# Queen Mary
## University of London

# If Bingo User Guide

# What is If Bingo?

It's a game to test the knowledge of conditional statements, specifically 'if' statements. It is based on the game Bingo, however we've replaced the numbers on tickets with snippets of code. The rules are very simple and it works well with a large group of players.
Here's an example ticket for If Bingo:

| if x > 20 :<br><br>  print ("Bingo")<br>1.1 | if y > 33 :<br><br>  print ("Bingo")<br>1.4 | if z == 12 :<br><br>  print ("Bingo")<br>1.7 |
|---|---|---|
| if x == 12 :<br><br>  print ("Bingo")<br>1.2 | if y == 1 :<br><br>  print ("Bingo")<br>1.5 | if z == 8 :<br><br>  print ("Bingo")<br>1.8 |
| if x < -6 :<br><br>  print ("Bingo")<br>1.3 | if y == 5 :<br><br>  print ("Bingo")<br>1.6 | if z < -18 :<br><br>  print ("Bingo")<br>1.9 |

# How to install the game

Once you've downloaded the zip file from the website, you need to extract it to a known location on your computer (such as Desktop).

In the folder you should have the following:
- Participant information sheet that we strongly advise you to read before playing.
- PowerPoint presentation to explain how to play
- JAR file – The game! You will need java installed on your machine to run the JAR file.

Once you start playing the game, this folder will contain the PDF documents with generated tickets. The save file will also be generated in the folder, but you don't need to do touch it.

# How to start a new game

When you load the game you will see the screen below. It describes what you can do initially. To start a new game, select file from the menu bar and click New Game.
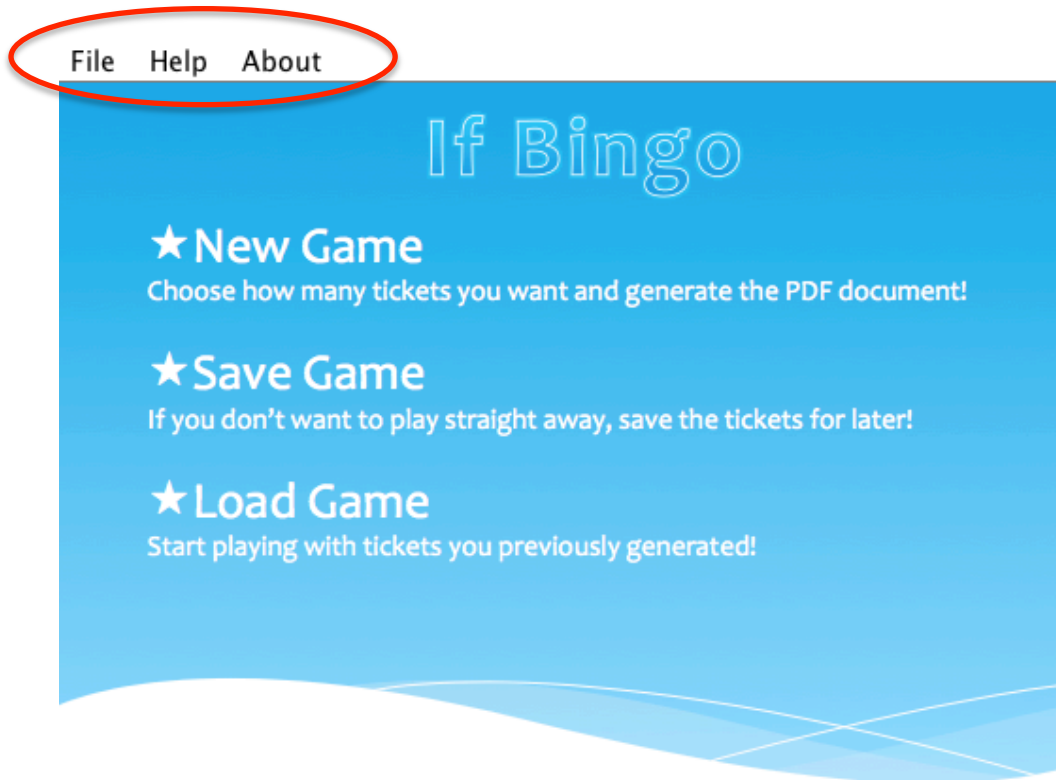


You will then get a pop-up to select the name of the PDF and how many tickets you want. When naming the PDF, make sure to keep the file extension.
Don't get confused between the name of the PDF and the name of the save game, they are not related! This has not saved the game; it's just generated the PDF document.
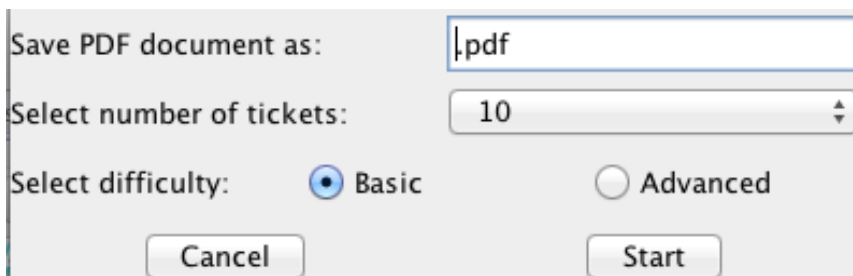
## How to save a game

If you want to re-use a set of tickets for future use, you should save the game. This is on the menu bar shown below.
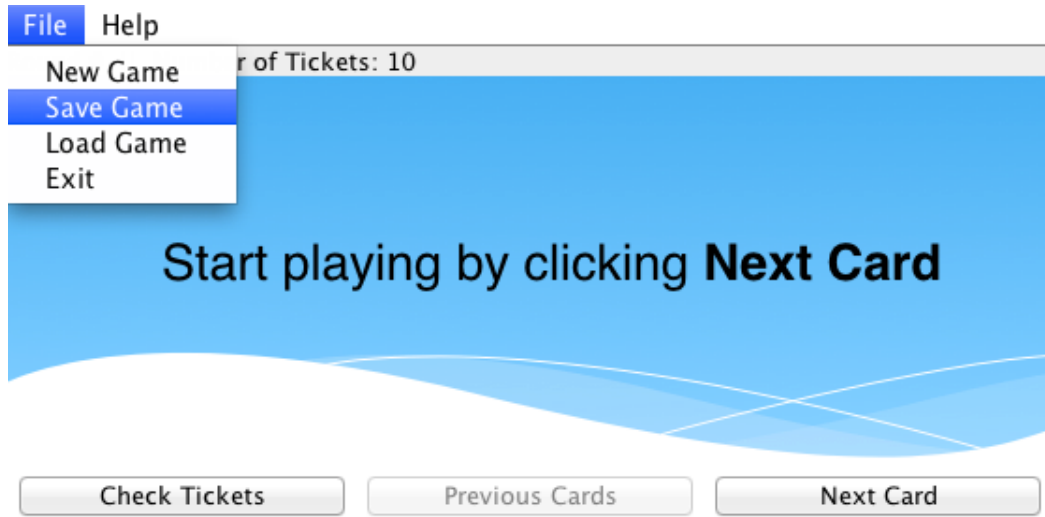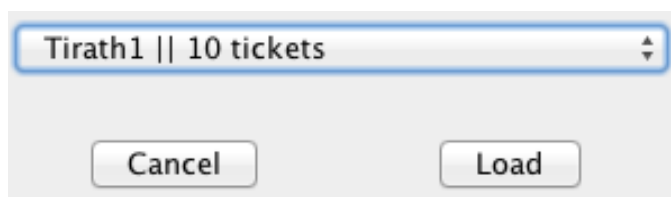


By saving a game, the game will remember what tickets you have, but will generate new calling cards each time you load it.

Use appropriate names when saving, to make life easier when you decide to load the game.

## How to load a game

You can load a previously saved game when starting the application, or whilst playing a different game.
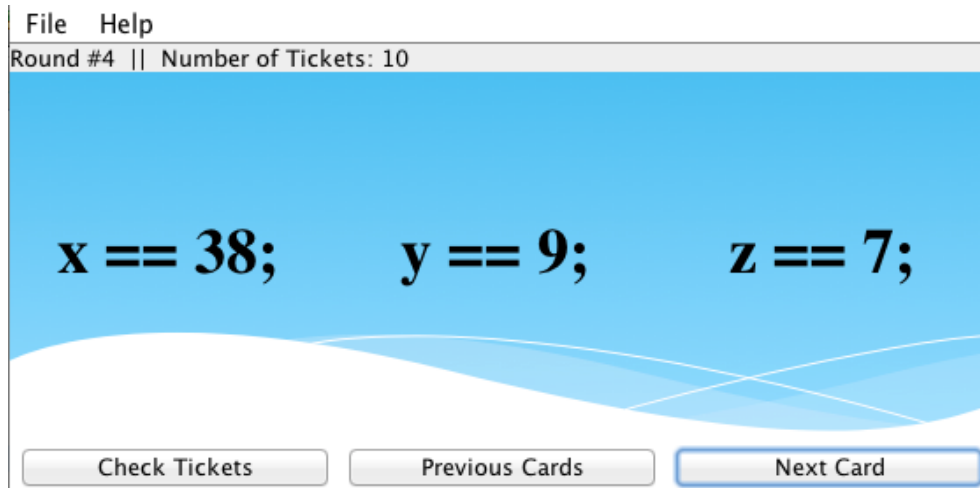


If you are playing a game and wish to switch games, the current game will be lost unless saved.
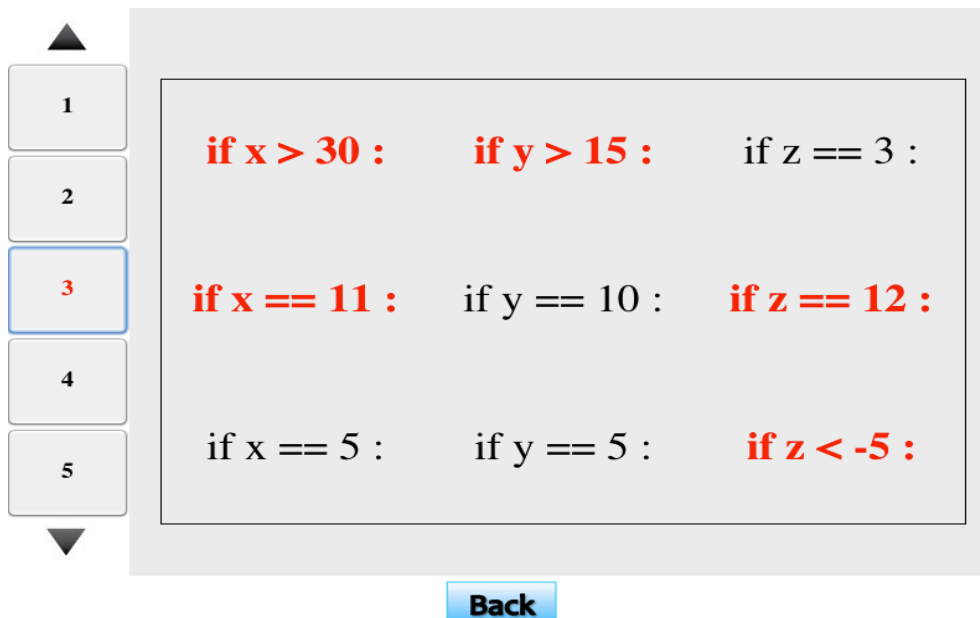
If you load the same game multiple times, you will get different calling cards. This allows you to re-use the same tickets as many times as you wish.

## How to play the game

The game is played by creating calling cards. One calling card is generated per round. The number of rounds is shown at the top left corner of the window.

File    Help

Round #4  ||  Number of Tickets: 10

$$x == 38; \qquad y == 9; \qquad z == 7;$$

Check Tickets        Previous Cards        Next Card

At any point during the game, you can check the status of any ticket. This is particularly useful when a player claims to have completed a ticket and you wish to verify this quickly.

1

2

3

4

5

if x > 30 :       if y > 15 :       if z == 3 :

if x == 11 :    if y == 10 :    if z == 12 :

if x == 5 :       if y == 5 :       if z < -5 :

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On the left hand side are ticket numbers, and you can scroll using the up & down arrows. On the example shown above, ticket 3 has 5 squares completed (in red) and 4 squares which have not been called yet.