

Project 14. Typing Game

Simplified Text Representation :

Start of Project

└─ Start Block --> {ID: 1711709201283, Position: (0.00, 0.00), Heading: 0°, Color: 70, Shade: 60, Pen Size: 5, Grey: 71.43}

```
├─┬─ Setturtlename2
│ │ └─ "mainmouse"
│ └─ Drift
│   └─ Pen Up (Lifts Pen from Canvas)
│     └─ Setturtlename2
│       └─ "mainmouse"
│         └─ Setxy
│           └─ Turtleshell
│             └─ media: data
│               └─ Listen
│                 └─ myclick: null
│                   └─ "start"
└─ Random
  └─ Storein
    └─ Storein
      └─ Pen Up (Lifts Pen from Canvas)
        └─ Wait
          └─ Print: ""
            └─ Action: "start"
              └─ "start"
                └─ "Make sure caps lock is on before you begin;
type letter and press return."
                  └─ "result"
                    └─ "random"
                      └─ Storein
                        └─ "letter"
                          └─ Toascii
                            └─ Variable: "random"
                              └─ Dispatch
                                └─ "input"
                                  └─ Dispatch
                                    └─ "fall"
└─ Wait
  └─ Store Variable "fall" → ?
    └─ Move Backward → 5 Steps
      └─ Show Number: ?
        └─ Setcolor
          └─ Turtleshell
            └─ While
              └─ Setxy
                └─ Storein
                  └─ Pen Up (Lifts Pen from Canvas)
                    └─ Drift
```

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├── Turtleshell
├── Pen Up (Lifts Pen from Canvas)
├── Action:
"fallalphabet"
├── "fallalphabet"
├── media: data
├── "fall"
├── Variable: "fall"
├── and: null
├── not_equal_to: null
├── Variable: "result"
├── greater_than_or_equal_to: null
├── Variable: "fall"
├── media: data
├── Variable: "letter"
├── Minus
├── Variable: "fall"
├── Erasemedia
├── If
├── less_than_or_equal_to: null
├── Variable: "fall"
├── Clear
├── Print: ""
├── "Game Over"
├── Wait
├── Setxy
├── Action: "takeinput"
├── "takeinput"
├── Pen Up (Lifts Pen from Canvas)
├── Drift
├── While
├── not_equal_to: null
├── Variable: "result"
├── Input
├── "Letter ?"
├── Ifthenelse
├── equal: null
├── inputvalue: null
├── Variable: "letter"
├── Do action --> "correct"
├── Do
├── "start"
├── Do action --> "incorrect"
├── Note
├── Settimbre
├── Action: "correct"
├── "correct"
├── voicename: electronic synth
├── Duration --> 2/4 = 0.50

```

[illegible]