

## Create – Applications From Ideas

### Written Response Submission Template

Please see [Assessment Overview and Performance Task Directions for Student](#) for the task directions and recommended word counts.

#### Program Purpose and Development

2a)

The computing innovation that is represented by the computational artifact is an app. The app was based on sports trivia. The purpose of this computational artifact, was to make the player get educated off of sports and the varieties of different teams and players.

2b)

In our app "Sports Trivia", it included player's faces and team logos for the participant to guess from right to wrong. We have a title screen which shows which sport you want to be questioned on. The game consists of 2 questions for each sport that has to be answered. So basically whatever sport you want you can choose it from the welcome screen and it'll bring you to the desired sport you want to be questioned on. It was hard deciding which particular questions my partner and i would come up with because we would always have debates on which question is the hardest or easiest. Also, it was hard figuring what genre our game would be based on, there are plenty of different ideas for a trivia game. Developing the game was a hardship, figuring out our code and transitions for each screen was always a debate, there was a lot of testing and bugs along the way but we came to a final conclusion for all these tough situations.

2c)

If your captured code segment is an image, click the Picture icon to browse to the location of your saved image. If your captured code segment is text, include it with the rest of your 2c written response below.

```
        onEvent("WelcomeScreen", "click", function(event) {
    console.log("WelcomeScreen clicked!");
    });
onEvent("football", "click", function(event) {
    console.log("football clicked!");
    });
onEvent("football", "click", function(event) {
    setScreen("Footballq1");
    });
onEvent("Footballq1", "click", function(event) {
    console.log("Footballq1 clicked!");
    });
onEvent("Footballq2", "click", function(event) {
    console.log("Footballq2 clicked!");
    });
onEvent("abbutton", "click", function(event) {
    setScreen("Footballq2");
    });
onEvent("Gobackbutton", "click", function(event) {
    console.log("Gobackbutton clicked!");
    });
onEvent("Gobackbutton", "click", function(event) {
    setScreen("WelcomeScreen");
    });
```

```
onEvent("Baseballq1", "click", function(event) {
  console.log("Baseballq1 clicked!");
});
onEvent("baseball", "click", function(event) {
  setScreen("Baseballq1");
});
onEvent("gobackbutton2", "click", function(event) {
  console.log("gobackbutton2 clicked!");
});
onEvent("gobackbutton2", "click", function(event) {
  setScreen("WelcomeScreen");
});
onEvent("nybutton", "click", function(event) {
  setScreen("Baseballq2");
});
onEvent("basketball", "click", function(event) {
  setScreen("Basketballq1");
});
onEvent("button11", "click", function(event) {
  setScreen("Basketballq2");
});
onEvent("button17", "click", function(event) {
  setScreen("WelcomeScreen");
});
onEvent("Soccer", "click", function(event) {
  setScreen("Soccerq1");
});
onEvent("button5", "click", function(event) {
  setScreen("Soccerq2");
});
onEvent("button20", "click", function(event) {
  setScreen("WelcomeScreen");
});
```

Within the code, the algorithm is essential to the program by each sport having its own command or action. It controls which sport you want to go to. The code represents the amount of time it takes you to answer a question, taking too long might make the game go back to the welcome screen so there's limited time to play. Picking the right answer will get you to the next question automatically. From there it's just repetitive for the rest of game, for all sports. All buttons are on click actions, as well, just know whatever sport you pick you must have a little background knowledge on it.

2d)

```
31  onEvent(▼"gobackbutton2", ▼"click", function(event) {
32      console.log("gobackbutton2_clicked!");
33  });
34  onEvent(▼"gobackbutton2", ▼"click", function(event) {
35      setScreen(▼"WelcomeScreen");
36  });
37  onEvent(▼"nybutton", ▼"click", function(event) {
38      setScreen(▼"Baseballq2");
39  });
40  onEvent(▼"basketball", ▼"click", function(event) {
41      setScreen(▼"Basketballq1");
42  });
43  onEvent(▼"button11", ▼"click", function(event) {
44      setScreen(▼"Basketballq2");
45  });
46  onEvent(▼"button17", ▼"click", function(event) {
47      setScreen(▼"WelcomeScreen");
48  });
49  onEvent(▼"Soccer", ▼"click", function(event) {
50      setScreen(▼"Soccerq1");
51  });
52  onEvent(▼"button5", ▼"click", function(event) {
53      setScreen(▼"Soccerq2");
54  });
55  onEvent(▼"button20", ▼"click", function(event) {
56      setScreen(▼"WelcomeScreen");
57  });
```

Debug Console

This manages the app so you get where you want to be questioned on. Allowing you to go to the home screen, after you finish your question. The game has a go back button which allows you to go home after you finish. But it was complex making the game move automatically to the next question after you answer it correctly. This was great experience making this computational artifact.