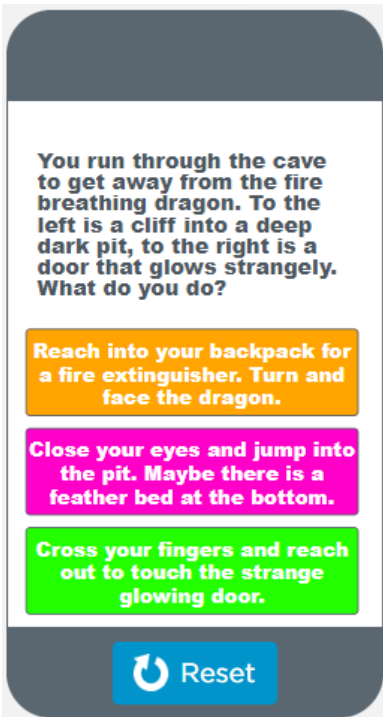


Multiple Choice Game

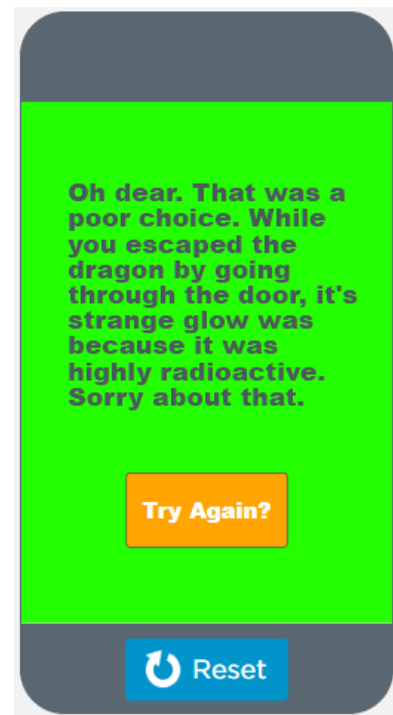
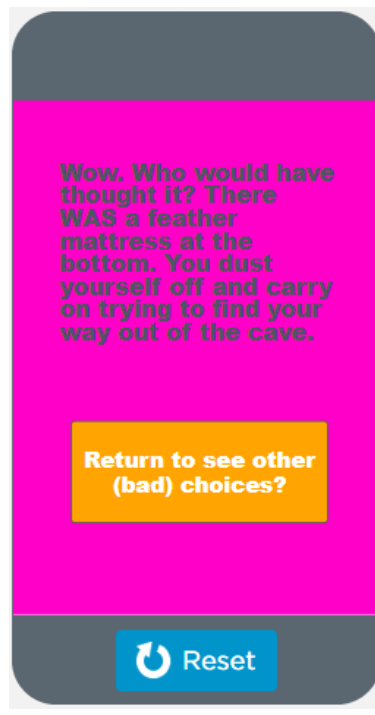
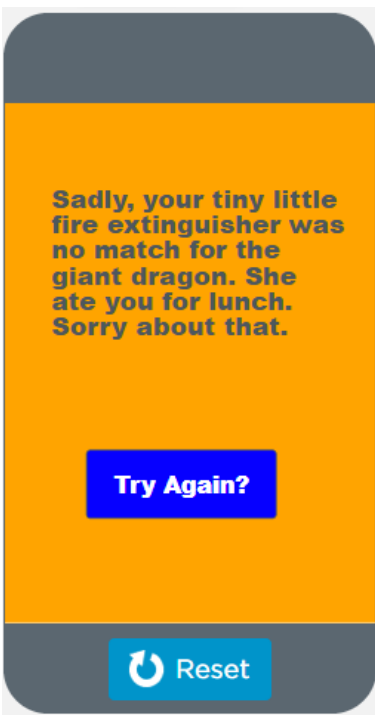
The assignment is really a review of making screens and navigation. It doesn't have any ifs or decisions in it. This is helpful for your Escape Room Project at the end of the unit.



- 1) Make an opening screen.
 - It has a story introducing the choice – make up your own.
 - It has 3 options that the user can select – make up your own.

- 2) Make a screen for each choice.
 - Have the conclusion or outcome at the top – make up your own.
 - Add a button that lets the user go back to the main screen to try again.

- 3) Add in the screen navigation to make your buttons work.



The code will allow your user to go from the main screen to the other screens:

(sub in your own screen and button names)

```
1  onEvent (▼ "dragon", ▼ "click", function(○) {
2      setScreen (▼ "dragonScreen");
3  });
4  onEvent (▼ "jump", ▼ "click", function(○) {
5      setScreen (▼ "jumpScreen");
6  });
7  onEvent (▼ "glowingDoor", ▼ "click", function(○) {
8      setScreen (▼ "glowingDoorScreen");
9  });
```

Then, it will allow you to navigate back to the original screens to try again.

(sub in your own screen and button names)

```
10 onEvent (▼ "tryAgainDragon", ▼ "click", function(○) {
11     setScreen (▼ "starting");
12 });
13 onEvent (▼ "tryAgainJump", ▼ "click", function(○) {
14     setScreen (▼ "starting");
15 });
16 onEvent (▼ "tryAgainGlowingDoor", ▼ "click", function(○) {
17     setScreen (▼ "starting");
18 });
```

Start thinking about the challenges that you would like to have for your users in your Escape Room!