SKETCH AND GUESS

FLOW OF THE APP

❑ Based on the flow of the Sketch & Guess app, review with your partner and fill the sequence of steps, using the given steps A,B,C,D,E,F below, in the space provided.

A. The Sketcher draws the item.

B. A randomly generated item displays on the Sketcher's screen.

C. The sketch appears on the Guessers' screen.

D. Users press on "I want to draw" and "I want to guess" buttons respectively based on their verbal agreement.

E. The Guesser selects the item from dropdown list to guess what the Sketcher has drawn.

F. The app checks if the guess is correct and displays appropriate message.

SKETCH AND GUESS

UNDERSTAND THE FUNCTIONS OF EACH PLAYER

❑ Put the matching functions and abilities from the list below under the correct player.

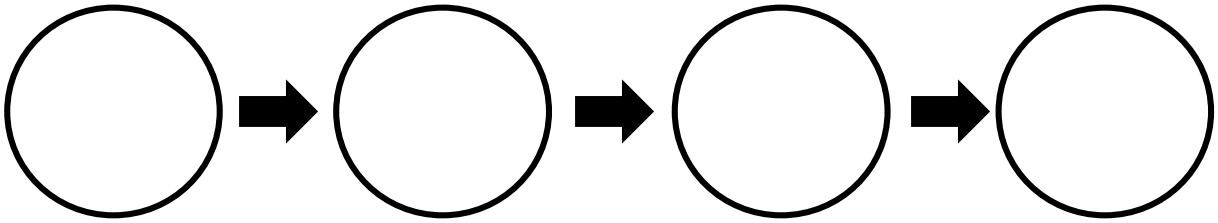
Sketcher		Guesser
	● Sees displayed item to draw ● Can draw ● Cannot draw ● Can clear canvas ● Cannot clear canvas ● Sees the drawing ● Sees displayed list of items to guess	

SKETCH AND GUESS

DECOMPOSE PARTS OF THE APP

❑ To build the app incrementally, we will need to break down the app into smaller parts and build it one part at a time. Fill in the circles with the correct sequence, A, B, C, or D.

A. Check Answer | B. Share | C. Draw | D. Guess



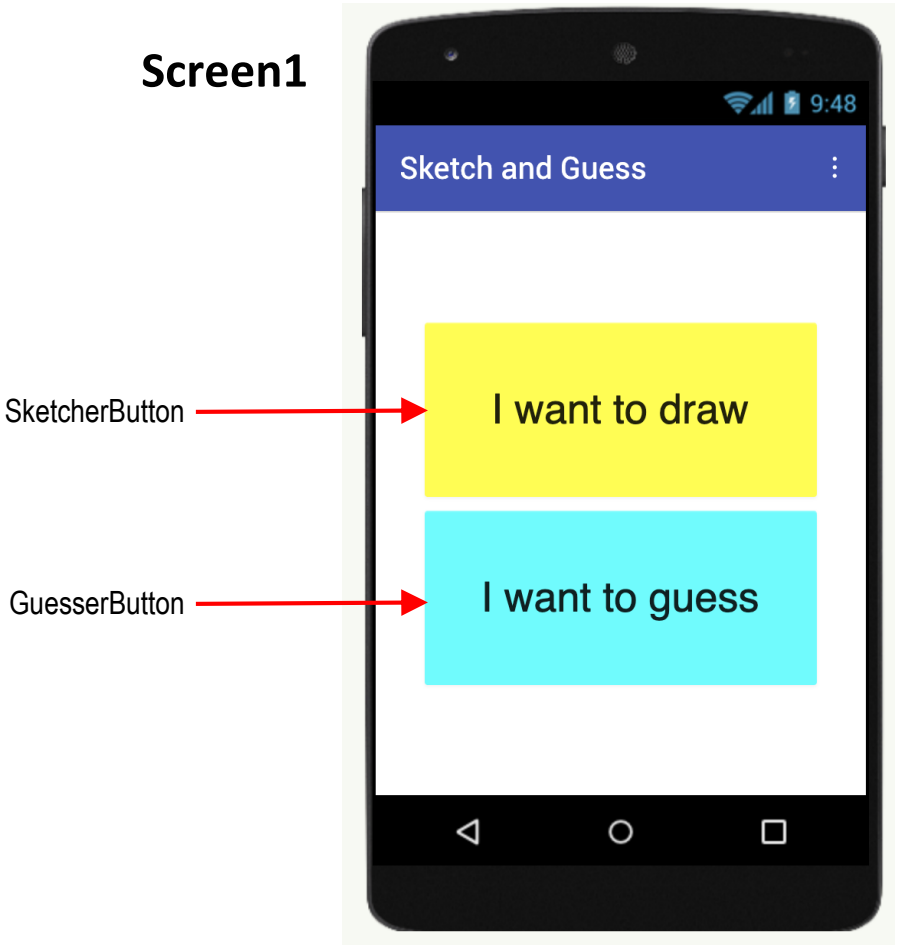
SKETCH AND GUESS

START HERE

❑ Open the SketchAndGuess template project.

With this app, there are three screens. The opening screen, **Screen1** lets the user choose what they want to do with the app.
Do they want to be the sketcher or the guesser? After two players agree on who will be the Sketcher and who will be the Guesser, pressing a button will take the user to one of the other two screens - **SketcherScreen** or **GuesserScreen**.

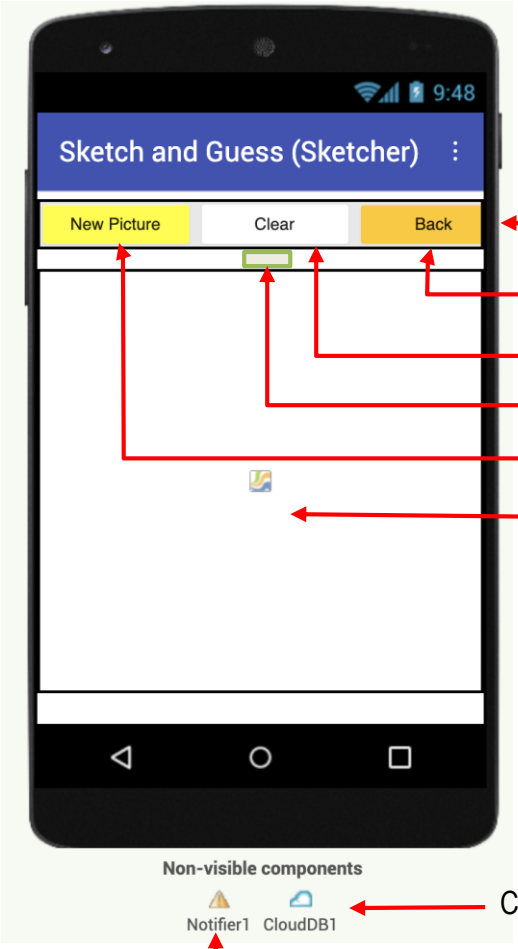
❑ With your partner, look at all three screens (on this page and the next page) to see what they look like, and the components included for each.



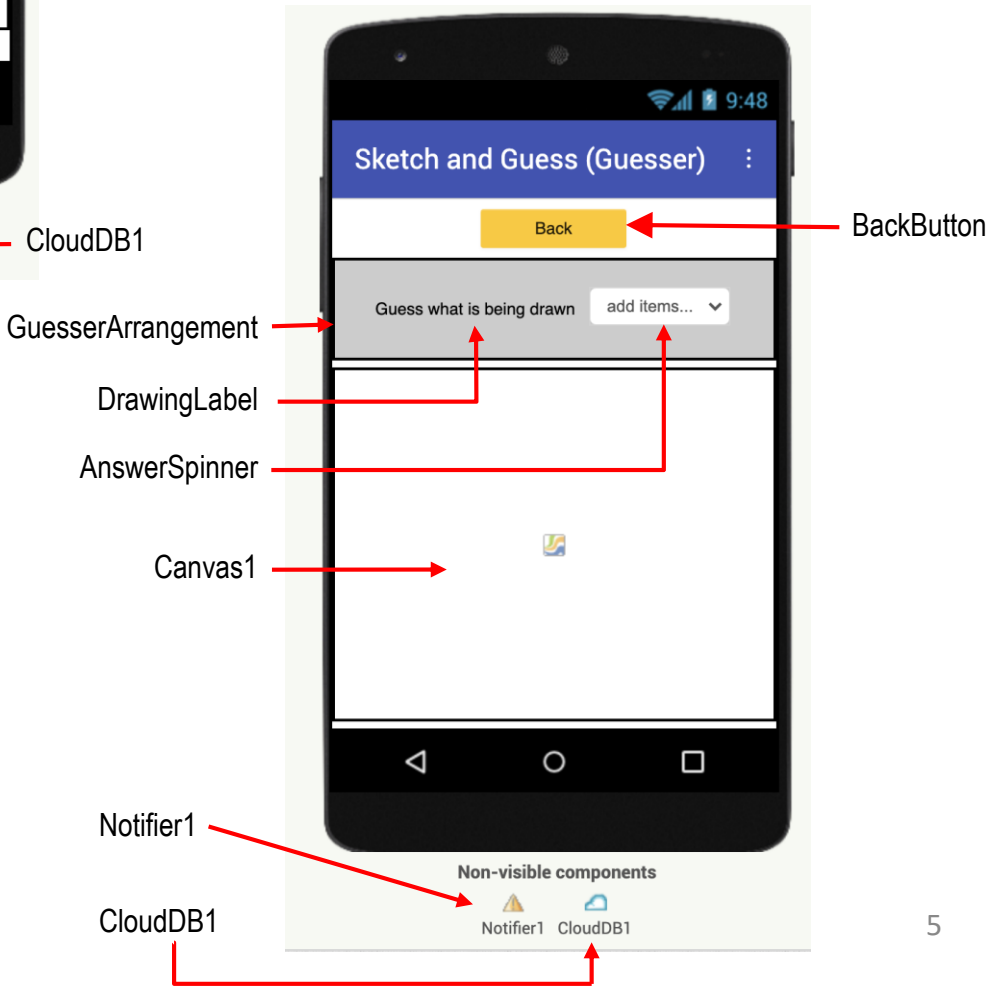
SKETCH AND GUESS

OTHER SCREENS

SketcherScreen



GuesserScreen



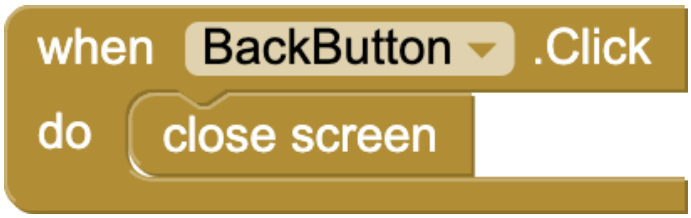
SKETCH AND GUESS

NAVIGATE BETWEEN SCREENS

Screen1 has two buttons. Clicking on “I want to draw” opens the SketcherScreen. Clicking on the “I want to guess” button opens the GuesserScreen.

The code blocks to open the SketcherScreen and GuesserScreen are completed for you.

Also, BackButton.Click for both SketcherScreen and GuesserScreen are included in the template. The code closes the screen and return to Screen1.



❑ Try this out with the MIT AI2 Companion. Start the app and try clicking on both buttons. Return to Screen1 by clicking on the Back button on each screen.

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