SKETCH & GUESS: PART 4

In Part 4, you will add answer-checking to the sketching app.
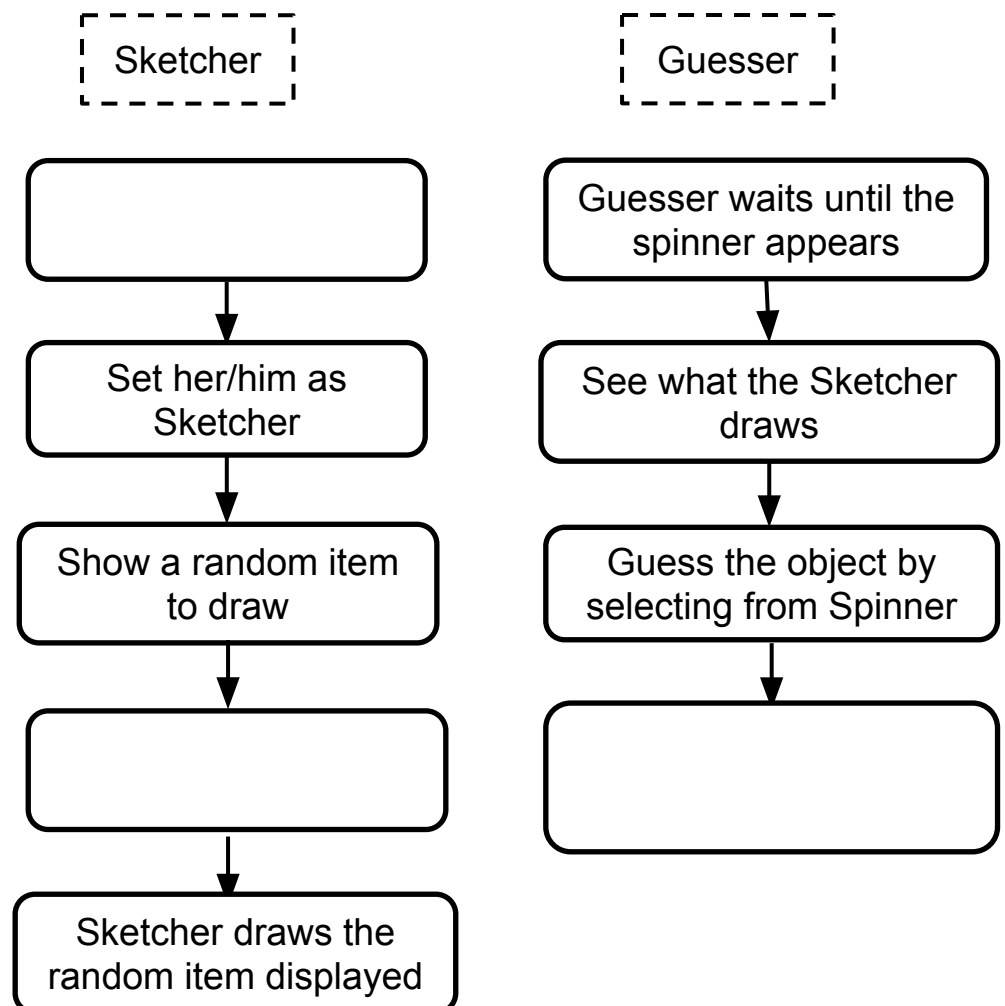
SEQUENCE OF EVENTS

In previous lessons, you built a Sketch and Guess app.

Review with your partner the diagram below. Fill in the empty spaces with A, B, or C.

A. Check whether the selected answer is correct

B. Store the randomly selected drawing item in CloudDB

C. Sketcher presses Start Game button

Sketcher

↓

Set her/him as Sketcher

↓

Show a random item to draw

↓

↓

Sketcher draws the random item displayed

Guesser

Guesser waits until the spinner appears

↓

See what the Sketcher draws

↓

Guess the object by selecting from Spinner

↓

CLOUDDB TAGS

The Sketcher needs to send the correct answer to the Guesser so the Guesser can check if their guess is correct. You'll do this by storing the correct answer in CloudDB using a new tag, "CurrentDrawing".

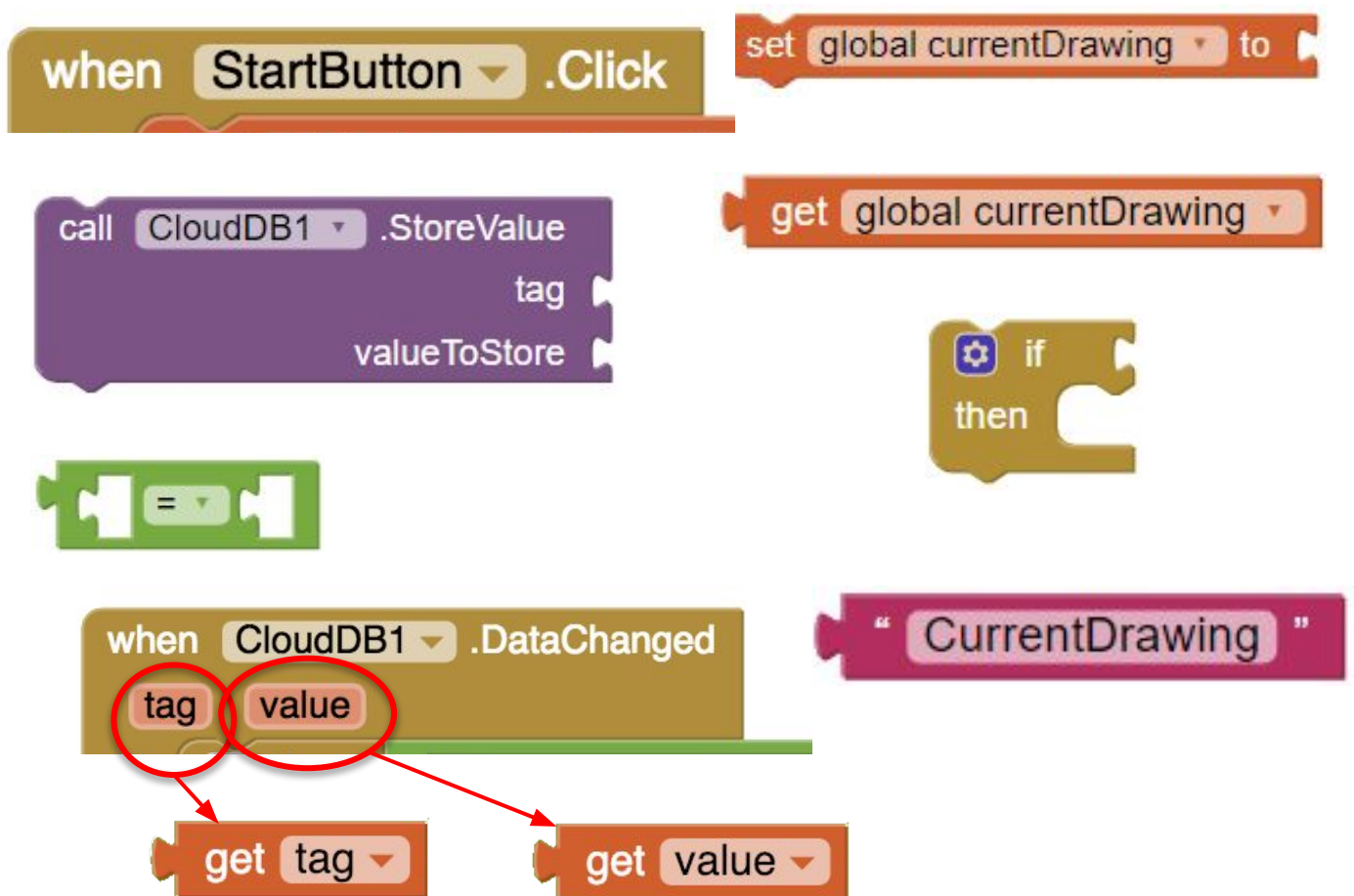See the table below for the tags that are used in this app.

Tags	Meaning	Sketcher	Guesser
" DrawingData "	The start point and end point for drawing	Store the coordinates of drawing	Get the coordinates of drawing
" CurrentSketcher "	Who is the Sketcher	Store their userID	Get the Sketcher's userID
" CurrentDrawing "	What is being drawn	Store the randomly generated item to draw	Get the item being drawn for answer checking

STORE AND RETRIEVE CURRENT DRAWING

When the Sketcher clicks the Start button, they are given a randomly choses drawing to draw. The Guesser's app needs to know what the Sketcher is drawing, so when the Guesser makes a guess, it can check if they are correct or not.

1. Store the currentDrawing in CloudDB once the Sketcher starts drawing.

2. Retrieve the currentDrawing from CloudDB on the Guesser's side, and store it in the currentDrawing variable to use later to determine if a guess is correct or not.
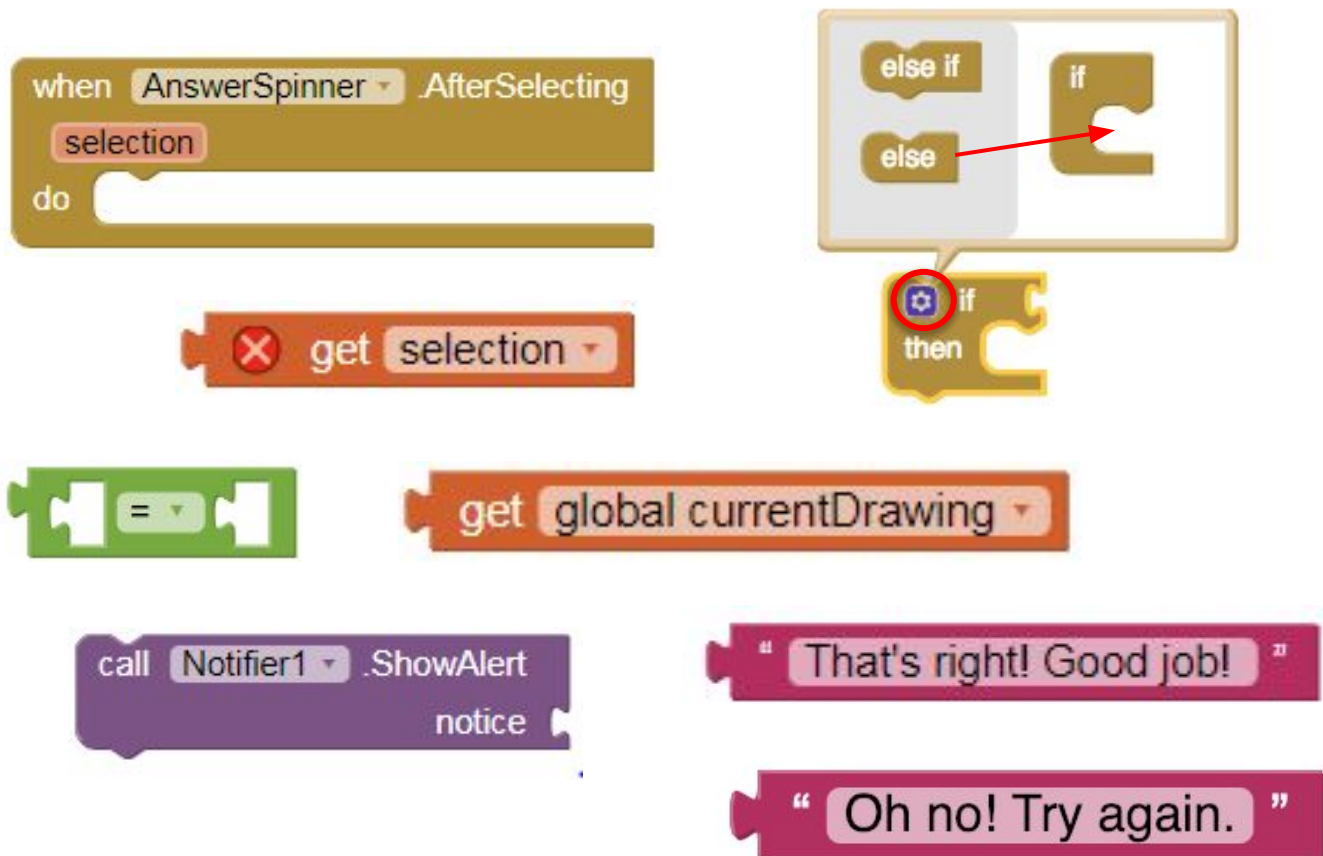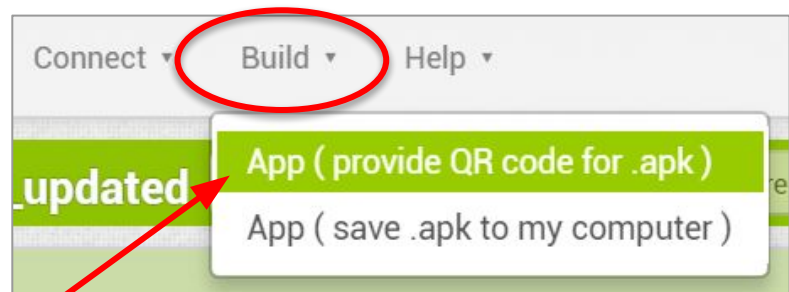
   Use the blocks. below.

CHECK ANSWER

3   Check if the answer that the Guesser selects from the **AnswerSpinner** is correct, and notify the user.

4   Test with your partner. Build the apk using the QR code option, scan the QR code and download and install the apk on your individual devices.

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Choose Ways to Extend Your App

Here are a few features you could add if you want to expand your app

Add TextToSpeech to speak what is to be drawn

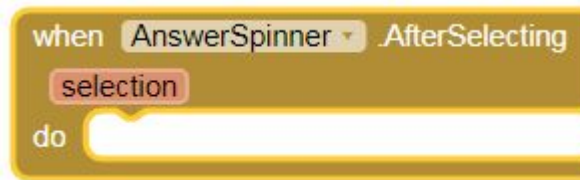Add notification to all users if someone guesses correctly

Keep score! Each player can keep track of their correct guesses!
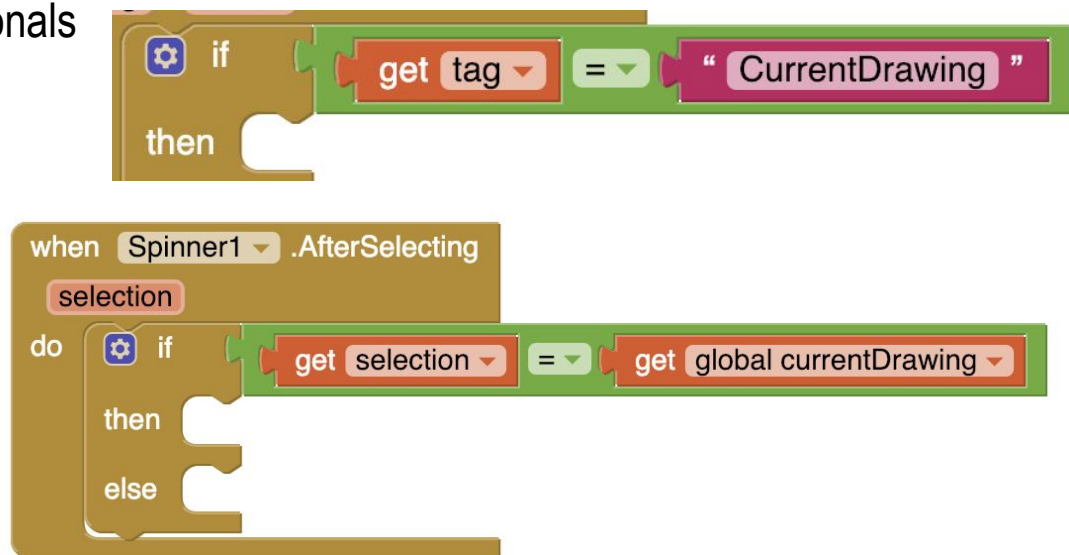
What other ideas do you have?

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COMPUTATIONAL THINKING CONCEPTS

Sketch And Guess Part 4
1. Events
2. Conditionals
3. Naming / variables
4. Manipulation of data and elementary data structures