

Galgenmännchen als App

mit Thunkable

<https://x.thunkable.com/projectPage/5eb6c8ae4d81e161d6a98a40>
Erreichbar nach Login



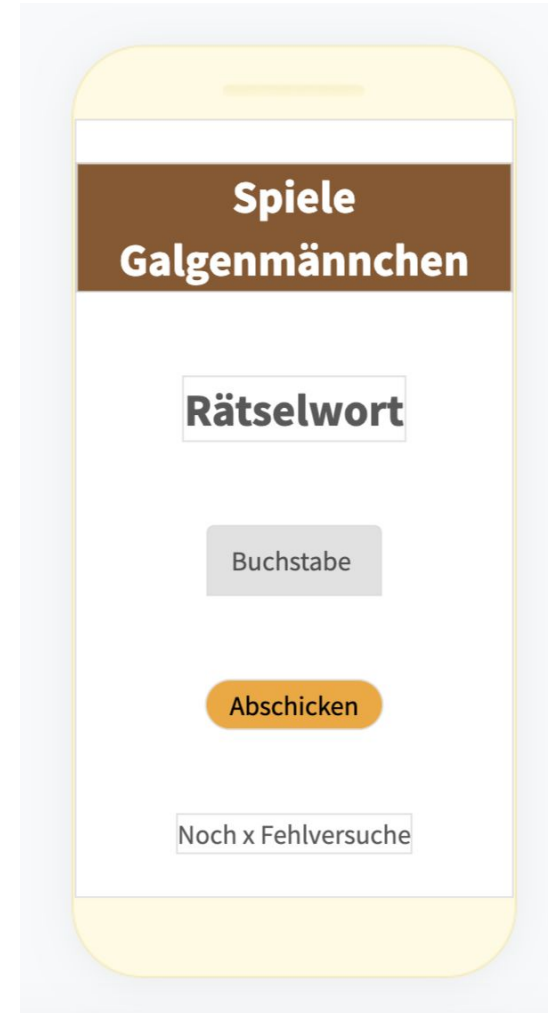
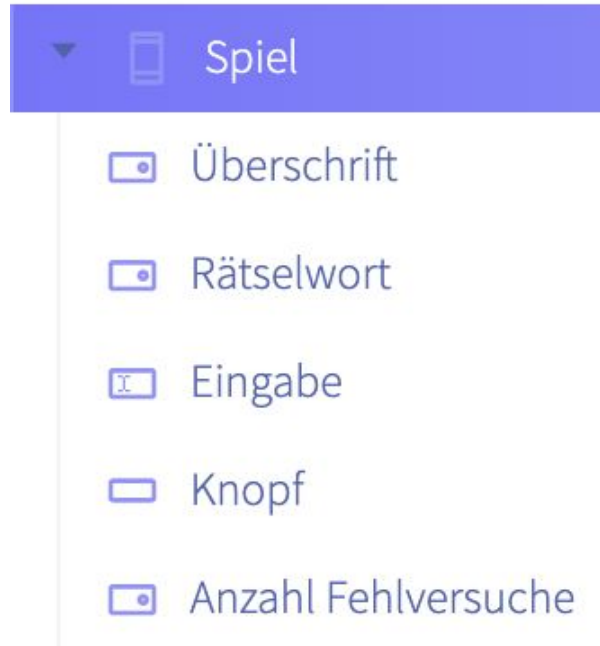
Thunkable

- App programmieren für iOS und Android
- Tool zum Design der Oberfläche
- Grafische Programmierung (Blockly)
- Testen in Thunkable-App oder in der Entwicklungsumgebung
- thinkable.com

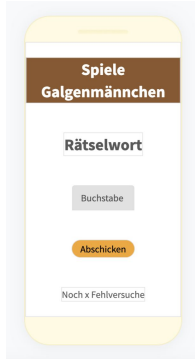


thinkable

Screen "Spiel"



Design des Screens "Spiel"



Font Weight
Bold

Text Align
Center

Vertical Alignment
space-around



Text
Spiele Galgenmännchen

Font Size
30

Number Of Lines
2

Color
rgba(255, 255, 255, 1)

BackgroundColor
rgba(139, 87, 42, 1)



Anzahl Fehlversuche



Text
Rätselwort

Font Size
30



Text
Abschicken

Text Color
rgba(0, 0, 0, 1)

BackgroundColor
rgba(245, 166, 35, 1)

Font Size
18



Font Weight
Bold

Hint
Buchstabe

Width
Relative Size (e.g. "50%")

Font Size
040%

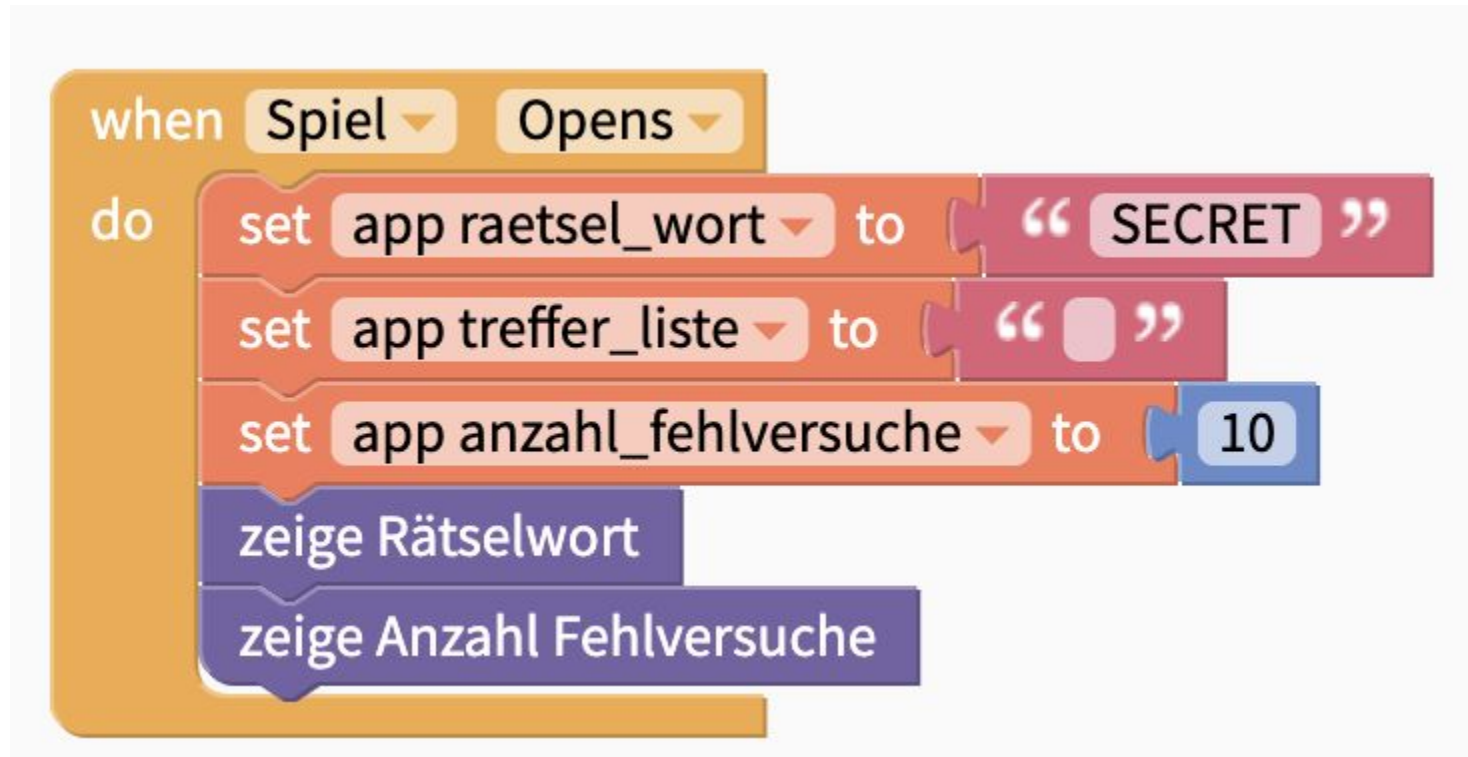
Blocks des Screens “Spiel” - Initialisierung

initialize app ▾ variable raetsel_wort to “ SECRET ”

initialize app ▾ variable treffer_liste to “ ”

initialize app ▾ variable anzahl_fehlversuche to 10

Blocks des Screens "Spiel" - Spielstart



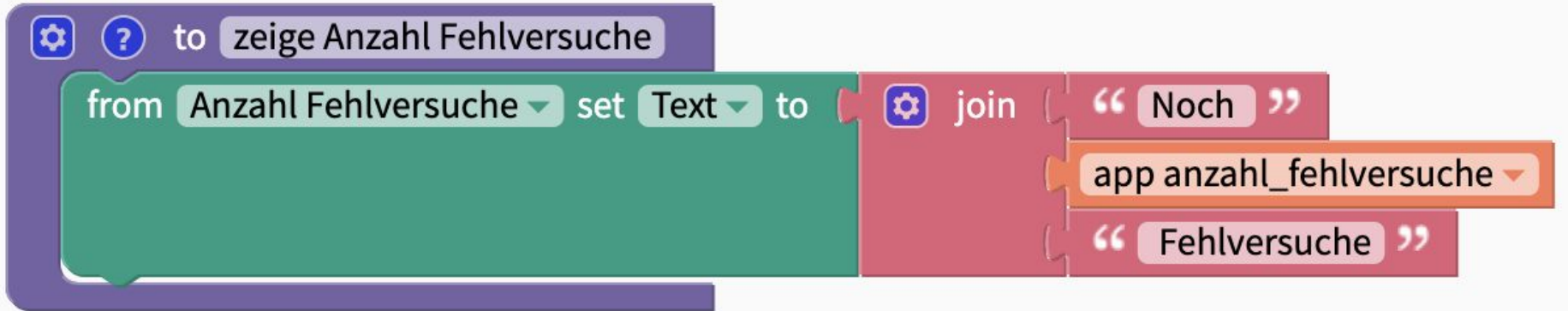
Blocks des Screens "Spiel" - Zeige Rätselwort

The image shows a Scratch script for displaying a crossword puzzle word. The script is as follows:

```
to zeige Rätselwort
  from Rätselwort set Text to " "
  count with i from 1 to length of app raetsel_wort by 1
  do
    if
      does app treffer_liste contain to UPPER CASE in text app raetsel_wort get letter # i
      do
        from Rätselwort set Text to join
          from Rätselwort get Text
          in text app raetsel_wort get letter # i
          " "
      else
        from Rätselwort set Text to join
          from Rätselwort get Text
          " _ "
```

The script starts with a 'to zeige Rätselwort' block. It then sets the 'Text' property of the 'Rätselwort' object to a space character. A 'count with' block iterates over the length of the 'app raetsel_wort' object, with the loop counter 'i' starting at 1. Inside the loop, an 'if' block checks if the 'app treffer_liste' object contains the word 'UPPER CASE' in the text of the 'app raetsel_wort' object at the position 'i'. If true, a 'do' block joins the current 'Text' of 'Rätselwort' with the character at 'i' of 'app raetsel_wort' and a space character. If false, an 'else' block joins the current 'Text' of 'Rätselwort' with an underscore character and a space character.

Blocks des Screens “Spiel” - Zeige Fehlversuche



Blocks des Screens “Spiel” - spielen

The image shows a Scratch script for a word game screen. The script is triggered by a button click and contains the following logic:

- when Knopf Click** (Trigger)
- do** (Loop)
 - if** (does app raetsel_wort contain to UPPER CASE from Eingabe get Text)
 - do** (Loop)
 - set** app treffer_liste to **join** (app treffer_liste to UPPER CASE from Eingabe get Text)
 - if** (wort_erraten)
 - do** (Loop)
 - navigate to** Gewonnen
 - else** (vibrate)
 - change** app "anzahl_fehlversuche" by -1
 - if** (app anzahl_fehlversuche = 0)
 - do** (Loop)
 - navigate to** Verloren
 - from** Eingabe **set** Text to " "
 - zeige** Anzahl Fehlversuche
 - zeige** Rätselwort

Blocks des Screens “Spiel” - Funktion wort_erraten

```
to wort_erraten
  count with i from 1 to length of app raetsel_wort by 1
  do
    if not does app treffer_liste contain in text app raetsel_wort get letter # i
      return false
  end
  return true
end
```

The image shows a Scratch code block for a function named 'wort_erraten'. The function starts with a 'to' block. Inside, there is a 'count with' block that iterates over the 'app raetsel_wort' from index 1 to its length, with a step of 1. A 'do' block follows, containing an 'if' block. The 'if' block checks if 'app treffer_liste' does not contain the letter at index 'i' of 'app raetsel_wort'. If this condition is true, the function returns 'false'. After the 'do' block, the function returns 'true'.

Blocks des Screens "Spiel" - Alles

```
initialize app variable raetsel_wort to "SECRET"  
initialize app variable treffer_liste to ""  
initialize app variable anzahl_fehlversuche to 10
```

```
when Spiel Opens  
do  
  set app raetsel_wort to "SECRET"  
  set app treffer_liste to ""  
  set app anzahl_fehlversuche to 10  
  zeige Rätselwort  
  zeige Anzahl Fehlversuche
```

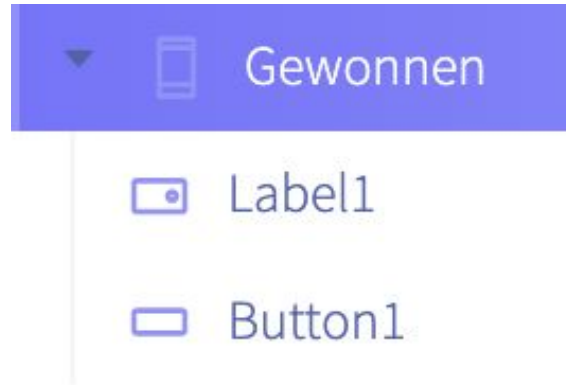
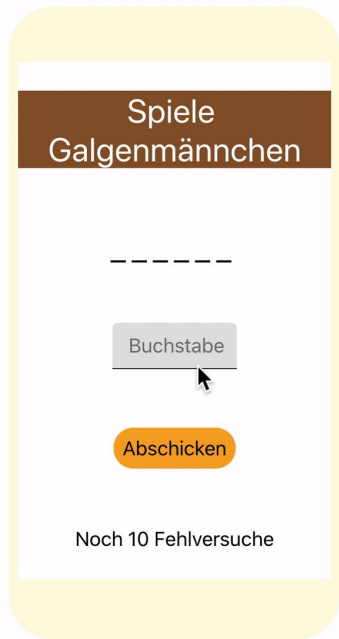
```
when Knopf Click  
do  
  if does app raetsel_wort contain to UPPER CASE from Eingabe get Text  
  do  
    set app treffer_liste to join app treffer_liste  
    to UPPER CASE from Eingabe get Text  
    if wort_erraten  
    do navigate to Gewonnen  
  else  
    vibrate  
    change app "anzahl_fehlversuche" by -1  
    if app anzahl_fehlversuche = 0  
    do navigate to Verloren  
  from Eingabe set Text to ""  
  zeige Anzahl Fehlversuche  
  zeige Rätselwort
```

```
to zeige Rätselwort  
from Rätselwort set Text to ""  
count with i from 1 to length of app raetsel_wort by 1  
do  
  if does app treffer_liste contain to UPPER CASE in text app raetsel_wort get letter# i  
  do  
    from Rätselwort set Text to join from Rätselwort get Text  
    in text app raetsel_wort get letter# i  
    ""  
  else  
    from Rätselwort set Text to join from Rätselwort get Text  
    ""
```

```
to zeige Anzahl Fehlversuche  
from Anzahl Fehlversuche set Text to join "Noch"  
app anzahl_fehlversuche  
"Fehlversuche"
```

```
to wort_erraten  
count with i from 1 to length of app raetsel_wort by 1  
do  
  if not does app treffer_liste contain in text app raetsel_wort get letter# i return false  
return true
```

Screen “Gewonnen”



Design des Screens "Gewonnen"



Gewonnen

Simple Advanced

BackgroundColor
● rgba(126, 211, 33, 1) ▾

Vertical Alignment
space-around ▾

Label1

Simple Advanced

Text
Du hast gewonnen! X

Font Size
40

Number Of Lines
3

Color
○ rgba(255, 255, 255, 1) ▾

Font Weight
Bold ▾

Text Align
Center ▾

Button1

Simple Advanced

Text
Noch einmal spielen X

Text Color
○ #FFFFFF ☹

BackgroundColor
● rgba(245, 166, 35, 1) ▾

Font Size
18

Blocks des Screens “Gewonnen”



Screen “Verloren”

