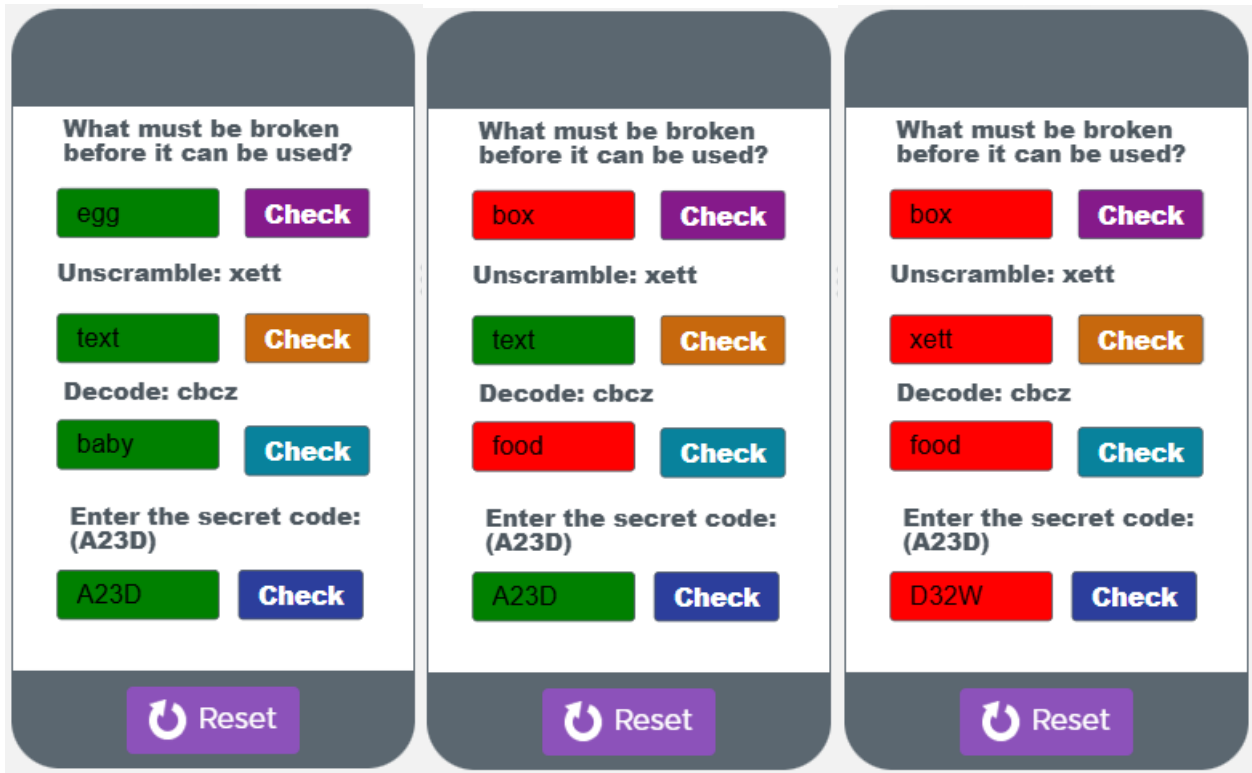
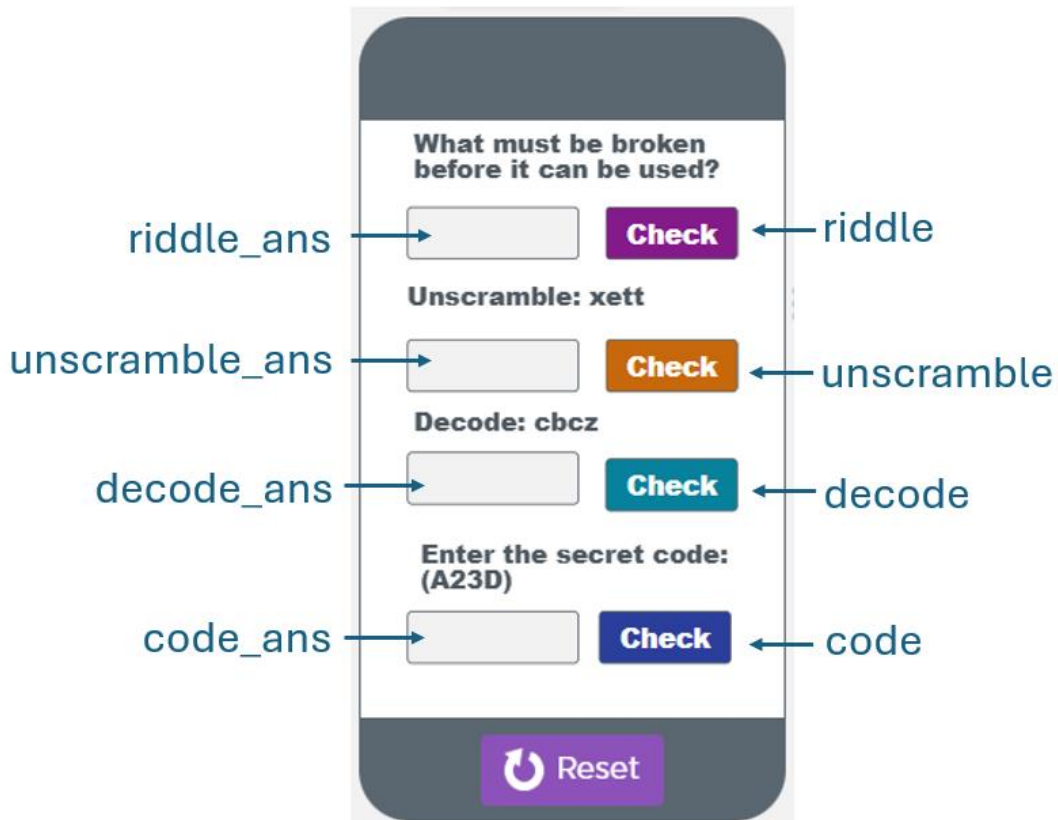


Decoding Puzzle

This game has four different puzzles. Each one is “marked” by changing the background of the TextInput widget.



Create the screen and name the widgets as shown:



The code in the riddle button is here:

- If the user enters “egg”, which is the correct answer, we turn the textInput’s background to green.

```
onEvent (▼ "riddle", ▼ "click", function () {  
  var s = getText (▼ "riddle_ans");  
  if (s == "egg") {  
    setProperty (▼ "riddle_ans", ▼ "background-color", ▼ "green");  
  } else {  
    setProperty (▼ "riddle_ans", ▼ "background-color", ▼ "red");  
  }  
});
```

The answers to the questions follow:

What must be broken before it can be used?	egg
Unscramble: xett	text
Decode: cbcz	baby
Enter the secret code:	A23D

Code the other buttons.

I will grant you that the secret code isn’t very secret if it is printed on the screen. In your Escape Room, hide it better.

