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of Imaging Arts and Sciences in candidacy for the
degree of Master of Fine Arts.

Animal Game

by

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Introduction

Purpose

The purpose of this thesis project was to create a game in the Portuguese language to teach Brazilian students three topics in the language. The three topics are: the collective nouns of the animals, the gender of the animals and the voices of the animals. These subjects are taught in Brazil as part of the Portuguese class in school when students are in the 6th and 7th grades.
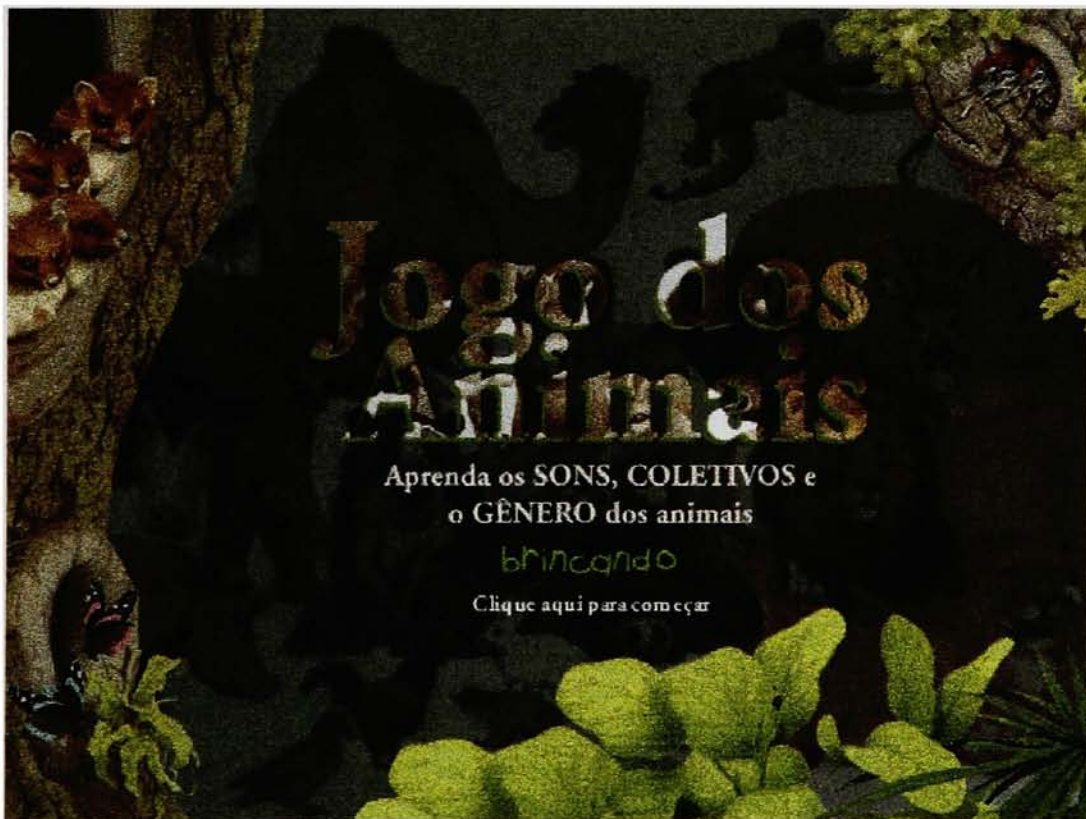

Figure 1. Opening Screen

The main goal of this project is to help students learn these terms in a fun way. Through the use of a game, the subject matter, which is usually considered "boring", can become fun. The objective is to have the students assimilate these terms through the help of images and sound, something that is not included in grammar books.

Collective nouns

Collective nouns are taught not only for groups of animals but also for other nouns. Since this game is specifically related to animals, only the collective nouns for these are part of the game. According to the Webster's dictionary:

> **collective noun.** *Gram.* A noun naming a collection or aggregate of individuals by a singular form (assembly, army, jury). When the designated collection is thought of as a whole, the noun takes a singular verb; when its component individuals are in mind, it may take a plural verb, and is then sometimes called a *noun of multitude.* Thus "the majority decides it," but "the majority were slaves."

> **collective, n.** 1. *Gram.* A collective noun or name.
> 2. A collective body; a gathering; also formerly, a collection, as of extracts or citations.

Gender

Gender is an important issue in the Portuguese language. All nouns are either masculine or feminine and the adjectives have to agree with the nouns.

Most nouns which are masculine end with the letter "o". Most nouns which are feminine end with the letter "a". But this is not always true, meaning that there are many irregular nouns which students have to study at school. Some of these nouns are the masculine and feminine of animals which many times can be very different. In some cases there is no masculine and feminine form for an animal, so the equivalent word to male or female in Portuguese is added to the noun.

> **gender** 2. Sex, male or female. Now Colloq.
>
> 3. Gram. That characteristic of a word (primarily a noun or a pronoun) which requires that other words (as adjectives, participles, pronouns) agree with it according to which of three (or two) classes it belongs to; also, the inflected form showing the class; also, one of the classes so distinguished. In most Indo-European languages there are three genders, masculine, feminine, and neuter; nouns denoting male beings are usually found in the masculine gender, nouns denoting females usually in the feminine, and nouns denoting sexless things are distributed among the three genders.

Animal Voices

In addition to the nouns and gender, the voices of the animals are also taught as part of the game. As in English, each animal makes a different sound, for example, the dog barks, the cat meows, etc.

> **Voice** 1. Sound uttered by living beings, esp. by human beings in speech or song, crying, shouting, etc; sound thus uttered considered as possessing some special quality or character; as, the human voice; a pleasant or harsh voice; a manly voice. Voice is possessed by all the animal in which the lungs and larynx (or syrinx in the case of birds) exist, but is disting., from mechanical noises, as stridulation, etc., sometimes called voice. Fishes are dumb, as far as true vocal utterance is concerned, though they sometimes emit various noises from their throats. The general name for the voice of animals is *cry*, and such cries are given many distinctive names, according to their quality; as, *bark, bleat, bray, gobble, squeal, trumpet,* etc. In animals other than man, the voice reaches its highest development in certain birds, as the singing birds, the parrot, raven, etc.

In general, the verbs and the nouns for the voices of the animals in the Portuguese language have an onomatopoeic origin.

> **onomatopoeic** adj. Of, pertaining to, or characterized by, onomatopoeia; imitative in origin; echoic.

onomatopoeia, n. 1. Philol. **a** Formation of words in imitation of natural sounds; the naming of a thing or action by a more or less exact reproduction of the sound associated with it (buzz; hiss; bob-white); the imitative or echoic principle in language. **b** A word so formed; an onomatope.

Interface

Design

This game is focused on animals, a subject that usually attracts children and teenagers, so pictures of animals are used in the design of the game. The multi-planing effect is used to bring interest to the animation. Multi-planing is a popular animation technique used to simulate foreground, middle ground and background. If the focus is on the background, the foreground is thrown out of focus and vice versa. Initially, the animals are out of focus in the background; they

Figure 2. Screen with animals out of focus in the background

become in focus as part of the introductory animation. As the animation progresses, the animals in focus become animated, each performing different movements.

Navigation

After the animation is finished, the narrator instructs the user how to play the game. The narrator speaks to the player and while the instructions are given the buttons which the narrator is talking about are highlighted by coming into focus. If the user wishes to play the collective nouns game, he/she should click on the weasels; to play the gender game, click on the butterflies; or click on the birds to play the voices game.

An analogy is used, the weasels are in a group indicating the collective; for gender, a blue and a pink butterfly are used. Blue for male and pink for female are universal colors used to distinguish gender. For voices, birds are used because they represent singing.
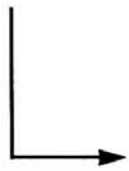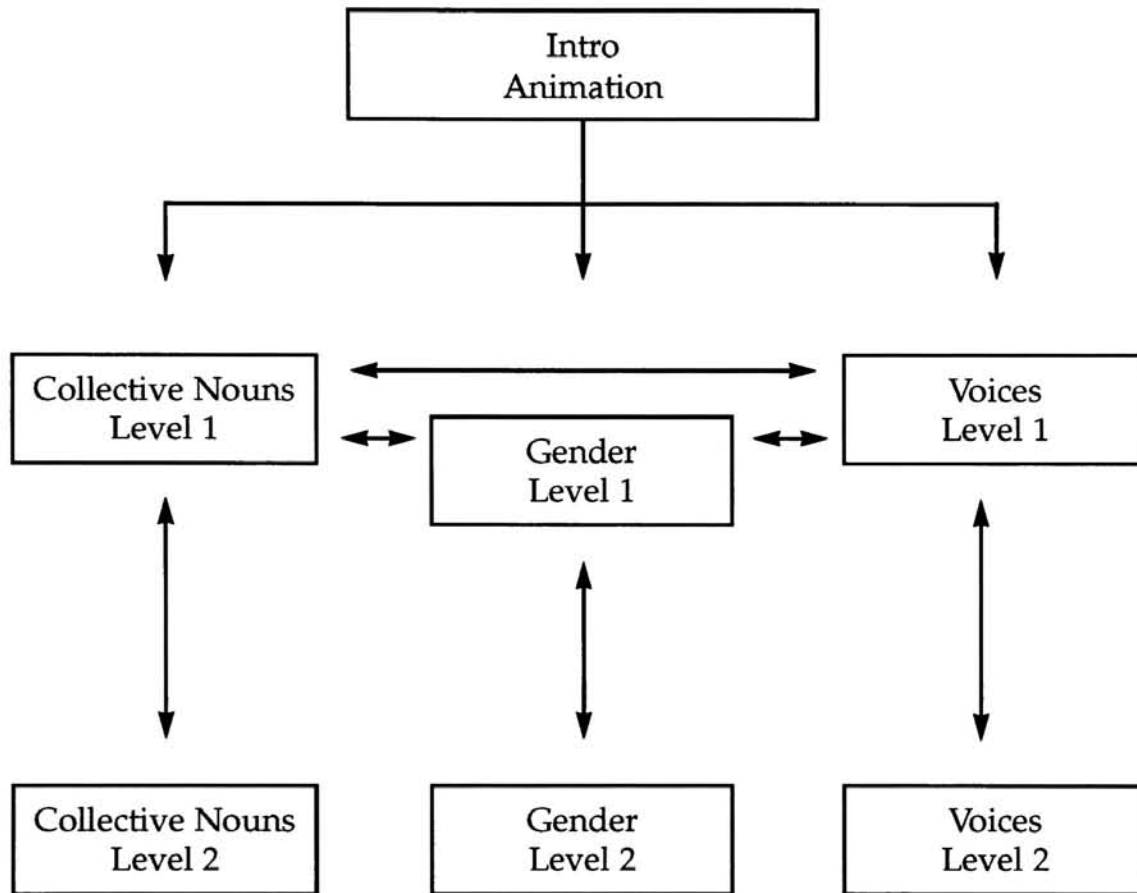
Voices

Collective nouns

Gender

Figure 3. Screen with animals in focus in the background

Navigation Chart

```
                    ┌─────────────────┐
                    │     Intro       │
                    │   Animation     │
                    └─────────────────┘
                             │
         ┌───────────────────┼───────────────────┐
         ▼                   ▼                   ▼
┌──────────────────┐  ┌──────────────┐  ┌──────────────┐
│ Collective Nouns │◄─┤   Gender     ├─►│   Voices     │
│     Level 1      │◄►│   Level 1    │◄►│   Level 1    │
└──────────────────┘  └──────────────┘  └──────────────┘
         ▲                   ▲                   ▲
         │                   │                   │
         ▼                   ▼                   ▼
┌──────────────────┐  ┌──────────────┐  ┌──────────────┐
│ Collective Nouns │  │   Gender     │  │   Voices     │
│     Level 2      │  │   Level 2    │  │   Level 2    │
└──────────────────┘  └──────────────┘  └──────────────┘
```

After the introduction ends, the player can go to level 1 of any of the three games. Once in a game, the user has the option of leaving to go to level 1 of the remaining two games. In order to play level 2 of any game, the user must be in level 1 of the same game.

On the bottom right side of the screen, there are three buttons (figure 4, pg. 13). By clicking on the interrogation mark button (?) the player can get instructions on how to play the game. The level 2 button (2) takes the player to level 2 of the game he/she is in at that point. The third button is the quit button (fim) which quits the game. These buttons are explained in detail later.

Illustrations

Initially, clip art was going to be used in this project. Clip art is royalty-free art that is sold in digital format. Research in magazines and catalogs was made in order to find out if any of the existing clip art collections contained illustrations of animals. Some clip art was actually purchased but the quality of them was not satisfactory. The illustrations looked poor and did not follow one style. Also a CD-ROM with pictures of animals was bought, but again the quality of the photographs were not good. Since the target of this project was to reach children and teenagers, the idea of illustrations would be more suitable.

The next step was to research children's books that related to animals. After many hours spent in different bookstores, the book "Kenneth Lilly's Animals" was found to be appropriate for the purpose. The illustrations in this project were scanned from the book with the permission from the publisher. Since this is a thesis project with no commercial purposes, the authorization to use the illustrations was granted, as seen in appendix A.

Sounds

There are two types of sounds in the game. One is human voice and the other is animal voice.

For the introduction part and for the feedback provided by the game, the voices were recorded from a male and a female. When playing the gender game, the

female voice was used as as feedback for the right/wrong answer. For the collective nouns name the feedback was provided by a male's voice. For the animal game when the answer is wrong, the human voice (male/female) tries to sound like the actual animals' voices although speaking words. For the actual voices of the animals, when the answer is right, these were obtained from a CD-ROM which had the original voices of animals on it.

Audience

This game is aimed for students between 8 and 14 years old and are in school taking Portuguese classes. In Brazil children learn how to read and write when they are 7 years old. If a child can read, he/she can play the game. But usually students learn this type of vocabulary when they are 12 or 13 years old.

The usual way that teenagers have to learn these terms is by memorization. This subject is part of the written exams and there might be oral exams too. The biggest advantage of this game is the way the process of memorization happens; through a game. Each person tends to develop his/her own way of studying and memorizing, some writing the words down, some saying it aloud. With this game this process may even happen in an unconscious way, after playing the game the student will have absorbed some of the terms. With the second level of the game where the student is asked for the correct answer, he/she is actually pushed to remember the terms. Level 1 and level 2 of the game are explained in detail in the next chapter.

Place of Usage

This game would be used at Junior High schools in computer labs. The Brazilian schools are now offering computer classes for children of different ages.

This game could also be used at home but to a lesser degree, since its main purpose is educational.

Technical Considerations

The Animal Game was built in Macromedia Director 5.0 using Lingo scripting language.

The images were scanned using a flatbed scanner (Agfa Horizon) and manipulated in Adobe Photoshop 4.0. The project was set to run on a monitor in thousands of colors. The images when converted to 256 colors did not lose too much quality when seen in a monitor at thousands of colors, but when seen with 256 colors, the quality of the images was not acceptable.

The sounds were recorded using SoundEdit16 1.01. The files were 8-bits which provided good quality. The recorded sounds and the sounds captured from the CD were edited using the same software package.

Playing the Game

Collective Nouns Game – Level 1

When playing one of the games, the button corresponding to that game will be highlighted. The animals in that button stand out from its background, which is faded, in order to show that is the selected game. In the collective nouns game, for example, the weasels button is highlighted.

Fish

Figure 4. Collective Nouns Game (Level 1)

All the animals pictured in the frames have their names written underneath them. The object of this game is to click on the animal that belongs to the collective noun that is displayed in the text window. In this example the text says: "School is the collective noun of:". For the correct answer, the player has to click on the fish.

When rolling the mouse over an animal frame, that animal performs a movement. This rollover gives the player feedback that that frame is active and makes the game more entertaining. This happens for the three games.

If the user clicks on the correct animal, the image of the animal changes to an image that has a group of these animals and the name of the animal changes to
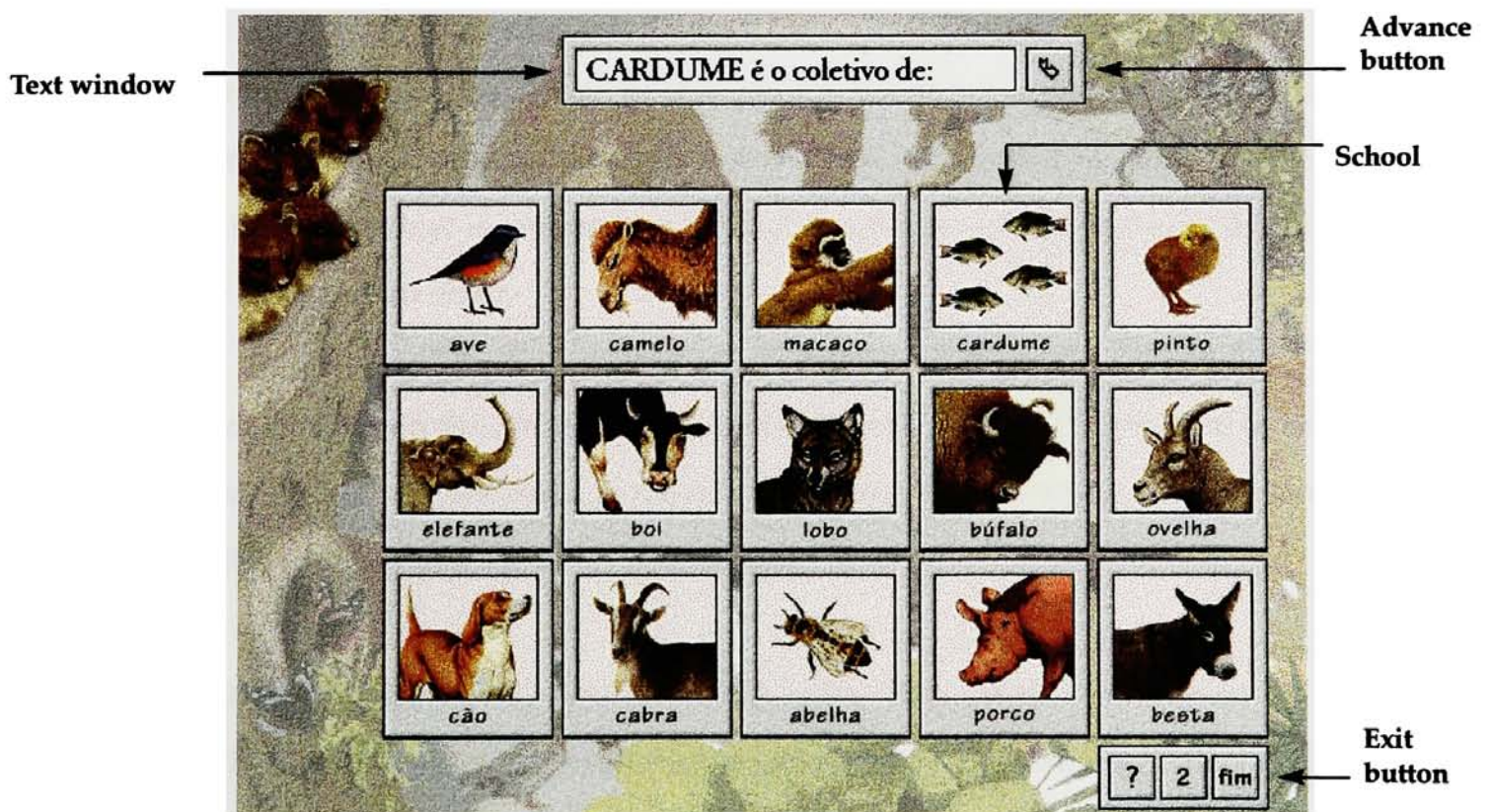

Figure 5. Collective Nouns Game – Correct answer

the collective noun name. In this example if the user correctly clicks on the fish, the image changes to the school of fish and the singular word "fish" changes to the collective noun word "school".

In addition to the image change, voice feedback is provided. The narrator says: *"Correct, school is the collective noun for fish."* In other examples, different words/expressions are used in the place of the word *correct*, such as, *very good, congratulations,* etc. to give encouragement.

If the wrong animal is clicked, the narrator says: *"Not for dog",* for example. The name of the animal that is clicked is mentioned but not the collective noun, so that the association between the collective noun and the wrong animal is not made.

In order for a new question to be displayed in the text window, the user clicks on the advance button on the right side of the text window (see page 14). The text in this window is randomly selected; the collective nouns appear in the window in a random order.

When clicking on the advance button, the screen returns to the original screen where the animals are alone in the frame (see page 13). This way the user can continue to play as long as he/she wishes.

If the player clicks on the weasels button again, the animals in the screen are shuffled and displayed in a different position. Every time the user enters and exits the game in level 1, the same thing happens. This encourages the user to

remember the name of the animal rather than remembering the position of a certain animal on the screen.

From this screen the user can go to any of the other two games or play level 2 of the collective nouns game. The user can exit from the game at anytime or can go to the help screen by clicking on the interrogation mark button.

The exit button is the right one on the lower part of the screen (see page 14). The word "fim" in Portuguese is written on it meaning "exit".

When clicking on this button the user is given the option to restart the game or to actually quit. The question "Are you sure you want to quit?" is posed and the user can click on *yes* or *no*. If clicking on *no*, the user can continue to play. If he/she clicks on *yes*, credits for the game are presented and the game quits.

List of collective nouns included in the collective nouns game:

Coletivos (Collective nous)	Animais (Animals)
1. Alcatéia	Lobo (wolf)
2. Revoada	Ave (bird)
3. Cáfila	Camelo (camel)
4. Enxame	Abelha (bee)
5. Cardume	Peixe (fish)
6. Fato	Cabra (nanny goat)
7. Junta	Boi (bull)
8. Manada	Elefante (elephant)
9. Cainçada	Cão (dog)
10. Ninhada	Pinto (chick)
11. Récua	Besta (female donkey)
12. Alavão	Ovelha (ewe)
13. Vara	Porco (pig)
14. Armento	Búfalo (buffalo)
15. Capela	Macaco (monkey)

Gender Game - Level 1

In the gender game, the butterflies button is highlighted.

All the animals pictured in the frames are males with masculine names under-neath. The object of this game is to click on the male animal that corresponds to the female animal name displayed in the text window. In this example, the text says: "Ewe is the female of:". For the correct answer, the player has to click on the ram.

If the user clicks on the correct answer, the male image changes to the female image for that animal and the male name of the animal changes to the female

Figure 6. Gender Game (Level 1)

name of the animal. In this example, by clicking on the ram, the image changes to an ewe and the masculine word "ram" changes to the female word "ewe".

In addition to the image change, voice feedback is provided. The narrator says, *"Correct, ewe is the female of ram"*. If the wrong animal is clicked, the narrator says: *"Not of rooster"*, for example.

As with the collective nouns game, in order for a new question to be displayed in the text window, the user clicks on the advance button on the right side of the text window and the text in this window is randomly selected. When clicking on this button, the screen returns to the original screen where the male animals are displayed.

Ewe

Figure 7. Gender Game – Correct Answer

When clicking on the butterflies button again the animals in the screen are shuffled and displayed in a different position. Also every time that the user enters and exits the game in level 1 the same thing happens. As in the collective nouns game, they are shuffled for variety.

In this screen the user can go to any of the other two games or play level 2 of the gender game. The user can exit from the game at anytime or can go to the help screen.

List of male and female animals included in the gender game:

Macho (Male)	Fêmea (Female)
1. Galo (rooster)	Galinha (chicken)
2. Leitão (boar)	Leitoa (sow)
3. Bode (nanny goat)	Cabra (nanny goat)
4. Boi ou touro (bull)	Vaca (cow)
5. Cão (dog)	Cadela (bitch)
6. Carneiro (ram)	Ovelha (ewe)
7. Cavalo (stallion)	Égua (mare)
8. Zangão (drone)	Abelha (honey bee)
9. Elefante (elephant)	Elefanta
10. Jabuti (land turtle)	Jabota
11. Leão (lion)	Leoa (lioness)
12. Burro (donkey)	Besta
13. Rinoceronte (rhinoceros)	Abada
14. Lebrão (hare)	Lebre
15. Veado (stag)	Cerva (doe)

Animal Voices Game - Level 1

In the voices game the birds button is highlighted.

All the animals pictured in the frames are males with masculine names under-neath. The object of this game is to click on the animal whose voice is displayed in the text window. In this example: "To ribbit is the voice of:". For the correct answer, the user has to click on the frog.

If the user clicks on the correct answer, the voice of the animal is heard. In this example if the user clicks on the frog, then the ribbit sound is heard.
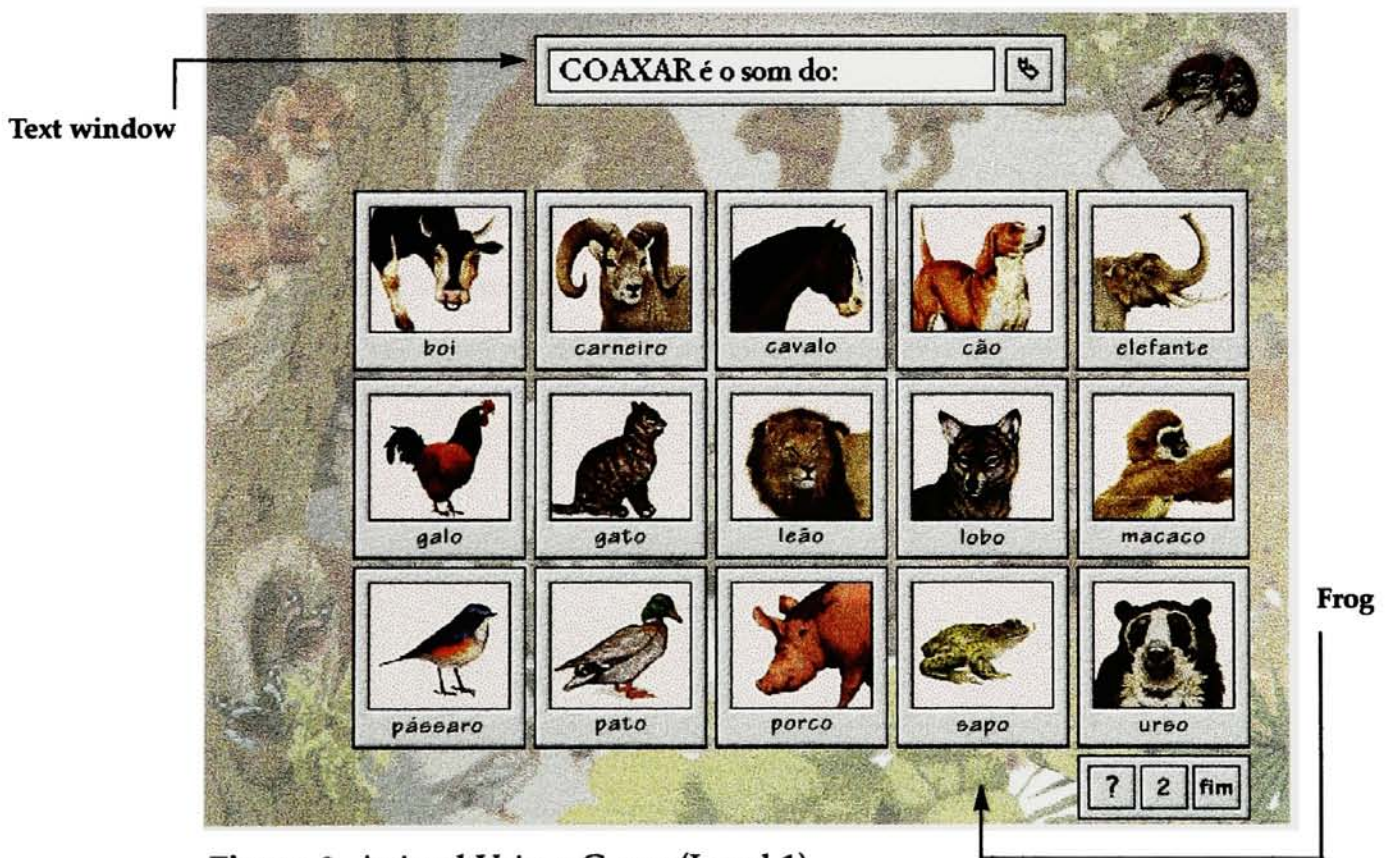

Figure 8. Animal Voices Game (Level 1)

If the wrong animal is clicked, a voice says: *"Not mine"*, as if it were the animal saying that that was not its voice. The way the voice is pronounced resembles the actual voice of the animal, giving the impression that the animal is saying it. Each animal has its own voice.

As with the other games, in order for a new question to be displayed in the text window, the user clicks on the advance button on the right side of the text window and the text in this window is randomly selected. The images do not change is this game.

When clicking on the birds button again the animals in the screen are shuffled and displayed in a different position. Also every time that the user enters and exits the game in level one, the same thing happens. As in other games, they are shuffled for variety.

In this screen the user can go to any of the other two games or play level 2 of the voices game. The user can exit from the game at anytime or can go to the help screen.

List of voices included in the voices game:

Sons (Voices)	Animais (Animals)
1. Latir (to bark)	Cão (dog)
2. Miar (to meow)	Gato (cat)
3. Relinchar (to neigh)	Cavalo (horse)
4. Grasnar (to quack)	Pato (duck)
5. Cacarejar (to cluck)	Galo (rooster)
6. Coaxar (to ribbit)	Sapo (frog)
7. Mugir (to moo)	Boi (bull)
8. Uivar (to howl)	Lobo (wolf)
9. Guinchar (to squeal)	Porco (pig)
10. Balir (to baa)	Carneiro (sheep)
11. Chilrear (to chirp)	Pássaro (bird)
12. Chiar (to screech)	Macaco (monkey)
13. Rugir (to roar)	Leão (lion)
14. Rosnar (to growl)	Urso (bear)
15. Barrir (to trumpet)	Elefante (elephant)

Collective Nouns Game – Level 2

In level 2 of the game, the user has to actually type in the correct answer. By this time the player should have assimilated the different collective nouns for the animals. The screen starts with all the frames in black. The objective of this game is to have all the black frames replaced by the frames that have the group of animals.

In the upper text window of the screen, a sentence reads : "The collective noun for fish is:". The user has to type the collective noun for that animal in the lower text box. After entering the answer, the player should click on the check button on the right side of the lower text box to determine if the answer is correct.

Upper text window —→ O coletivo de PEIXE é:

Lower text window —→

Check button ←—

Figure 9. Collective Nouns Game (Level 2)

If the answer is correct, the correct image for that group of animals will appear and the narrator will say: *"Correct, school is the collective noun of fish"*. If the answer is wrong the narrator will say: *"Try again"*.

If the user cannot think of the correct answer, he/she can have a clue by pressing on the clue button on the left side of the lower text box. This button has a little face on it where the mouth is an interrogation mark. When pressing this button, the initial letter for the collective noun appears; by repeatedly clicking on this button, the following letters for the answer appear.

In order to have the next sentence come up in the upper text box, the user clicks on the advance button on the right of the upper text box. The next sentence will only appear after the user has input the correct answer to the current question.
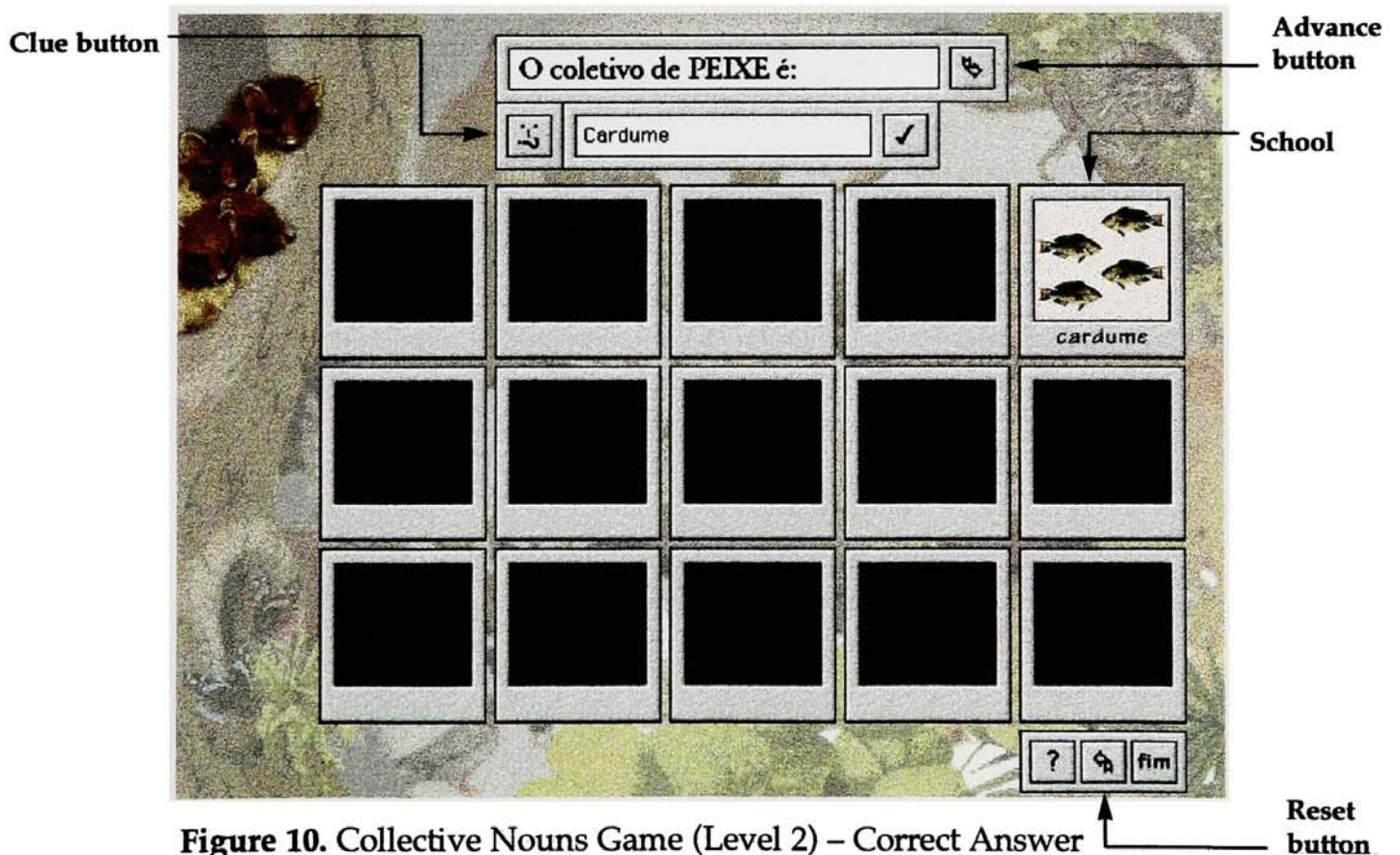

Figure 10. Collective Nouns Game (Level 2) – Correct Answer

In order to restart the collective nouns game level 2, the user has to click on the reset button, the middle button on lower part of the screen (see page 26). This button has a little arrow on it pointing to the left indicating return to the beginning. This resets the game and changes the animals frames back to black. In addition, the questions that are displayed in the text box are shuffled.

After completing the 15 animals and clicking on the advance button (on the right side of the upper text box), the narrator congratulates the player for having completed the frames for the collective nouns.

The player at this point can either restart the game, play a different game, or quit.

Gender Game – Level 2

Level 2 of the gender game is very similar to the collective nouns game. The objective of this game is to have all the black frames change to the female images of the animals. The player has to type in the female names of the animals in the lower text window.

In the upper text window of the screen, a sentence reads: "The female for the ram is:". As with the collective nouns game, after entering the answer in the lower text window, the player should click on the check button on the right side of the lower text box to determine if the answer is correct.

Figure 11. Gender Game (Level 2)

If the answer is correct, the female image for that animal appears and the narrator says: *"Correct, ewe is the female of ram"*. If the answer is wrong the narrator says: *"Try again"*.

As with the collective nouns game, the clue button is available. In order to have the next sentence come up in the upper text box, the user clicks on the advance button. In order to restart the gender game level 2 the user has to click on the reset button.

After completing the 15 animals, and clicking on the advance button the narrator congratulates the player for having completed all the frames for the female animals. The player at this point can either restart the game, play a different game, or quit.
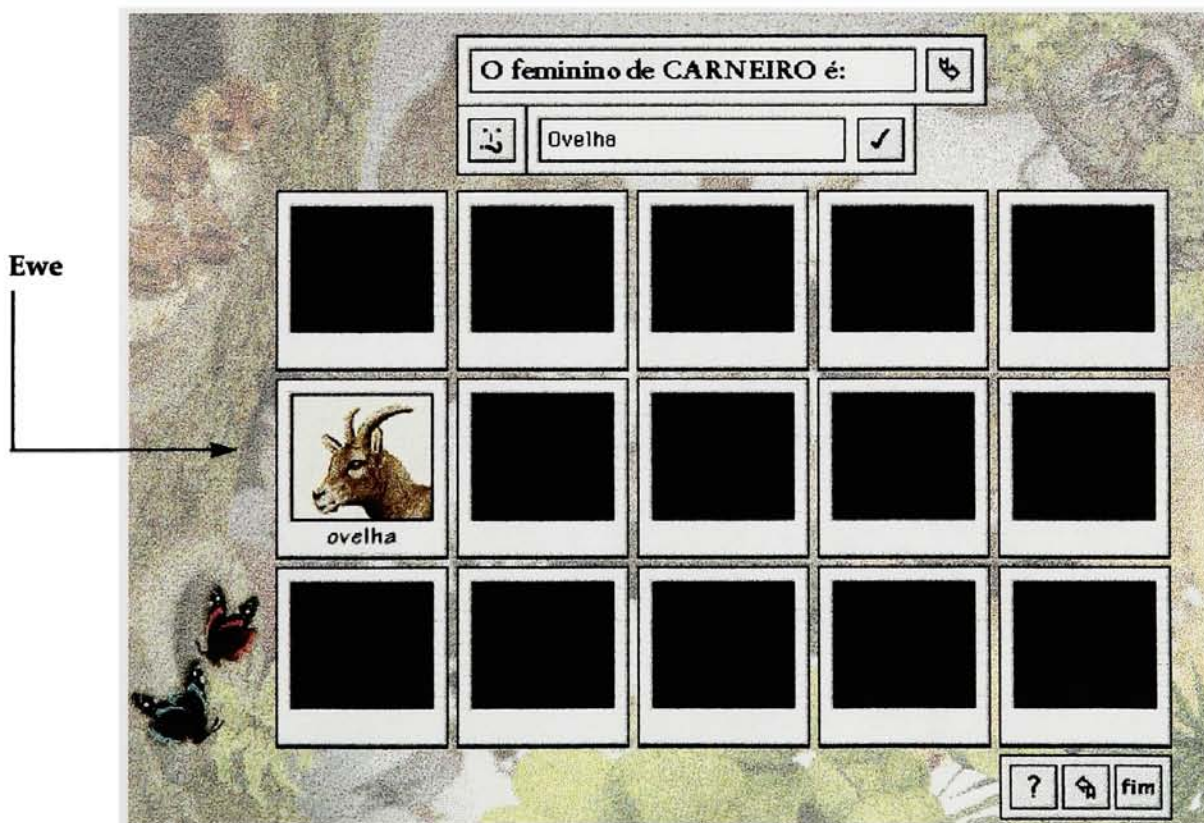

Figure 12. Gender Game (Level 2) – Correct Answer

Animal Voices Game – Level 2

Level 2 of the voices game is very similar to the collective nouns and gender games. The objective of this game is to have all the black frames change to the male images of the animals. The player has to type in the names of the voices of the animals in the lower text box.

In the upper text window of the screen, a sentence reads: "To ribbit is the voice of:". As with the other games, after entering the answer in the lower text window, the player should click on the check button on the right side of the lower text box to determine if the answer is correct.

Figure 13. Animal Voices Game (Level 2)

If the answer is correct, the male image for that animal appears and the animal's voice is played. If the answer is wrong the narrator says: *"Try again"*.

As with the other games, the clue button is available. In order to have the next sentence come up in the upper text box, the user clicks on the advance button. In order to restart the gender game level 2 the user has to click on the reset button.

After completing the 15 animals, and clicking on the advance button the narrator congratulates the player for having completed all the frames for the voices animals. The player at this point can either restart the game, play a different game, or quit.
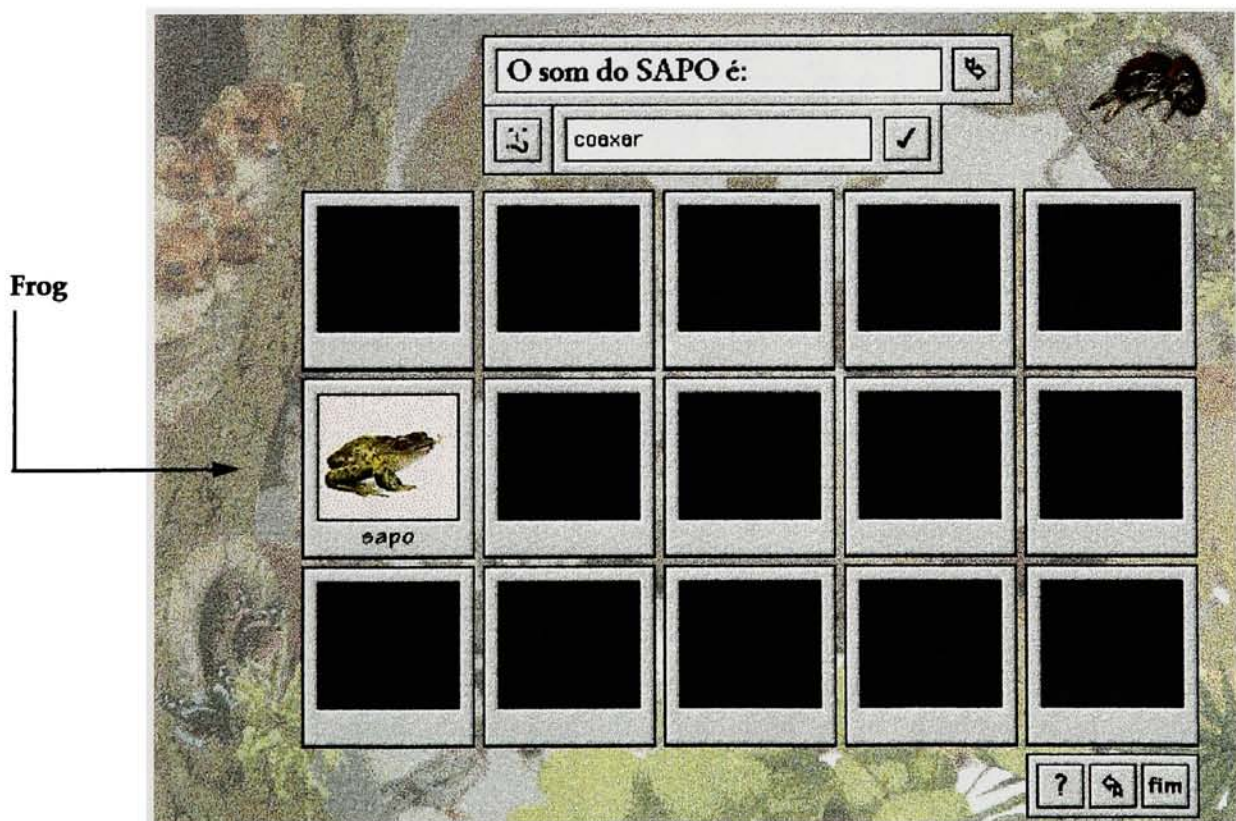

Figure 14. Animal Voices Game (Level 2) – Correct Answer

Help

When playing the game, the equivalent help screen for that game can be accessed by pressing on the interrogation mark button on the lower part of the screen. Each game has its own help screen making a total of six help screens for the three games in level 1 and level 2.

The instructions on how to play the game are presented in a written form where each player can follow its own pace in order to understand them.

When in the help screen, in order to return playing, the user clicks on the arrow on the right bottom side of the help screen.
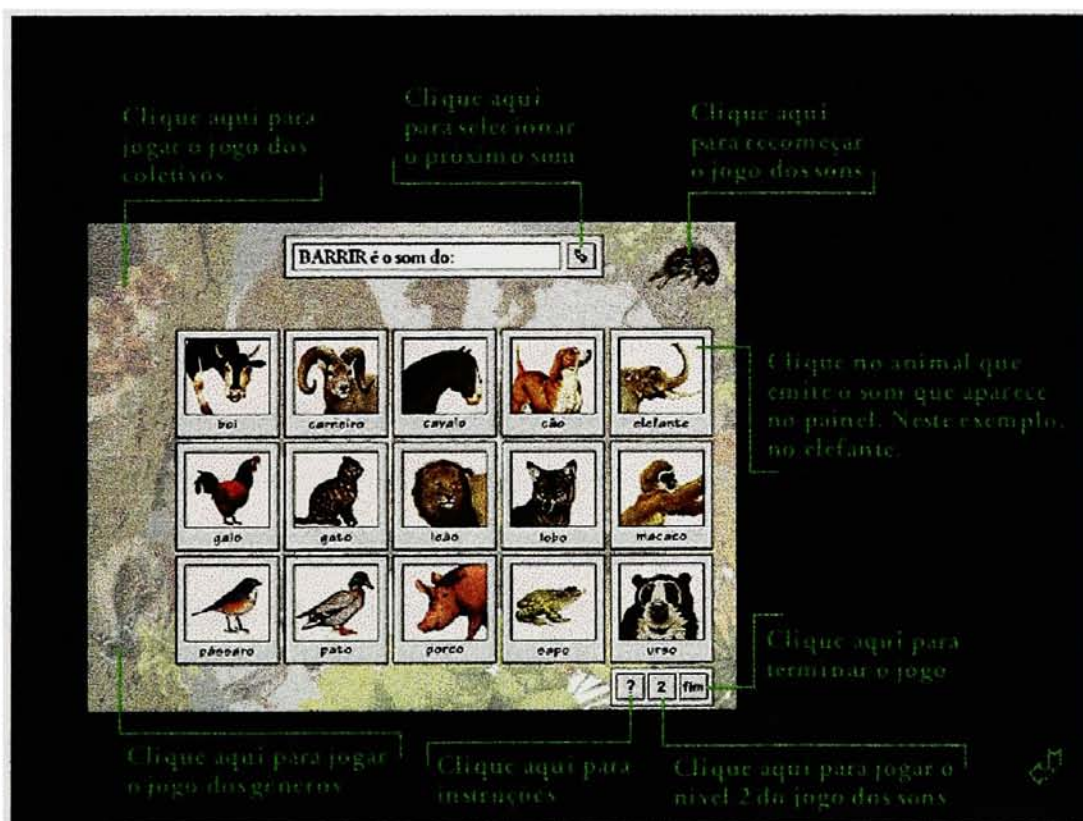

Figure 15. Help Screen

Conclusions

The game was tested before the thesis show by three adult Brazilian players. Due to the fact that I could not find Brazilian teenagers in Rochester, the game was only tested by adults, to whom it was explained that the target audience was Brazilian students so that they themselves could simulate to be in that position. When observing people playing the game it was possible to notice that they had fun while they were learning.

I was translating the game at the thesis show where most people were Americans and did not speak Portuguese. People made special comments on the rollovers and were curious to see what movement each of the animals made.

The development process of doing the graphics and developing the scripts was challenging but rewarding. New Lingo techniques were learned in order to make the game work as intended. Techniques such as creating editable text fields and making text in a text field window be displayed randomly but not more than once were learned for the purpose of this game.

The final results match the initial concept of the game. The project reached its objective of being both educational and entertaining.

The initial objective of developing a game that in the future could possibly be commercialized was not reached. The fact that the chosen images for the game are from a copyrighted book instead of being royalty free images made this idea not possible. The publisher gave permission to use the images only for the purpose of this thesis project. Because the main concern was with the quality of the game and not its commercial pursues in the future, the option of using copyrighted material prevailed. The positive response towards the game confirmed the conviction that this was the best decision to be made.

Here I end with a saying that once I read and never forgot:

> If your mind can conceive it and your heart can believe it,
> I know you can achieve it.
>
> *author unknown*

Conceived, believed and achieved.

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Appendix A – Authorization to use the illustrations.

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Fax: 001 716 475 7029

25 March 1997

Dear Suzanna Fonseca

KENNETH LILLY'S ANIMALS: A PORTFOLIO OF PAINTINGS

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Best wishes

Yours sincerely

Anna Sheppard
Contracts Controller

Appendix B – Scripts developed with Lingo in Macromedia Director.

Movie Script:

```
on StartMovie
  puppetsound 0
  global CollChoice, Adding, SouChoice, GenChoice, Intro, butterfly
  put 24 into CollChoice
  put 9 into SouChoice
  put 39 into GenChoice
  put 1 into Adding
  put 1 into intro
  put 1 into butterfly
end

on ResetGame
  global LineNumber, C

  put 1 into LineNumber
  put 1 into C

  put empty into field "coletivos?"
  put "O coletivo de ELEFANTE é:"&return into field "coletivos?"
  put "O coletivo de ABELHA é:"&return after field "coletivos?"
  put "O coletivo de PORCO é:"&return after field "coletivos?"
  put "O coletivo de BÚFALO é:"&return after field "coletivos?"
  put "O coletivo de BOI é:"&return after field "coletivos?"
  put "O coletivo de CABRA é:"&return after field "coletivos?"
  put "O coletivo de CÃO é:"&return after field "coletivos?"
  put "O coletivo de CAMELO é:"&return after field "coletivos?"
  put "O coletivo de OVELHA é:"&return after field "coletivos?"
  put "O coletivo de PINTO é:"&return after field "coletivos?"
  put "O coletivo de AVE é:"&return after field "coletivos?"
  put "O coletivo de PEIXE é:"&return after field "coletivos?"
  put "O coletivo de BESTA é:"&return after field "coletivos?"
  put "O coletivo de LOBO é:"&return after field "coletivos?"
  put "O coletivo de MACACO é:"&return after field "coletivos?"
  repeat with K = 1 to 15
    set J = Random(15)
    put line J of field "coletivos?" into X
    put line K of field "coletivos?" into line J of field "coletivos?"
    put X into line K of field "coletivos?"
  end repeat
```

```
put empty into field "coletivos!"
put empty into field "sons?"
put "O som do CÃO é:"&return into field "sons?"
put "O som do CAVALO é:"&return after field "sons?"
put "O som do GATO é:"&return after field "sons?"
put "O som do PATO é:"&return after field "sons?"
put "O som do GALO é:"&return after field "sons?"
put "O som do SAPO é:"&return after field "sons?"
put "O som do BOI é:"&return after field "sons?"
put "O som do URSO é:"&return after field "sons?"
put "O som do PORCO é:"&return after field "sons?"
put "O som do CARNEIRO é:"&return after field "sons?"
put "O som do PÁSSARO é:"&return after field "sons?"
put "O som do MACACO é:"&return after field "sons?"
put "O som do LEÃO é:"&return after field "sons?"
put "O som do LOBO é:"&return after field "sons?"
put "O som do ELEFANTE é:"&return after field "sons?"
repeat with K = 1 to 15
  set J = Random(15)
  put line J of field "sons?" into X
  put line K of field "sons?" into line J of field "sons?"
  put X into line K of field "sons?"
end repeat
put empty into field "sons!"
put empty into field "gênero?"
put "O feminino de GALO é:"&return into field "gênero?"
put "O feminino de LEITÃO é:"&return after field "gênero?"
put "O feminino de BODE é:"&return after field "gênero?"
put "O feminino de BOI é:"&return after field "gênero?"
put "O feminino de CÃO é:"&return after field "gênero?"
put "O feminino de CARNEIRO é:"&return after field "gênero?"
put "O feminino de CAVALO é:"&return after field "gênero?"
put "O feminino de ZANGÃO é:"&return after field "gênero?"
put "O feminino de ELEFANTE é:"&return after field "gênero?"
put "O feminino de JABUTI é:"&return after field "gênero?"
put "O feminino de LEÃO é:"&return after field "gênero?"
put "O feminino de BURRO é:"&return after field "gênero?"
put "O feminino de RINOCERONTE é:"&return after field "gênero?"
put "O feminino de LEBRÃO é:"&return after field "gênero?"
put "O feminino de VEADO é:"&return after field "gênero?"
repeat with K = 1 to 15
```

```
    set J = Random(15)
    put line J of field "gênero?" into X
    put line K of field "gênero?" into line J of field "gênero?"
    put X into line K of field "gênero?"
end repeat
put empty into field "gênero!"

put line 1 of field "gênero?" into field "window 6"
put line 1 of field "sons?" into field "window 4"
put line 1 of field "coletivos?" into field "window 5"


set the castnum of sprite 7 to 32
set the castnum of sprite 8 to 32
set the castnum of sprite 9 to 32
set the castnum of sprite 10 to 32
set the castnum of sprite 11 to 32
set the castnum of sprite 12 to 32
set the castnum of sprite 13 to 32
set the castnum of sprite 14 to 32
set the castnum of sprite 15 to 32
set the castnum of sprite 16 to 32
set the castnum of sprite 17 to 32
set the castnum of sprite 18 to 32
set the castnum of sprite 19 to 32
set the castnum of sprite 20 to 32
set the castnum of sprite 21 to 32


updatestage
updatestage
updatestage

end
```

LEVEL 1

Rollover script for the Sound Game (for the collective nouns and gender games, the script is the same, just changing some of the animal's names).

```
on exitFrame
  global CheckStatus
  puppetsprite 3, true
  puppetsprite 4, true
  puppetsprite 7, true
  puppetsprite 8, true
  puppetsprite 9, true
  puppetsprite 10, true
  puppetsprite 11, true
  puppetsprite 12, true
  puppetsprite 13, true
  puppetsprite 14, true
  puppetsprite 15, true
  puppetsprite 16, true
  puppetsprite 17, true
  puppetsprite 18, true
  puppetsprite 19, true
  puppetsprite 20, true
  puppetsprite 21, true

  if rollover(3) then
    set the castnum of sprite 3 to 291
  end if

  if not rollover(3) then
    set the castnum of sprite 3 to 290
  end if


  if rollover(4) then
    set the castnum of sprite 4 to 293
  end if

  if not rollover(4) then
    set the castnum of sprite 4 to 292
  end if
```

```
if rollover(7) then
  set the castnum of sprite 7 to 326
  set the cursor of sprite(7) to [441]
end if

if not rollover(7) then
  set the castnum of sprite 7 to 87
end if


if rollover(8) then
  set the castnum of sprite 8 to 356
end if

if not rollover(8) then
  set the castnum of sprite 8 to 66
end if


if rollover(9) then
  set the castnum of sprite 9 to 259
end if

if not rollover(9) then
  set the castnum of sprite 9 to 67
end if


if rollover(10) then
  set the castnum of sprite 10 to 273
end if

if not rollover(10) then
  set the castnum of sprite 10 to 68
end if


if rollover(11) then
  set the castnum of sprite 11 to 109
end if
```

```
if not rollover(11) then
  set the castnum of sprite 11 to 69
end if


if rollover(12) then
  set the castnum of sprite 12 to 156
end if

if not rollover(12) then
  set the castnum of sprite 12 to 88
end if


if rollover(13) then
  set the castnum of sprite 13 to 281
end if

if not rollover(13) then
  set the castnum of sprite 13 to 71
end if


if rollover(14) then
  set the castnum of sprite 14 to 136
end if

if not rollover(14) then
  set the castnum of sprite 14 to 72
end if


if rollover(15) then
  set the castnum of sprite 15 to 138
end if

if not rollover(15) then
  set the castnum of sprite 15 to 73
end if
```

```
if rollover(16) then
  set the castnum of sprite 16 to 359
end if

if not rollover(16) then
  set the castnum of sprite 16 to 74
end if


if rollover(17) then
  set the castnum of sprite 17 to 147
end if

if not rollover(17) then
  set the castnum of sprite 17 to 75
end if


if rollover(18) then
  set the castnum of sprite 18 to 127
end if

if not rollover(18) then
  set the castnum of sprite 18 to 76
end if


if rollover(19) then
  set the castnum of sprite 19 to 149
end if

if not rollover(19) then
  set the castnum of sprite 19 to 77
end if


if rollover(20) then
  set the castnum of sprite 20 to 142
end if
```

```
if not rollover(20) then
  set the castnum of sprite 20 to 78
end if


if rollover(21) then
  set the castnum of sprite 21 to 324
end if

if not rollover(21) then
  set the castnum of sprite 21 to 79
end if


go to the frame
puppetsprite 3, false
puppetsprite 4, false
puppetsprite 5, false
puppetsprite 7, false
puppetsprite 8, false
puppetsprite 9, false
puppetsprite 10, false
puppetsprite 11, false
puppetsprite 12, false
puppetsprite 13, false
puppetsprite 14, false
puppetsprite 15, false
puppetsprite 16, false
puppetsprite 17, false
puppetsprite 18, false
puppetsprite 19, false
puppetsprite 20, false
puppetsprite 21, false
puppetsprite 25, false
end
```
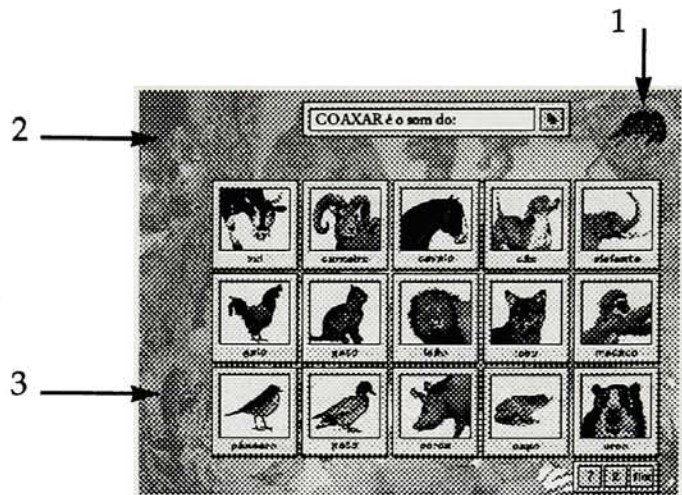
Scripts for games, level 1, buttons :

1

1.
```
on mouseUp
  set the soundlevel to 5
  puppetsound 0
  global SouChoice
  put SouChoice + 1 into SouChoice
  if SouChoice >19 then put 10 into
SouChoice
  go to frame SouChoice
end
```

2.
```
on mouseUp
  set the soundlevel to 5
  puppetsound 0
  global CollChoice
  put CollChoice + 1 into CollChoice
  if CollChoice >34 then put 25 into CollChoice
  go to frame CollChoice
end
```

3.
```
on mouseUp
  set the soundlevel to 7
  puppetsound 0
  global GenChoice
  put GenChoice + 1 into GenChoice
  if GenChoice >49 then put 40 into GenChoice
  go to frame GenChoice
end
```

Obs: Level 1 of each of the three games is constituted of 10 different frames where the animal pictures appear in different positions. Each time the user clicks on one of the three buttons above, a new frame is displayed. It seems that the animal pictures are shuffling in a single frame but actually the frame changes. This was achieved by the scripts in the buttons above and the movie script.

Script for the advamce button in the text window:

```
global J
on mousedown
  puppetsprite 26, true
  set the castnum of sprite 26 to 270
  updatestage
end


on mouseUp
  set the castnum of sprite 26 to 24

  set J = random (15)
  put line j of field "sons" into holder
  put line j of field "sons" into field "window"

  puppetsound 0
  puppetsprite 26, false

end mouseUp
```

Scripts for the animal pictures (here in this example, the script is for one picture of each of the three games; for the other pictures, the script is the same just changing for the correspondant animal:

```
on mouseup
  global t
  set t = the text of field "window"
  If t = "Mugir é o som do:" then
    puppetsound "cow R"
    updatestage
  else
    puppetsound "cow W"
    updatestage
  end if
  puppetsprite 7, false
end mouseUp
```



```
on mouseUp
  global CheckStatus
  puppetsprite 13, true
  puppetsprite 25, true
  global t
  set t = the text of field "window 2"
  If t = "Junta é o coletivo de:" then
    set the castnum of sprite 13 to 317
    puppetsound "boi-r"
    updatestage
    put "yes" into CheckStatus
  else
    puppetsound "boi-w"
  end if
end mouseUp
```



```
on mouseUp
  global CheckStatus
  puppetsprite 14, true
  puppetsprite 25, true
  global t
  set t = the text of field "window 3"
```

```
If t = "Vaca é o feminino de:" then
  set the castnum of sprite 14 to 271
  puppetsound "boi-Rg"
  updatestage
  put "yes" into Checkstatus
else
  puppetsound "boi-Wg"
  updatestage
end if
puppetsprite 14, false
puppetsprite 25, false

end mouseUp
```

LEVEL 2

Script for the advance button:


```
on mousedown
  puppetsprite 26, true
  set the castnum of sprite 26 to 270
  updatestage
end


on mouseUp
  global LineNumber, C
  set the castnum of sprite 26 to 24
  updatestage

  put 1 into C

  if LineNumber = 15 then
    put 0 into LineNumber
  end if

  if field "sons?" = empty then
    puppetsound "sons todos"
    exit
  end if

  put LineNumber into LineNumber
  put line LineNumber of field "sons?" into field "window 4"
  put empty into field "sons!"

  puppetsprite 26, false
end mouseUp
```
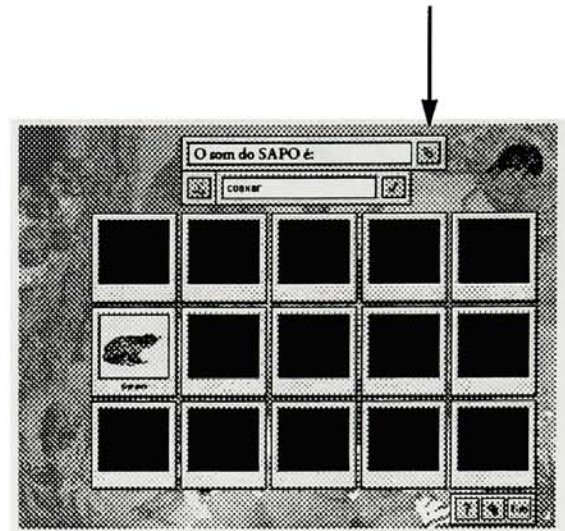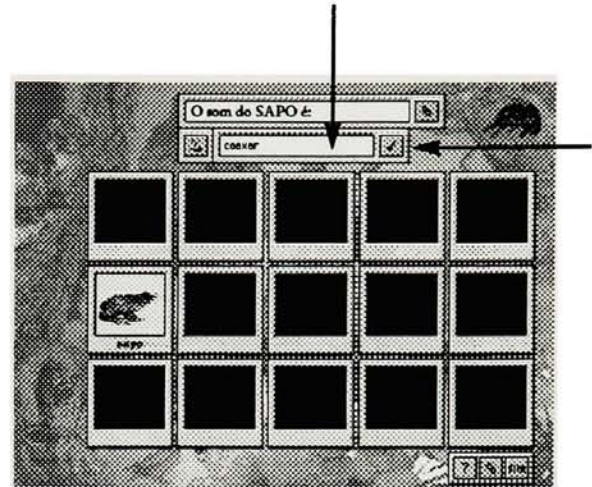
Script for the text field where the user enters the correct answer:

```
on keyDown
  if the key = return then
    nothing
  else
    pass
  end if
end
```

Script for the check button:

```
on mousedown
  puppetsprite 30, true
  set the castnum of sprite 30 to 361
  updatestage
end


on mouseUp
  set the castnum of sprite 30 to 360
  updatestage

  Global T, K, LineNumber, C

  set T = the text of field "window 4"
  set K = the text of field "sons!"

  puppetsprite 7, true
  puppetsprite 8, true
  puppetsprite 9, true
  puppetsprite 10, true
  puppetsprite 11, true
  puppetsprite 12, true
  puppetsprite 13, true
  puppetsprite 14, true
```

```
puppetsprite 15, true
puppetsprite 16, true
puppetsprite 17, true
puppetsprite 18, true
puppetsprite 19, true
puppetsprite 20, true
puppetsprite 21, true
puppetsprite 25, true
puppetsprite 29, true
puppetsprite 31, true


If T = "O som do cão é:" and K = "Latir" then
  set the castnum of sprite 7 to 68
  Puppetsound "dog R"
  put C + 1 into C
else If T = "O som do cão é:" and K <> "Latir" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do cão é:" and K = "Latir" then
  delete line lineNumber of field "sons?"
end if


If T = "O som do gato é:" and K = "Miar" then
  set the castnum of sprite 8 to 71
  Puppetsound "cat R"
  put C + 1 into C
else If T = "O som do gato é:" and K <> "Miar" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do gato é:" and K = "Miar" then
  delete line lineNumber of field "sons?"
end if
```

```
If T = "O som do cavalo é:" and K = "Relinchar" then
  set the castnum of sprite 9 to 67
  Puppetsound "horse R"
  put C + 1 into C
else If T = "O som do cavalo é:" and K <> "Relinchar" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do cavalo é:" and K = "Relinchar" then
  delete line lineNumber of field "sons?"
end if


If T = "O som do pato é:" and K = "Grasnar" then
  set the castnum of sprite 10 to 76
  Puppetsound "duck R"
  put C + 1 into C
else If T = "O som do pato é:" and K <> "Grasnar" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do pato é:" and K = "Grasnar" then
  delete line linenumber of field "sons?"
end if


If T = "O som do galo é:" and K = "Cacarejar" then
  set the castnum of sprite 11 to 88
  Puppetsound "hen R"
  put C + 1 into C
else If T = "O som do galo é:" and K <> "Cacarejar" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do galo é:" and K = "Cacarejar" then
  delete line linenumber of field "sons?"
end if
```

```
If T = "O som do sapo é:" and K = "Coaxar" then
  set the castnum of sprite 12 to 78
  Puppetsound "frog R"
  put C + 1 into C
else If T = "O som do sapo é:" and K <> "Coaxar" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do sapo é:" and K = "Coaxar" then
  delete line linenumber of field "sons?"
end if


If T = "O som do boi é:" and K = "Mugir" then
  set the castnum of sprite 13 to 87
  Puppetsound "cow R"
  put C + 1 into C
else If T = "O som do boi é:" and K <> "Mugir" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do boi é:" and K = "Mugir" then
  delete line linenumber of field "sons?"
end if


If T = "O som do lobo é:" and K = "Uivar" then
  set the castnum of sprite 14 to 73
  Puppetsound "wolf R"
  put C + 1 into C
else If T = "O som do lobo é:" and K <> "Uivar" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and "O som do lobo é:" and K = "Uivar" then
  delete line linenumber of field "sons?"
end if
```

```
If T = "O som do porco é:" and K = "Guinchar" then
  set the castnum of sprite 15 to 100
  Puppetsound "pig R"
  put C + 1 into C
else If T = "O som do porco é:" and K <> "Guinchar" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do porco é:" and K = "Guinchar" then
  delete line linenumber of field "sons?"
end if


If T = "O som do carneiro é:" and K = "Balir" then
  set the castnum of sprite 16 to 66
  Puppetsound "sheep R"
  put C + 1 into C
else If T = "O som do carneiro é:" and K <> "Balir" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do carneiro é:" and K = "Balir" then
  delete line linenumber of field "sons?"
end if


If T = "O som do pássaro é:" and K = "Chilrear" then
  set the castnum of sprite 17 to 75
  Puppetsound "bird R"
  put C + 1 into C
else If T = "O som do pássaro é:" and K <> "Chilrear" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do pássaro é:" and K = "Chilrear" then
  delete line linenumber of field "sons?"
end if
```

```
If T = "O som do macaco é:" and K = "Chiar" then
  set the castnum of sprite 18 to 74
  Puppetsound "monkey R"
  put C + 1 into C
else If T = "O som do macaco é:" and K <> "Chiar" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do macaco é:" and K = "Chiar" then
  delete line linenumber of field "sons?"
end if


If T = "O som do leão é:" and K = "Rugir" then
  set the castnum of sprite 19 to 72
  Puppetsound "lion R"
  put C + 1 into C
else If T = "O som do leão é:" and K <> "Rugir" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do leão é:" and K = "Rugir" then
  delete line linenumber of field "sons?"
end if


If T = "O som do urso é:" and K = "Rosnar" then
  set the castnum of sprite 20 to 79
  Puppetsound "bear R"
  put C + 1 into C
else If T = "O som do urso é:" and K <> "Rosnar" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do urso é:" and K = "Rosnar" then
  delete line linenumber of field "sons?"
end if
```

```
If T = "O som do elefante é:" and K = "Barrir" then
  set the castnum of sprite 21 to 69
  Puppetsound "elephant R"
  put C + 1 into C
else If T = "O som do urso é:" and K <> "Rosnar" then
  puppetsound "+1 vez"
end if

If C >2 then nothing
else If C = 2 and T = "O som do elefante é:" and K = "Barrir" then
  delete line linenumber of field "sons?"
end if

updatestage


puppetsprite 7, false
puppetsprite 8, false
puppetsprite 9, false
puppetsprite 10, false
puppetsprite 11, false
puppetsprite 12, false
puppetsprite 13, false
puppetsprite 14, false
puppetsprite 15, false
puppetsprite 16, false
puppetsprite 17, false
puppetsprite 18, false
puppetsprite 19, false
puppetsprite 20, false
puppetsprite 21, false
puppetsprite 25, false
puppetsprite 29, false
puppetsprite 30, false
puppetsprite 31, false


end mouseUp
```

Script for the hint button:


```
on mousedown
  puppetsprite 32, true
  set the castnum of sprite 32 to 371
  updatestage
end

on mouseUp
  set the castnum of sprite 32 to 370
  updatestage

  Global T, K, LineNumber, C

  set T = the text of field "window 4"

  If T = "O som do cão é:" then
    If field "sons!" <> "L" then
      If field "sons!" <> "La" then
        If field "sons!" <> "Lat" then
          If field "sons!" <> "Lati" then
            If field "sons!" <> "Latir" then
              put empty into field "sons!"
            end if
          end if
        end if
      end if
    end if
  end if

  If T = "O som do cão é:" then
    if field "sons!" = empty then
      put "L" into field "sons!"
    else if field "sons!" = "L" then
      put "a" after field "sons!"
    else if field "sons!" = "La" then
      put "t" after field "sons!"
    else if field "sons!" = "Lat" then
      put "i" after field "sons!"
    else if field "sons!" = "Lati" then
      put "r" after field "sons!"
```
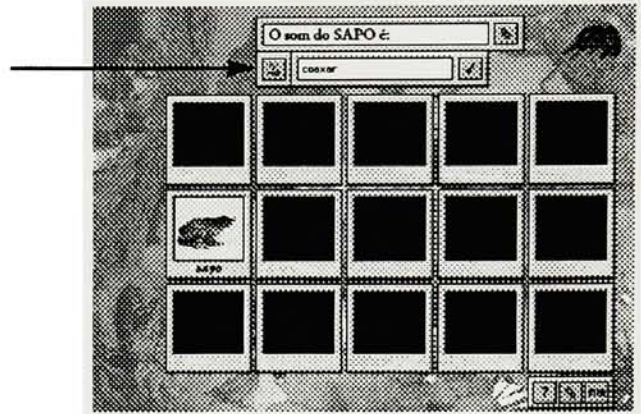
```
      else if field "sons!" = "Latir" then
        nothing
      end if
    end if


If T = "O som do gato é:" then
 If field "sons!" <> "M" then
   If field "sons!" <> "Mi" then
     If field "sons!" <> "Mia" then
       If field "sons!" <> "Miar" then
         put empty into field "sons!"
       end if
     end if
   end if
 end if
end if


If T = "O som do gato é:" then
 if field "sons!" = empty then
   put "M" into field "sons!"
 else if field "sons!" = "M" then
   put "i" after field "sons!"
 else if field "sons!" = "Mi" then
   put "a" after field "sons!"
 else if field "sons!" = "Mia" then
   put "r" after field "sons!"
 else if field "sons!" = "Miar" then
   nothing
 end if
end if



If T = "O som do cavalo é:" then
 If field "sons!" <> "R" then
   If field "sons!" <> "Re" then
     If field "sons!" <> "Rel" then
       If field "sons!" <> "Reli" then
         If field "sons!" <> "Relin" then
           If field "sons!" <> "Relinc" then
             If field "sons!" <> "Relinch" then
               If field "sons!" <> "Relincha" then
```

```
              If field "sons!" <> "Relinchar" then
                put empty into field "sons!"
              end if
            end if
          end if
        end if
       end if
      end if
     end if
    end if
end if


If T = "O som do cavalo é:" then
  if field "sons!" = empty then
    put "R" into field "sons!"
  else if field "sons!" = "R" then
    put "e" after field "sons!"
  else if field "sons!" = "Re" then
    put "l" after field "sons!"
  else if field "sons!" = "Rel" then
    put "i" after field "sons!"
  else if field "sons!" = "Reli" then
    put "n" after field "sons!"
  else if field "sons!" = "Relin" then
    put "c" after field "sons!"
  else if field "sons!" = "Relinc" then
    put "h" after field "sons!"
  else if field "sons!" = "Relinch" then
    put "a" after field "sons!"
  else if field "sons!" = "Relincha" then
    put "r" after field "sons!"
  else if field "sons!" = "Relilnchar" then
    nothing
  end if
end if


If T = "O som do pato é:" then
  If field "sons!" <> "G" then
```

```
    If field "sons!" <> "Gr" then
      If field "sons!" <> "Gra" then
        If field "sons!" <> "Gras" then
          If field "sons!" <> "Grasn" then
            If field "sons!" <> "Grasna" then
              If field "sons!" <> "Grasnar" then
                put empty into field "sons!"
              end if
            end if
          end if
        end if
      end if
    end if

If T = "O som do pato é:" then
 if field "sons!" = empty then
  put "G" into field "sons!"
 else if field "sons!" = "G" then
  put "r" after field "sons!"
 else if field "sons!" = "Gr" then
  put "a" after field "sons!"
 else if field "sons!" = "Gra" then
  put "s" after field "sons!"
 else if field "sons!" = "Gras" then
  put "n" after field "sons!"
 else if field "sons!" = "Grasn" then
  put "a" after field "sons!"
 else if field "sons!" = "Grasna" then
  put "r" after field "sons!"
 else if field "sons!" = "Grasnar" then
  nothing
 end if
end if

If T = "O som do galo é:" then
 If field "sons!" <> "C" then
  If field "sons!" <> "Ca" then
   If field "sons!" <> "Cac" then
    If field "sons!" <> "Caca" then
```

```
If field "sons!" <> "Cacar" then
  If field "sons!" <> "Cacare" then
    If field "sons!" <> "Cacarej" then
      If field "sons!" <> "Cacareja" then
        If field "sons!" <> "Cacarejar" then
          put empty into field "sons!"
        end if
      end if
    end if
  end if
end if
end if
end if
end if
end if

If T = "O som do galo é:" then
  if field "sons!" = empty then
    put "C" into field "sons!"
  else if field "sons!" = "C" then
    put "a" after field "sons!"
  else if field "sons!" = "Ca" then
    put "c" after field "sons!"
  else if field "sons!" = "Cac" then
    put "a" after field "sons!"
  else if field "sons!" = "Caca" then
    put "r" after field "sons!"
  else if field "sons!" = "Cacar" then
    put "e" after field "sons!"
  else if field "sons!" = "Cacare" then
    put "j" after field "sons!"
  else if field "sons!" = "Cacarej" then
    put "a" after field "sons!"
  else if field "sons!" = "Cacareja" then
    put "r" after field "sons!"
  else if field "sons!" = "Cacarejar" then
    nothing
  end if
end if
```

```
If T = "O som do sapo é:" then
 If field "sons!" <> "C" then
  If field "sons!" <> "Co" then
   If field "sons!" <> "Coa" then
    If field "sons!" <> "Coax" then
     If field "sons!" <> "Coaxa" then
      If field "sons!" <> "Coaxar" then
       put empty into field "sons!"
      end if
     end if
    end if
   end if
  end if
 end if
end if

If T = "O som do sapo é:" then
 if field "sons!" = empty then
  put "C" into field "sons!"
 else if field "sons!" = "C" then
  put "o" after field "sons!"
 else if field "sons!" = "Co" then
  put "a" after field "sons!"
 else if field "sons!" = "Coa" then
  put "x" after field "sons!"
 else if field "sons!" = "Coax" then
  put "a" after field "sons!"
 else if field "sons!" = "Coaxa" then
  put "r" after field "sons!"
 else if field "sons!" = "Coaxar" then
  nothing
 end if
end if


If T = "O som do boi é:" then
 If field "sons!" <> "M" then
  If field "sons!" <> "Mu" then
   If field "sons!" <> "Mug" then
    If field "sons!" <> "Mugi" then
     If field "sons!" <> "Mugir" then
```

```
                  put empty into field "sons!"
               end if
            end if
          end if
        end if
      end if
end if

If T = "O som do boi é:" then
  if field "sons!" = empty then
    put "M" into field "sons!"
  else if field "sons!" = "M" then
    put "u" after field "sons!"
  else if field "sons!" = "Mu" then
    put "g" after field "sons!"
  else if field "sons!" = "Mug" then
    put "i" after field "sons!"
  else if field "sons!" = "Mugi" then
    put "r" after field "sons!"
  else if field "sons!" = "Mugir" then
    nothing
  end if
end if

If T = "O som do lobo é:" then
  If field "sons!" <> "U" then
    If field "sons!" <> "Ui" then
      If field "sons!" <> "Uiv" then
        If field "sons!" <> "Uiva" then
          If field "sons!" <> "Uivar" then
            put empty into field "sons!"
          end if
        end if
      end if
    end if
  end if
end if

If T = "O som do lobo é:" then
  if field "sons!" = empty then
    put "U" into field "sons!"
```

```
      else if field "sons!" = "U" then
        put "i" after field "sons!"
      else if field "sons!" = "Ui" then
        put "v" after field "sons!"
      else if field "sons!" = "Uiv" then
        put "a" after field "sons!"
      else if field "sons!" = "Uiva" then
        put "r" after field "sons!"
      else if field "sons!" = "Uivar" then
        nothing
      end if
    end if


If T = "O som do porco é:" then
  If field "sons!" <> "G" then
    If field "sons!" <> "Gu" then
      If field "sons!" <> "Gui" then
        If field "sons!" <> "Guin" then
          If field "sons!" <> "Guinc" then
            If field "sons!" <> "Guinch" then
              If field "sons!" <> "Guincha" then
                If field "sons!" <> "Guinchar" then
                  put empty into field "sons!"
                end if
              end if
            end if
          end if
        end if
      end if
    end if
  end if
end if

If T = "O som do porco é:" then
  if field "sons!" = empty then
    put "G" into field "sons!"
  else if field "sons!" = "G" then
    put "u" after field "sons!"
  else if field "sons!" = "Gu" then
    put "i" after field "sons!"
  else if field "sons!" = "Gui" then
```

```
          put "n" after field "sons!"
        else if field "sons!" = "Guin" then
          put "c" after field "sons!"
        else if field "sons!" = "Guinc" then
          put "h" after field "sons!"
        else if field "sons!" = "Guinch" then
          put "a" after field "sons!"
        else if field "sons!" = "Guincha" then
          put "r" after field "sons!"
        else if field "sons!" = "Guinchar" then
          nothing
        end if
      end if


If T = "O som do carneiro é:" then
  If field "sons!" <> "B" then
    If field "sons!" <> "Ba" then
      If field "sons!" <> "Bal" then
        If field "sons!" <> "Bali" then
          If field "sons!" <> "Balir" then
            put empty into field "sons!"
          end if
        end if
      end if
    end if
  end if
end if

If T = "O som do carneiro é:" then
  if field "sons!" = empty then
    put "B" into field "sons!"
  else if field "sons!" = "B" then
    put "a" after field "sons!"
  else if field "sons!" = "Ba" then
    put "l" after field "sons!"
  else if field "sons!" = "Bal" then
    put "i" after field "sons!"
  else if field "sons!" = "Bali" then
    put "r" after field "sons!"
  else if field "sons!" = "Balir" then
    nothing
```

```
        end if
     end if

If T = "O som do pássaro é:" then
  If field "sons!" <> "C" then
    If field "sons!" <> "Ch" then
      If field "sons!" <> "Chi" then
        If field "sons!" <> "Chil" then
          If field "sons!" <> "Chilr" then
            If field "sons!" <> "Chilre" then
              If field "sons!" <> "Chilrea" then
                If field "sons!" <> "Chilrear" then
                  put empty into field "sons!"
                end if
              end if
            end if
          end if
        end if
      end if
    end if
  end if
end if

If T = "O som do pássaro é:" then
  if field "sons!" = empty then
    put "C" into field "sons!"
  else if field "sons!" = "C" then
    put "h" after field "sons!"
  else if field "sons!" = "Ch" then
    put "i" after field "sons!"
  else if field "sons!" = "Chi" then
    put "l" after field "sons!"
  else if field "sons!" = "Chil" then
    put "r" after field "sons!"
  else if field "sons!" = "Chilr" then
    put "e" after field "sons!"
  else if field "sons!" = "Chilre" then
    put "a" after field "sons!"
  else if field "sons!" = "Chilrea" then
    put "r" after field "sons!"
  else if field "sons!" = "Chilrear" then
```

```
        nothing
      end if
    end if

    If T = "O som do macaco é:" then
      If field "sons!" <> "C" then
        If field "sons!" <> "Ch" then
          If field "sons!" <> "Chi" then
            If field "sons!" <> "Chia" then
              If field "sons!" <> "Chiar" then
                put empty into field "sons!"
              end if
            end if
          end if
        end if
      end if
    end if

    If T = "O som do macaco é:" then
      if field "sons!" = empty then
        put "C" into field "sons!"
      else if field "sons!" = "C" then
        put "h" after field "sons!"
      else if field "sons!" = "Ch" then
        put "i" after field "sons!"
      else if field "sons!" = "Chi" then
        put "a" after field "sons!"
      else if field "sons!" = "Chia" then
        put "r" after field "sons!"
      else if field "sons!" = "Chiar" then
        nothing
      end if
    end if

    If T = "O som do leão é:" then
      If field "sons!" <> "R" then
        If field "sons!" <> "Ru" then
          If field "sons!" <> "Rug" then
            If field "sons!" <> "Rugi" then
              If field "sons!" <> "Rugir" then
                put empty into field "sons!"
```

```
        end if
       end if
      end if
     end if
    end if
   end if

If T = "O som do leão é:" then
 if field "sons!" = empty then
   put "R" into field "sons!"
  else if field "sons!" = "R" then
   put "u" after field "sons!"
  else if field "sons!" = "Ru" then
   put "g" after field "sons!"
  else if field "sons!" = "Rug" then
   put "i" after field "sons!"
  else if field "sons!" = "Rugi" then
   put "r" after field "sons!"
  else if field "sons!" = "Rugir" then
   nothing
  end if
end if

If T = "O som do urso é:" then
 If field "sons!" <> "R" then
  If field "sons!" <> "Ro" then
   If field "sons!" <> "Ros" then
    If field "sons!" <> "Rosn" then
     If field "sons!" <> "Rosna" then
      If field "sons!" <> "Rosnar" then
       put empty into field "sons!"
      end if
     end if
    end if
   end if
  end if
 end if
end if

If T = "O som do urso é:" then
 if field "sons!" = empty then
```

```
            put "R" into field "sons!"
          else if field "sons!" = "R" then
            put "o" after field "sons!"
          else if field "sons!" = "Ro" then
            put "s" after field "sons!"
          else if field "sons!" = "Ros" then
            put "n" after field "sons!"
          else if field "sons!" = "Rosn" then
            put "a" after field "sons!"
          else if field "sons!" = "Rosna" then
            put "r" after field "sons!"
          else if field "sons!" = "Rosnar" then
            nothing
          end if
        end if

        If T = "O som do elefante é:" then
          If field "sons!" <> "B" then
            If field "sons!" <> "Ba" then
              If field "sons!" <> "Bar" then
                If field "sons!" <> "Barr" then
                  If field "sons!" <> "Barri" then
                    If field "sons!" <> "Barrir" then
                      put empty into field "sons!"
                    end if
                  end if
                end if
              end if
            end if
          end if
        end if

        If T = "O som do elefante é:" then
          if field "sons!" = empty then
            put "B" into field "sons!"
          else if field "sons!" = "B" then
            put "a" after field "sons!"
          else if field "sons!" = "Ba" then
            put "r" after field "sons!"
          else if field "sons!" = "Bar" then
            put "r" after field "sons!"
```

```
      else if field "sons!" = "Barr" then
        put "i" after field "sons!"
      else if field "sons!" = "Barri" then
        put "r" after field "sons!"
      else if field "sons!" = "Barrir" then
        nothing
      end if
    end if

    puppetsprite 32, false
  end mouseUp
```

Script for the reset button:

```
on mousedown
  puppetsprite 27, true
  set the castnum of sprite 27 to 369
  updatestage
  puppetsound 0
end


on mouseUp
  set the castnum of sprite 27 to 368
  updatestage
  puppetsprite 27, false

  ResetGame
  updatestage
end
```