

# B5 Number Trick Game

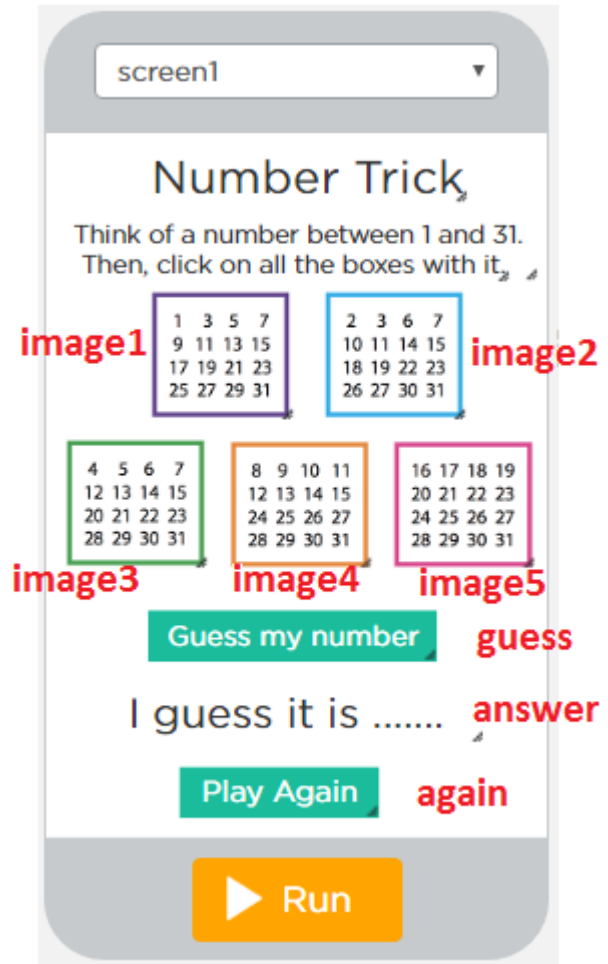
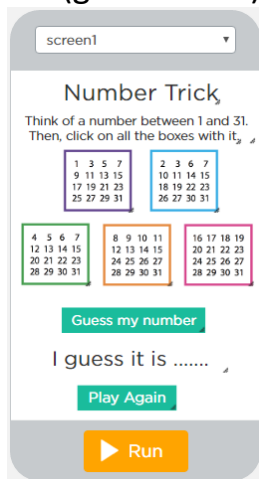
## Media Required:

trick1.png, trick2.png, trick3.png,  
trick4.png, trick5.png

## Design Mode:

- The title and instructions are labels.
- The 5 boxes with numbers in them are all images.
- Guess and again are buttons.
- Answer is a label.

Please be careful to give your widgets the same ids as I did (given in red).



## Code Blocks

You need a variable to start that stores the computer's guess. I called it secret.

```
var secret = 0;
```

You are going to need 7 onEvent blocks (it's a lot).

The first five onEvent blocks are needed for the images. If an image is clicked, you add onto the secret variable. These code blocks show how much each image adds on to the secret number.

```
onEvent (▼ "image1", ▼ "click", function(event) {
  secret = secret + 1;
});

onEvent (▼ "image2", ▼ "click", function(event) {
  secret = secret + 2;
});

onEvent (▼ "image3", ▼ "click", function(event) {
  secret = secret + 4;
});

onEvent (▼ "image4", ▼ "click", function(event) {
  secret = secret + 8;
});

onEvent (▼ "image5", ▼ "click", function(event) {
  secret = secret + 16;
});
```

I highly recommend going into text mode  and cutting and pasting to make these five blocks.

Then, after the guess button is pressed, we need to show the number in secret:

```
onEvent (▼ "guess", ▼ "click", function(event) {
  setText (▼ "answer", "I guess it is " + secret);
});
```

Run your game. See if it works.

Then, we need a reset button so that the user can pick a new secret number and have the computer guess it.

```
onEvent (▼ "again", ▼ "click", function(event) {
  secret = 0;
  setText (▼ "answer", "I guess it is .....");
});
```