

Directions for Bop It App Inventor App

This App simulates the Bop It ® Game created by Hasbro. The game has three actions that a user must perform when they are called by the app:

- a. Bop It – Touch a Blue Circle
- b. Slide It – Slide on the Red Rectangle
- c. Shake It – Shake the Phone

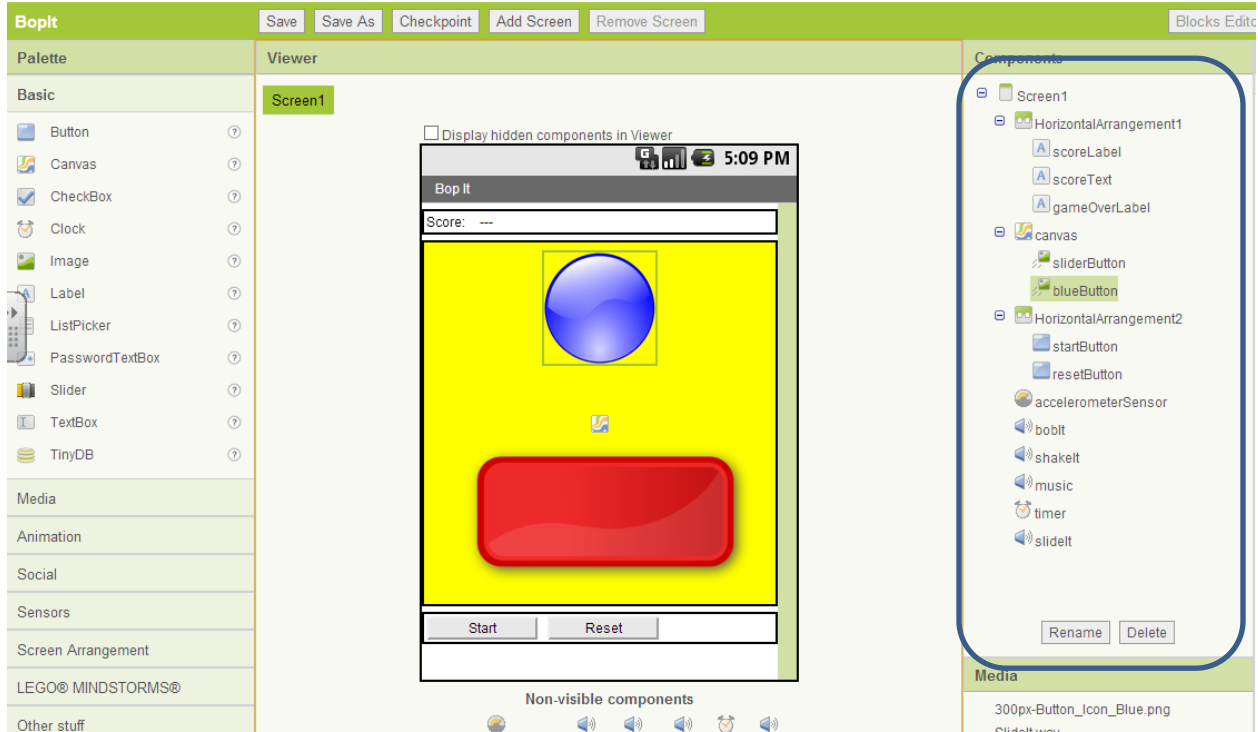
The App randomly picks an action and then measures if the user correctly performs the action. The game is over when the user either does not perform any action, or the user performs the wrong action. The game is similar to Simon Says.

These Directions will outline the User Interface Design and the Blocks.

Process:

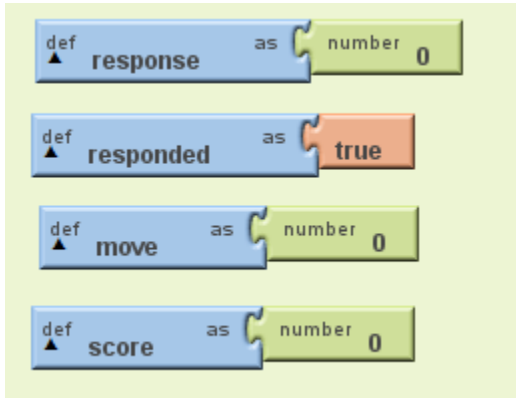
1. Download the Graphics and Sounds and put into your home directory. You will find the graphics and sounds at: http://nebomusic.net/appinventorlessons/bopit_app/bop_it_media
2. Start App Inventor and Create a New Project. Name it “lastname_BopIt”

3. Create the User interface with the following objects:

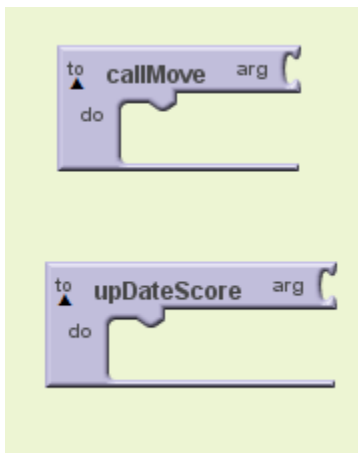


- a. Horizontal Arrangement:
 - a. scoreLabel: Label Object
 - b. scoreText: Label Object
 - c. gameOverLabel: Label Object
- b. Canvas:
 - a. sliderButton: Animation Sprite with Red Rectangle Image
 - b. blueButton: Animation Sprite with Blue Circle
- c. Horizontal Arrangement 2:
 - a. startButton: Button Object
 - b. resetButton: Button Object
- d. Non Visible Components:
 - a. accelerometerSensor
 - b. bobIt: Sound
 - c. shakeIt: Sound
 - d. music: Sound
 - e. timer: Timer
 - f. slideIt: Sound

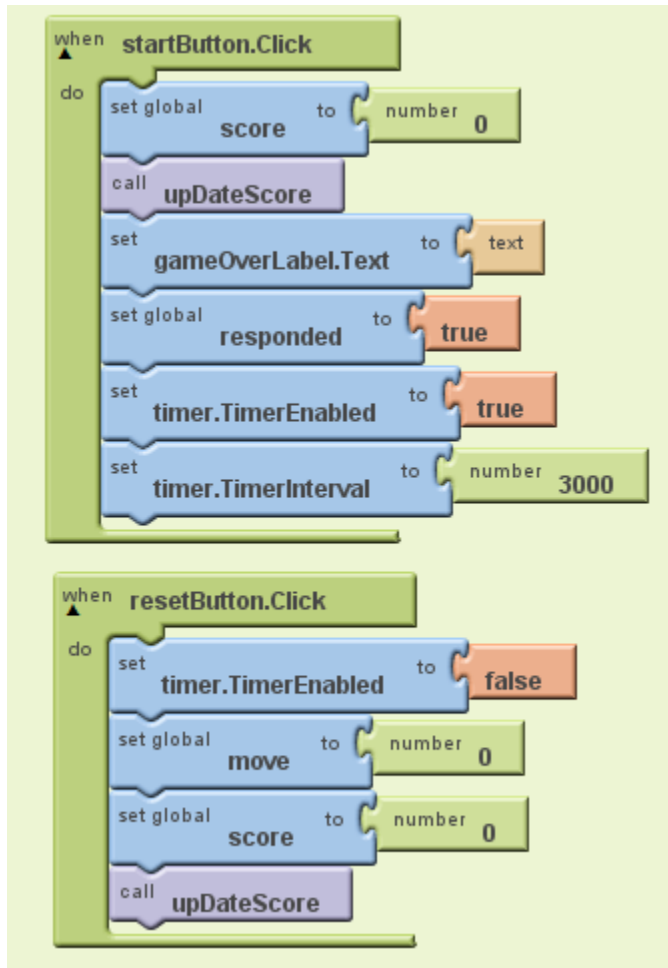
4. Open the Blocks Editor
5. Create the following variables and set initial values:
 - a. response: number equal to 0
 - b. responded: Boolean (logic) equal to true
 - c. move: number equal to 0
 - d. score: number equal to 0



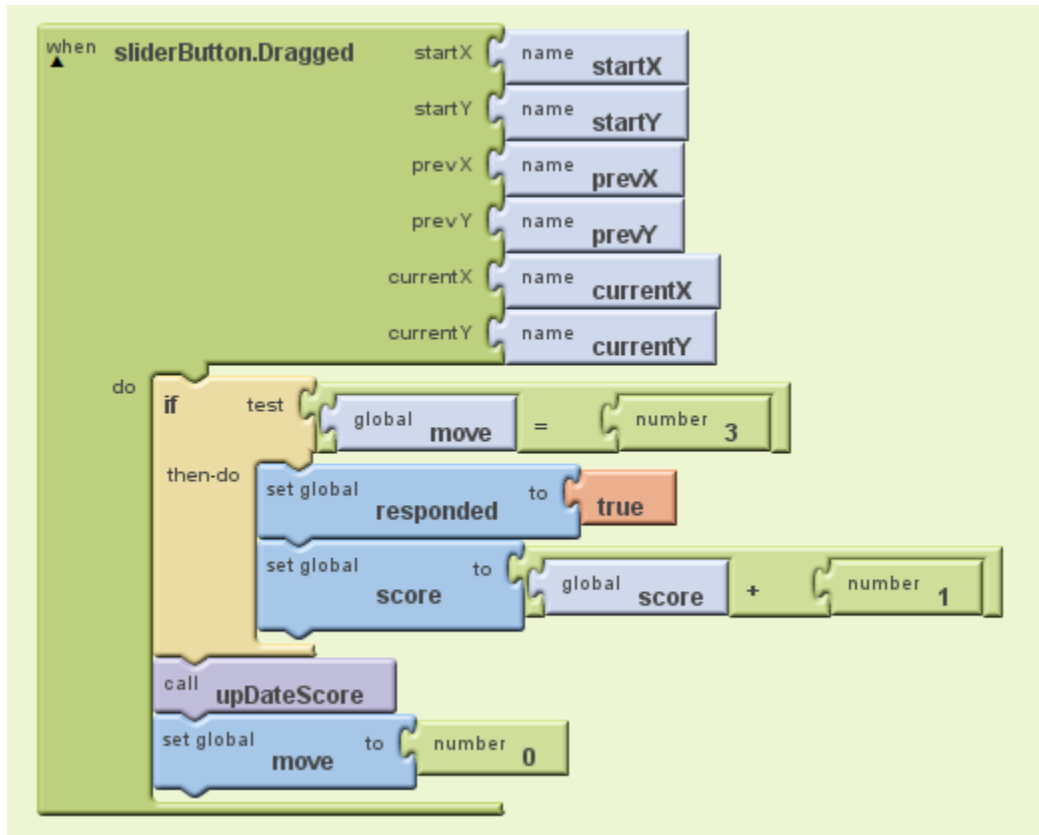
6. Create the following procedures. Leave them empty for now:
 - a. callMove
 - b. updateScore



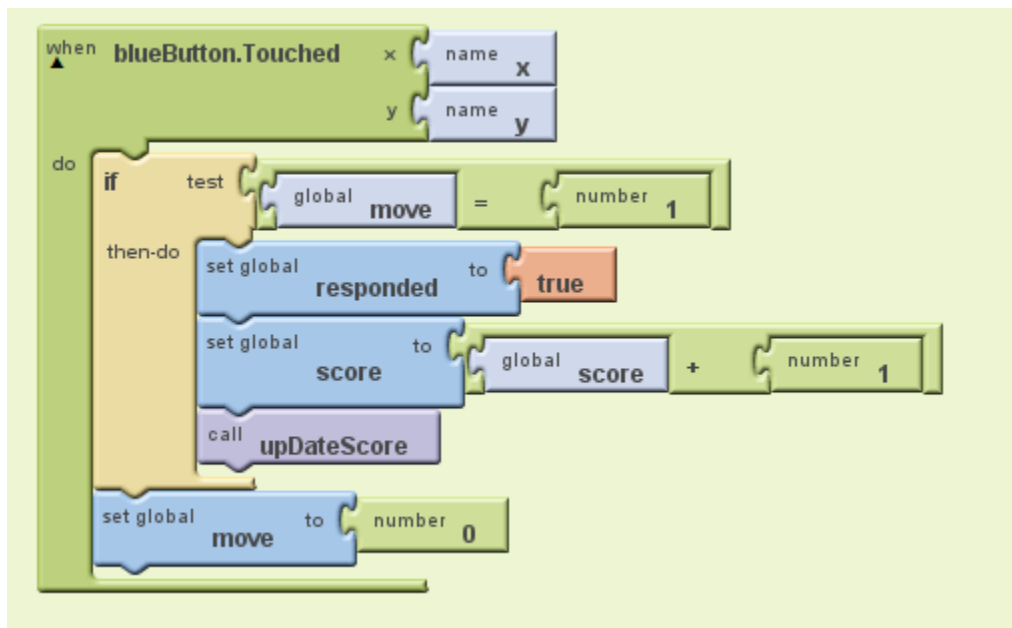
7. Create the Following Events for the Buttons:



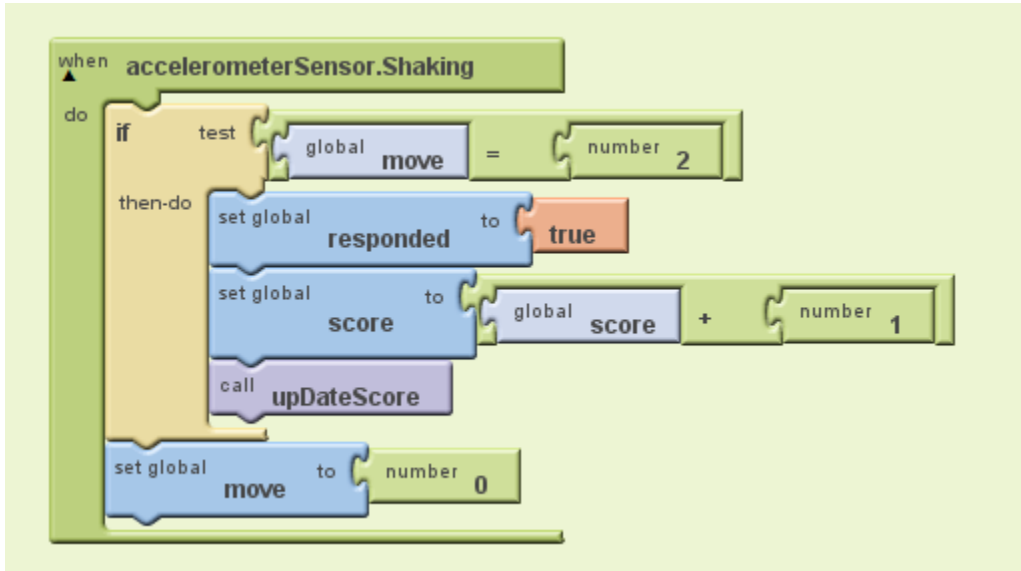
8. Create the Slider Button Dragged Event:



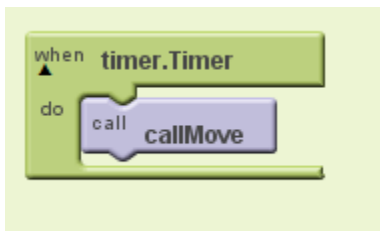
9. Create the blueButton Event:



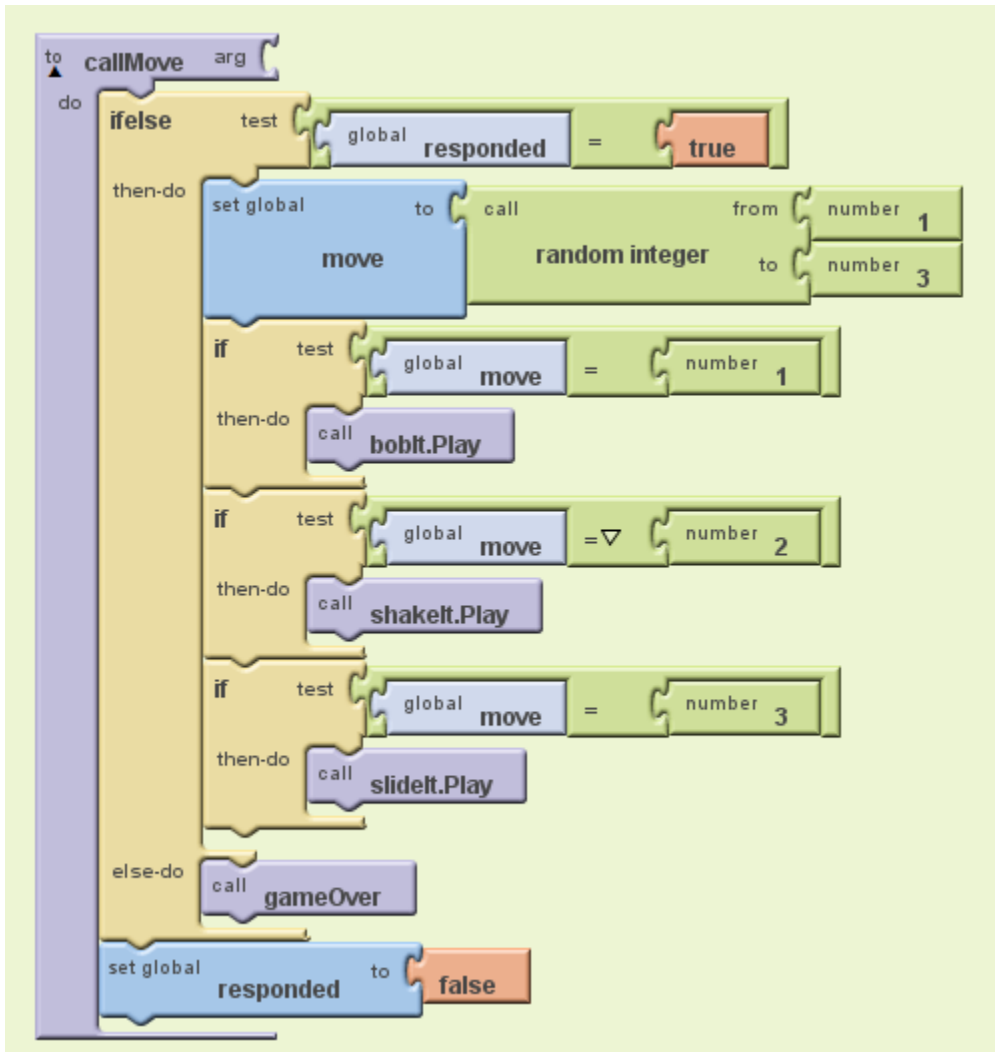
10. Create the Shaking Event:



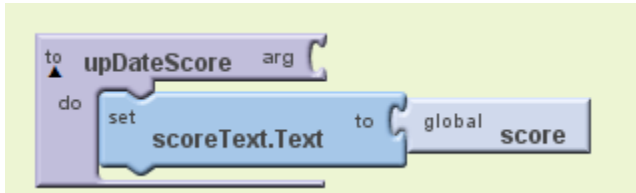
11. Create the Timer Event:



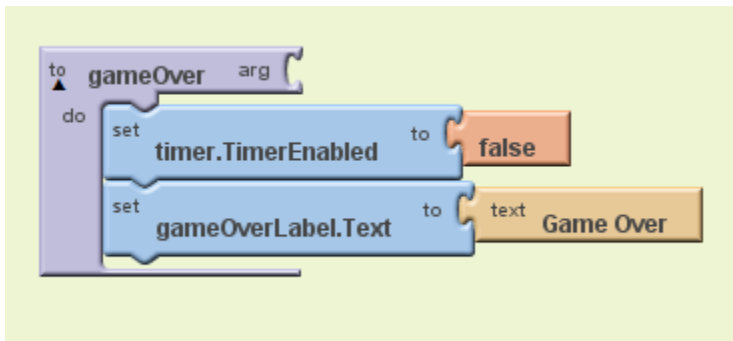
12. Create the Scripts for the callMove Procedure: (This is the main Game Logic)



13. Create the Scripts for the updateScore Procedure:



14. Create a new Procedure called 'gameOver'. Assemble the following Scripts:



15. Open Emulator or Run on Phone! What other commands or actions could you add?