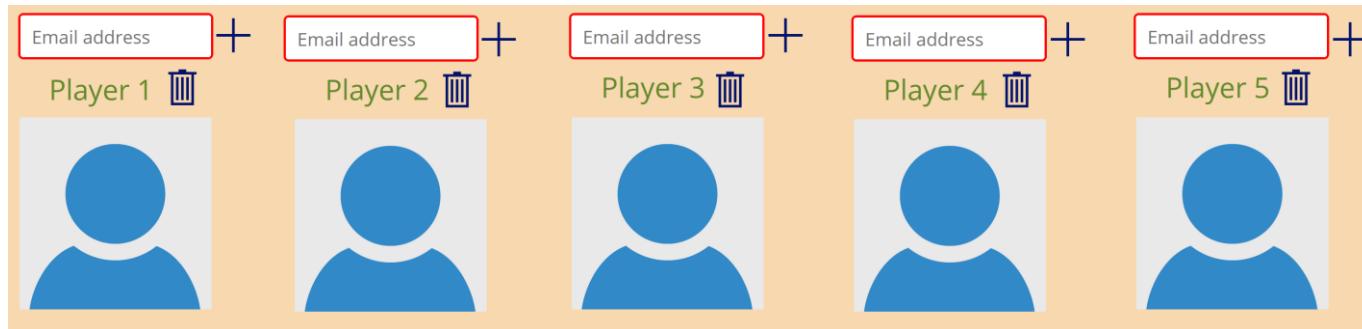


The screenshot shows a software interface with a toolbar at the top. On the far left, there's a small icon followed by the text "fx". To its right is a dropdown menu with the word "Concurrent" highlighted. Below this, there's a large text area containing the following code:

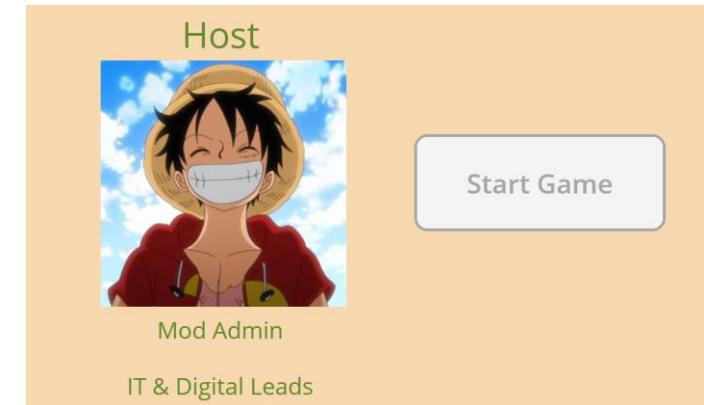
```
Concurrent(
    Reset(TextInput4_2),Reset(TextInput4_3),Reset(TextInput4_4),Reset(TextInput4_5),Reset(TextInput4_6),
    Set(player1,Blank()),Set(player2,Blank()),Set(player3,Blank()),Set(player4,Blank()),Set(player5,Blank()),
    Set(player1a,Blank()),Set(player2a,Blank()),Set(player3a,Blank()),Set(player4a,Blank()),Set(player5a,Blank())
);
```

# Check Azure AD

- Disabled Start Game button if choose “AAD User mode” but not supply email format on player’s each TextInput



```
fx Switch(Checkbox1.Value , true,  
If(  
  IsMatch(TextInput4_2.Text, Email)  
&& IsMatch(TextInput4_3.Text, Email)  
&& IsMatch(TextInput4_4.Text, Email)  
&& IsMatch(TextInput4_5.Text, Email)  
&& IsMatch(TextInput4_6.Text, Email)  
, Edit, Disabled),  
  
false, Edit)
```



# N<sup>th</sup> of item in collection

- Use `First()`, `Last()` and `LastN()` to get any n<sup>th</sup> position you want from Gallery
- To keep the score intact to that player no matter how it swap and to give the correct scoring since 5 elimination badges image is a fix x,y position

OnSelect property (swap order button)

```
// Update Positions after shuffle
UpdateContext({
    p1:First(Shuffleplayer).DisplayName, // First of shuffle
    p2:First>LastN(Shuffleplayer,4)).DisplayName, // First of last 4 (2nd order)
    p3:First>LastN(Shuffleplayer,3)).DisplayName, // First of last 3 (3rd order)
    p4:First>LastN(Shuffleplayer,2)).DisplayName, // First of last 2 (4nd order)
    p5>Last(Shuffleplayer).DisplayName // Last of shuffle
});
```

Swap order

Turn Order (Left to Right)

Tap the pic to mark as eliminated

| Player       | Score       | Status         |
|--------------|-------------|----------------|
| Debra Berger | P1 Score: 0 | Eliminated     |
| Nestor Wilke | P5 Score: 0 | Not Eliminated |
| Adele Vance  | P4 Score: 0 | Not Eliminated |
| Irvin Sayers | P3 Score: 0 | Not Eliminated |
| Joni Sherman | P2 Score: 0 | Not Eliminated |

| DisplayN...  | No | Score | pic   |
|--------------|----|-------|---|
| Debra Berger | 1  | 0     |    |
| Nestor Wilke | 5  | 0     |    |
| Adele Vance  | 4  | 0     |   |
| Irvin Sayers | 3  | 0     |  |
| Joni Sherman | 2  | 0     |  |

# Gimmicks

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Microsoft Certified Trainer

```
mirror_mod = modifier_obj
set mirror object to mirror
mirror_mod.mirror_object = selected_object

operation == "MIRROR_X":
    mirror_mod.use_x = True
    mirror_mod.use_y = False
    mirror_mod.use_z = False

operation == "MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False

operation == "MIRROR_Z":
    mirror_mod.use_x = False
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    mirror_mod.use_z = True

selection at the end - add
modifier_obj.select= 1
selected_modifier_obj.select=1
context.scene.objects.active = selected_modifier_obj
("Selected" + str(modifier_obj))
mirror_obj.select = 0
bpy.context.selected_objects.append(mirror_obj)
data.objects[one.name].select = 1
print("please select exactly one object")
- OPERATOR CLASSES -
types.Operator):
    X mirror to the selected object.mirror_mirror_x"
    or X"
context):
    context.active_object is not None
}
```

# Quotes collections

- For showing random quotes during screen transition
- This collection is created at OnStart properties of this app

Shuffle Player

| ID | Name          | Pic   | Quotes   |
|----|---------------|---|--|
| 1  | Narisorn L.   |    | " Thanks for playing my Power Apps,<br>here's my LinkedIn<br><a href="https://www.linkedin.com/in/narismadz/">https://www.linkedin.com/in/narismadz/</a> " |
| 2  | Satya Nadella |    | " Success can cause people to unlearn<br>the habits that made them successful<br>in the first place. "   |
| 3  | Bill Gates    |   | " I choose a lazy person to do a hard<br>job. Because a lazy person will find an<br>easy way to do it. "   |
| 4  | Paul Allen    |  | " You look at things you enjoy in your<br>life, but much more important is what<br>you can do to make the world a better<br>place. "                       |
| 5  | Steve Ballmer |  | " We don't have a monopoly. We have<br>market share. There's a difference. "   |

# Random quotes

- Quote Gallery will randomly appear using the random function in random number generator

OnSelect properties of each Game Gallery

```
// Game 1 Transition
Concurrent(Set(playmegaman,true),
Reset('megaman sound'));
Set(quotesran,
RoundDown(
First(Sort(Qoutes, ID,Ascending)).ID + Rand() * (First(Sort(Qoutes, ID,Descending)).ID + 1 - First(Sort(Qoutes, ID,Ascending)).ID), 0
)
);

```

Format text Remove formatting welcome

Random Number Generator

Step 1: Insert Num range here  
Value 1  
Value 2

Step 2: Click here to get draw  
Random: me

User  
Mod Admin IT

Please input Num range

Latest Result

Insert your range of values and pick one randomly

Tapple

A B C D E F G H  
I J K L R S T W M N O P

Countdown  
Reset

Select from Categories: Animes/Manga

Megan Bowen Score  
Diego Siciliani Score  
Ivan Soyers Score  
Jon Sherman Score  
Pradeep Gupta Score

Pick category, take turns name them right before times up

Item properties of Quote Gallery

fx ✓ LookUp(Qoutes, ID= quotesran) // variable from game onselect properties

Quote from  
  
Emma Watson  
"Wearing unbranded and cheap clothes doesn't mean you're poor. Remember: you have a family to feed. Not a community to impress."

Quote from  
  
Narisorn L.  
"Thanks for playing my Power Apps, here's my LinkedIn https://www.linkedin.com/in/narismadz/ "

Random Number Generator

This button can do random quotes too

# Finished App Screenshots

# Narisorn Limpaswadpaisarn

## Microsoft Certified Trainer

# Game Selections

Created by Narisorn L. (PS)  
<https://www.linkedin.com/in/narismadz/>

## Game Selections

**Welcome**



Mod Admin  
IT & Digital Leads

**Random Number Generator**

Step 1: Insert Num range here  
Value 1  
Value 2

Step 2: Click here to get draw  
Random me

User  
Mod Admin IT

Latest Result  
Please input Num range

Insert your range of values and pick one randomly

**Tapple**

Reset

A B C D E F G H  
I J K L M N O P

Countdown 10

Select from Categories: Animes/Manga

Swap order

Turn Order (Left to Right): Megan Bowen, Diego Siciliani, Irvin Sayers, Joni Sherman, Pradeep Gupta

Pick category, take turns name them right before times up

Music is auto-play you can adjust here

00:00:06 00:00:41

# Game 1 transition screen

Created by Narisorn L. (PS)  
<https://www.linkedin.com/in/narismadz/>

Random Number Generator

Welcome



Mod Admin

IT & Digital Leads

Random Number Generator

Quote from



Zaha Hadid

" Architecture is like writing. You have to edit it over and over so it looks effortless "

# Game 1- Random number generator

Created by Narisorn L. (PS)  
<https://www.linkedin.com/in/narismadz/>

Home Random number generator Clear values

Step 1:  
Insert Num range here

Value 1

Value 2

Step 2:  
Click here to get draw

Random me

Latest Result

Please input  
Num range

User



Mod Admin

IT & Digital Leads

Music is auto-play you  
can adjust here

00:01:15 00:02:12

# Game 2 transition screen

Created by Narisorn L. (PS)  
<https://www.linkedin.com/in/narismadz/>

Tapple

Welcome



Mod Admin

IT & Digital Leads

Quote from



Lady Gaga

" You laugh at me because I'm different. I laugh at you because you are all the same. "

Tapple

# Game 2 – Player selection screen

Created by Narisorn L. (PS)  
<https://www.linkedin.com/in/narismadz/>

 Home

Player Select

Use AAD Users 

**Clear All Players**

| Player   | Email            | Add   |
|----------|------------------|---|
| Player 1 | pattif@mwlab.xyz |    |
| Player 2 | adelev@mwlab.xyz |  |
| Player 3 | alexw@mwlab.xyz  |  |
| Player 4 | leeg@mwlab.xyz   |  |
| Player 5 | meganb@mwlab.xyz |  |

Player 1    
Patti Fernandez  
President

Player 2    
Adele Vance  
Retail Manager

Player 3    
Alex Wilber  
Marketing Assistant

Player 4    
Lee Gu  
Director

Player 5    
Megan Bowen  
Marketing Manager

**Host**  
  
Mod Admin  
IT & Digital Leads

**Start Game**

# Game 2 – Tapple

Created by Narisorn L. (PS)  
<https://www.linkedin.com/in/narismadz/>

Home Back Tapple How to Reset

Countdown

10

|   |   |   |   |              |   |   |   |
|---|---|---|---|--------------|---|---|---|
| A | B | C | D | E            | F | G | H |
| I | J | K | L | M            | N | O | P |
| R | S | T | W | Animes/Manga |   |   |   |

Select from Categories

Animes/Manga

Swap order

Turn Order (Left to Right)

Tap the pic to mark as eliminated

Megan Bowen Adele Vance Lee Gu Patti Fernandez Alex Wilber

P5 Score: 0 P2 Score: 0 P4 Score: 0 P1 Score: 0 P3 Score: 0

# Game 2 – How to play screen

Created by Narisorn L. (PS)  
<https://www.linkedin.com/in/narismadz/>

Back Tapple - How to

1. Choose Category  
Animes/Manga

2. Take turns based on your order from Left -> Right, press swap as you needed

Swap order Turn Order (Left to Right)

Megan Bowen Diego Siciliani Irvin Sayers Joni Sherman Pradeep Gupta

3. First player call out the word based on category , click the letter button of the 1st letter of that word and then press timer button

4. Next player need to call out next word, press button and press the timer form the remaining buttons before 10s-time out Otherwise,he/she got eliminate.  
Do this with the remaining button until we get the sole survivor then press to record the point (10 points). Then click RESET button for next round

5. Player got eliminated when he/she

- Fail to name or press the button on time
- Call out something not in the category
- Name it right, but press the button wrong
- Press letter 2 letter button during his/her turn

Tab the image of that player to mark as eliminated

# Resources

# Narisorn Limpaswadpaisarn

## Microsoft Certified Trainer

# GitHub

<https://github.com/narismadz/PowerAppsMiniGame>

The screenshot shows the GitHub repository page for 'narismadz / PowerAppsMiniGame'. The repository has 1 branch and 0 tags. The main branch contains 4 commits from 'narismadz' updating the README.md file. The repository description is 'Gaming using CanvasApp'. It includes sections for 'About', 'Releases', and 'Packages'. The 'About' section contains the README file content, which describes the game as a '2in1 Game' and provides instructions for importation. The 'Prerequisite' and 'Description' sections also provide details about the requirements and import process.

**About**

Gaming using CanvasApp

**Releases**

No releases published  
[Create a new release](#)

**Packages**

No packages published  
[Publish your first package](#)

**README.md**

**PowerAppsMiniGame**

Gaming using CanvasApp

You can import easily in your Power Apps portal <https://make.powerapps.com>

**Prerequisite**

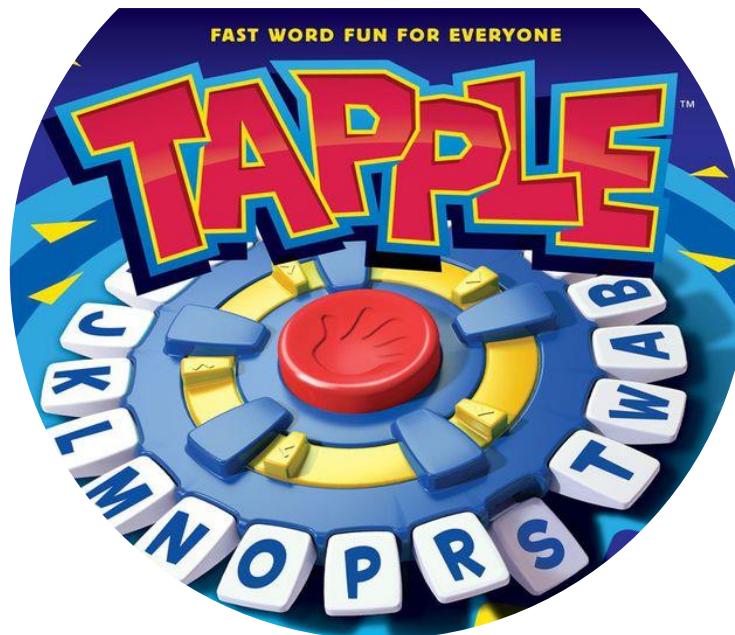
- Account in Azure AD (Office 365 credential)
- Office 365 License that has Power Apps - this app is not using any Premium connector
- Dependency - none

**Description**

- Sign in at <https://make.powerapps.com> using your Office 365 credential
- Click Import canvas app -> upload the zip file -> choose create new

# Tapple game

<https://boardgaming.com/games/party-games/tapple>



# #LessCodeMorePower

Put the world's most complete low-code platform  
to work for your organization.

Thank you

