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
             - Action: "start"
                       — "start"
                    — "Make sure caps lock is on before you begin;
                type letter and press return."
- "random"
   ├─ Storein
     ├─ "letter"
       ├─ Toascii
      ├── Variable: "random"
   - Dispatch
      - "input"
   Dispatch
   - Wait
   ├── Store Variable "fall" → ?
       — Move Backward → 5 Steps
          ├─ Show Number: ?
             ├─ Setcolor
                 ├─ Turtleshell
                    ├─ While
                        ├─ Setxy
                           - Storein
                              Pen Up (Lifts Pen from Canvas)
```

```
— Turtleshell
                                         Pen Up (Lifts Pen from
Canvas)
Action:
"fallalphabet"
                                                    — "fallalphabet"
                                              - media: data
                                    - "fall"
                              ├─ Variable: "fall"
                            - and: null
                             — not equal to: null
                                Wariable: "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
          Wariable: "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
   \longrightarrow Duration --> 2/4 = 0.50
```

```
- Print: ""
      — Add --> ? + ? = ?
         — "The keyboard number for that letter ""
      ├─ Add --> ? + ? = ?
         ├─ Variable: "letter"
       - Add --> ? + ? = ?
        ├─ "" is : "
      Wariable: "random"
   Pitchnumber
      ├─ Mod
      ├─ Variable: "random"
igwedge Store Variable "result" 
ightarrow 1
Pen Up (Lifts Pen from Canvas)
- Erasemedia
├─ Wait
 - Play Drum \rightarrow hi hat
  Play Drum → crash
     ├─ Note
        - Action: "incorrect"
           - "incorrect"
      ├─ Play Drum → gong
 — Listen
  Setxy
     igwedge Turtleshell
        Pen Up (Lifts Pen from Canvas)
        | ├── Drift
            ├── Setturtlename2
            (0.00, 0.00), Heading: 0°, Color: -10, Shade: 60, Pen Size: 5, Grey:
100.00}
            | | | "inputmouse"
     │ ├─ media: data
   - "input"
  -- "takeinput"
 - Listen
  Setxy
      Turtleshell
      Pen Up (Lifts Pen from Canvas)
           ├─ Drift
         | | Setturtlename2
        (0.00, 0.00), Heading: 0°, Color: 70, Shade: 60, Pen Size: 5, Grey: 71.43}
            | | | | "fallmouse"
        — media: data
    — "fall"
   |-- "fallalphabet"
```