

CODING…

**STEP 1. Create two Scripts.**

ScrIni:

global.c[0]="United Kingdom";

global.c[1]="Slovakia";

global.c[2]="Poland";

global.c[3]="Turkey";

global.c[4]="Other";

global.c[5]="Italy";

global.c[6]="Belgium";

global.c[7]="France";

global.c[8]="Germany";

global.c[9]="Austria";

global.c[10]="Greece";

global.c[11]="Spain";

global.p1p[1]=0;

global.p1p[2]=0;

global.p1p[3]=0;

global.p1p[4]=0;

global.p1p[5]=0;

global.p1p[6]=0;

global.p1p[7]=0;

global.p1p[8]=0;

global.p1p[9]=0;

global.p1p[10]=0;

global.p1p[11]=0;

global.p1p[0]=0;

global.p2p[1]=0;

global.p2p[2]=0;

global.p2p[3]=0;

global.p2p[4]=0;

global.p2p[5]=0;

global.p2p[6]=0;

global.p2p[7]=0;

global.p2p[8]=0;

global.p2p[9]=0;

global.p2p[10]=0;

global.p2p[11]=0;

global.p2p[0]=0;

global.playerElegido=0;

global.players=0;

ScrQuestions:

Example:

// UK

if (global.countrySelected==0) {

global.tpr=5;

pr[1]='When the broadway tower was built?';r1[1]='XVIII';r2[1]='XV';r3[1]='XVI';r4[1]='XVII';

pr[2]='Where is the palace of westminster?';r1[2]='London';r2[2]='Edimburg';r3[2]='Cardiff';r4[2]='Belfast';

pr[3]='When Skara Brae get to UNESCO?';r1[3]='1999';r2[3]='1888';r3[3]='1456';r4[3]='1482';

pr[4]='Where is Stonehenge?';r1[4]='Wiltshire ';r2[4]='London ';r3[4]='Dublin ';r4[4]='Oxford ';

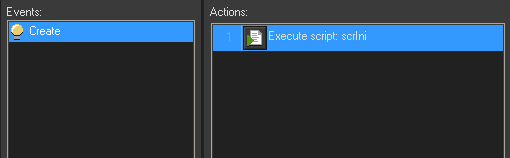
pr[5]='When Royal Kew Gardens were build?';r1[5]='1759';r2[5]='1325';r3[5]='1874';r4[5]='1760';

}

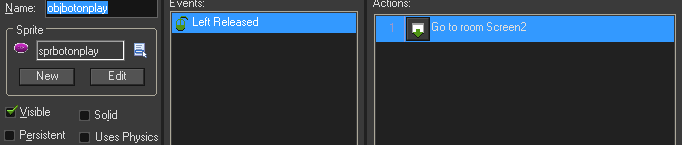
Repeat this code for every country and all the questions. The number of every country is in ScrIni.

**STEP 2. Coding Screen1.**

Create a new object, objCScreen1, and put this code in the evet ‘Create’.

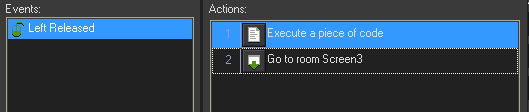


In the button put in Screen1, create this Event:

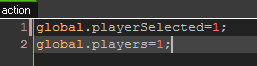


**STEP 3. Coding Screen2.**

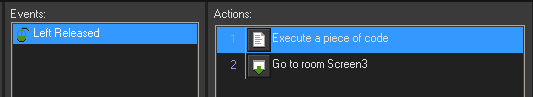
Coding 1Player button…



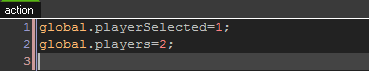
And the Script has this code:



Coding 2Players button…

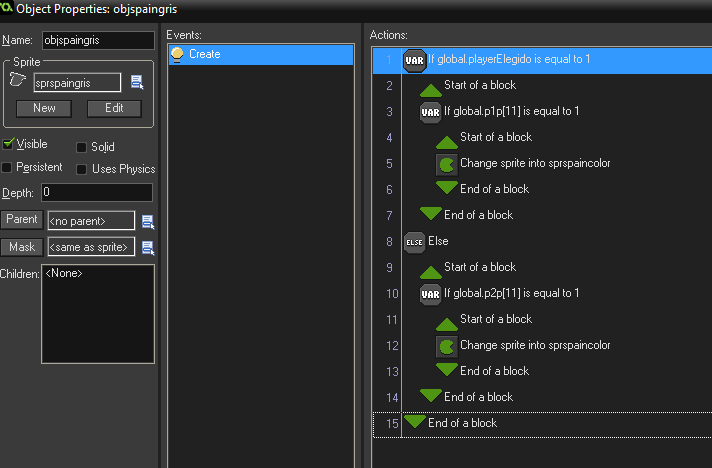


And the script has this code:



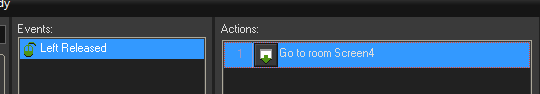
**STEP 4. Coding Screen3.**

We have to create the code for every country. This example is for Spain:

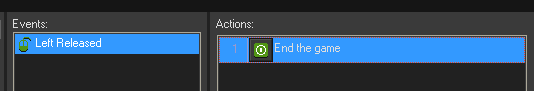


You have to use the number of every country (from scrIni)

And code the buttons ‘Ready’ …

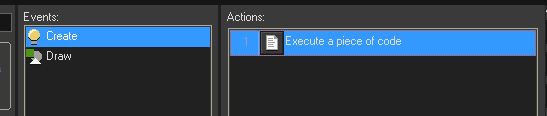


… and ‘Exit’:



**STEP 5. Coding Screen4.**

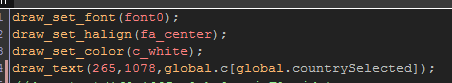
Create a new object,objCScreen4, and put this actions:



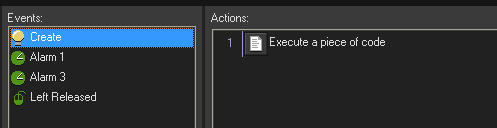
The code for Event Create is:



And the code for Event ‘Draw’ is:



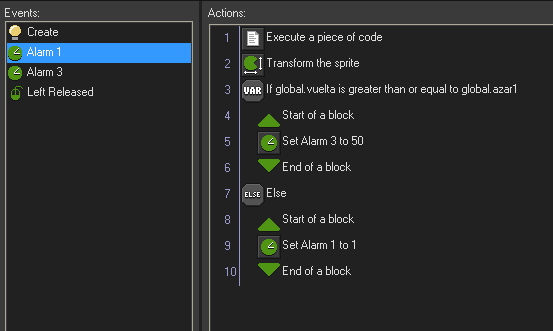
We are to code the button ‘Push’. We are going to have some events:



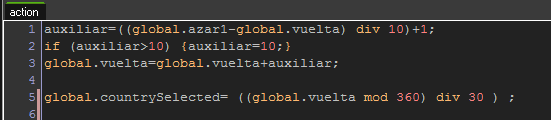
In the evnt ‘Create’ we are to code this:



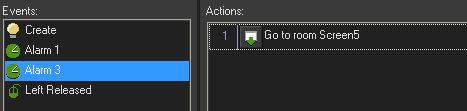
In the event ‘Alarm 1’ we are to code this:



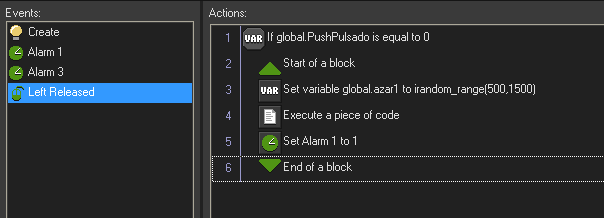
And the code for the script is:



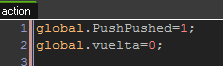
In the event ‘Alarm3’ we code this:



And in the event ‘Left Released’,we code this:

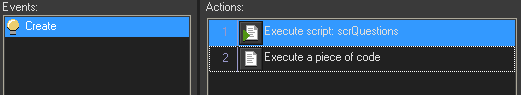


The code in the script has to be:



**STEP 6. Coding Screen5.**

Create an object objCScreen5 and code this:



The code for the second script has to be:

randomize();

azar2=irandom\_range(1,global.tpr);

global.pregunta=pr[azar2];

global.resp1=r1[azar2];

global.resp2=r2[azar2];

global.resp3=r3[azar2];

global.resp4=r4[azar2];

for (i=1;i<5;i++) {

azar2=irandom\_range(2,4);

azar3=irandom\_range(2,4);

if (azar2==2 and azar3=3) {

aux=global.resp2;

global.resp2=global.resp3;

global.resp3=aux;

}

if (azar2==3 and azar3=2) {

aux=global.resp2;

global.resp2=global.resp3;

global.resp3=aux;

}

if (azar2==2 and azar3=4) {

aux=global.resp2;

global.resp2=global.resp4;

global.resp4=aux;

}

if (azar2==4 and azar3=2) {

aux=global.resp2;

global.resp2=global.resp4;

global.resp4=aux;

}

if (azar2==3 and azar3=4) {

aux=global.resp3;

global.resp3=global.resp4;

global.resp4=aux;

}

if (azar2==4 and azar3=3) {

aux=global.resp3;

global.resp3=global.resp4;

global.resp4=aux;

}

}

global.correcta=irandom\_range(1,4);

if (global.correcta==2) {

aux=global.resp2;

global.resp2=global.resp1;

global.resp1=aux;

}

if (global.correcta==3) {

aux=global.resp3;

global.resp3=global.resp1;

global.resp1=aux;

}

if (global.correcta==4) {

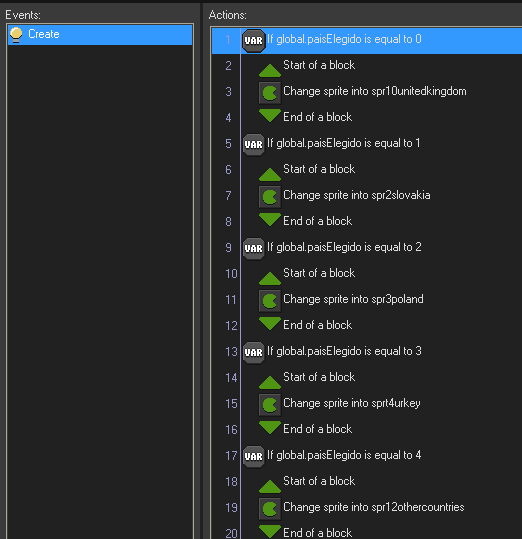
aux=global.resp4;

global.resp4=global.resp1;

global.resp1=aux;

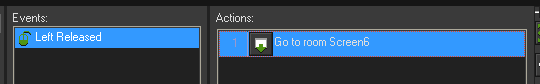
}

We have to code the map in the middle, like this:



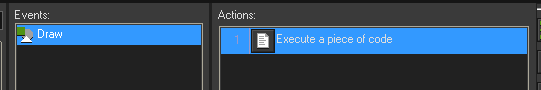
You can finish the code with all the countries.

And code the button ‘Go!’ :

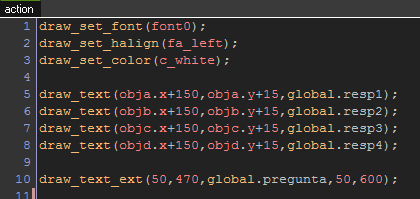


**STEP 7. Coding Screen6.**

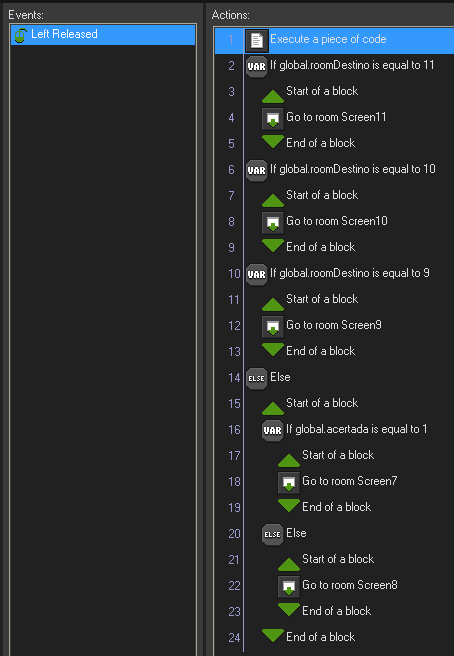
Create a new object, objCScreen6, and code it:



The code of the script has to be:



Code the answer buttons:



The code of the script has to be:

global.acertada=0;

global.roomDestino=0;

if (self.id==inst\_EDAA48C4)

{

if (global.correcta==1)

{global.acertada=1;}

}

if (self.id==inst\_A689B036)

{

if (global.correcta==2)

{global.acertada=1;}

}

if (self.id==inst\_D07725FB)

{

if (global.correcta==3)

{global.acertada=1;}

}

if (self.id==inst\_95E6B1B3)

{

if (global.correcta==4)

{global.acertada=1;}

}

if (global.acertada==1)

{

if (global.playerElegido==1)

{

global.p1p[global.paisElegido]=1;

}

else

{

global.p2p[global.paisElegido]=1;

}

// Y vemos si acaba el juego.

global.roomDestino=0;

if (global.p1p[0]==1 and global.p1p[1]==1 and global.p1p[2]==1 and global.p1p[3]==1 and global.p1p[4]==1 and global.p1p[5]==1 and global.p1p[6]==1 and global.p1p[7]==1 and global.p1p[8]==1 and global.p1p[9]==1 and global.p1p[10]==1 and global.p1p[11]==1 )

{

if (global.players==2)

{

global.roomDestino=10;

}

else

{

global.roomDestino=9;

}

}

if (global.p2p[0]==1 and global.p2p[1]==1 and global.p2p[2]==1 and global.p2p[3]==1 and global.p2p[4]==1 and global.p2p[5]==1 and global.p2p[6]==1 and global.p2p[7]==1 and global.p2p[8]==1 and global.p2p[9]==1 and global.p2p[10]==1 and global.p2p[11]==1 )

{

global.roomDestino=11;

}

}

else

{

if (global.players==2)

{

if (global.playerElegido==1)

{global.playerElegido=2;}

else

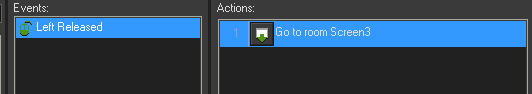
{global.playerElegido=1;}

}

}

**STEP 8. Coding Screen7.**

The code for the button ‘Playing’ is:



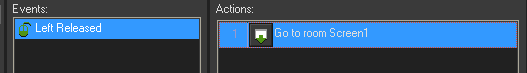
And the button ‘Exit’ was coded before.

**STEP 9. Coding Screen8.**

Allthe objects were programmed before, so you have to do nothing.

**STEP 10. Coding Screen9.**

Button ‘Play again?’ has this code:



And with this code we finish.Screen 10and Scree11 has all the objects coded becauses they appears in other screens.