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when imagen2 -> Click
do
  open another screen screenName datos ->
  initialize global Jugadores to create empty list
  initialize global usuario to

when Screen1 -> Initialize
do
  call Reprodutor1 -> Start

when btn reg -> Click
do
  if is empty nick -> Text -> or is empty CampoDeContraseña1 -> Text ->
  then call Notificador1 -> ShowAlert
     notice Por favor rellena todos los campos
  else call FirebaseDB1 -> GetTagList

when FirebaseDB1 -> TagList
value
do
  if is in list? thing nick -> Text ->
  list get value ->
  then call Notificador1 -> ShowAlert
     notice Ya estás registrado.
  else set FirebaseDB1 -> ProjectBucket -> to nick -> Text ->
     call Notificador1 -> ShowAlert
        notice Te has registrado con éxito.
     call FirebaseDB1 -> StoreValue
        tag nick -> Text ->
        valueToStore join nick -> Text ->
        CampoDeContraseña1 -> Text ->
     call FirebaseDB1 -> StoreValue
        tag conteo ->
        valueToStore 0 ->
     set nick -> Text -> to
     set CampoDeContraseña1 -> Text -> to
     call nick -> RequestFocus

```

SCREEN

1

```

when btnlogin -> Click
do
  if is empty nick -> Text -> or is empty CampoDeContraseña1 -> Text ->
  then call Notificador1 -> ShowAlert
     notice Por favor rellena todos los campos
  else call FirebaseDB1 -> GetValue
     tag FirebaseDB1 -> ProjectBucket ->
     valueIfTagNotThere

when FirebaseDB1 -> GetValue
tag value
do
  if compare texts get value -> = join nick -> Text ->
     CampoDeContraseña1 -> Text ->
  then call Notificador1 -> ShowAlert
     notice join Vamos a jugar
     nick -> Text ->
     open another screen with start value screenName Buscando ->
     startValue get value ->
  else call Notificador1 -> ShowAlert
     notice El usuario no existe

```

SCREEN2 = BUSCANDO

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initialize global Jugadores to get start value
initialize global bol3 to
initialize global conteo to 0
initialize global encontradas to 0
initialize global bol1 to
initialize global bol2 to
initialize global bol4 to
initialize global bol5 to
initialize global bol6 to
initialize global bol7 to

when sonoff -> Click
do
  call sonido_radar -> Stop
  set sonoff -> Enabled -> to false
  set sonoff -> Visible -> to false
  set sonido_on -> Enabled -> to true
  set sonido_on -> Visible -> to true

when mal1 -> Click
do
  set mal1 -> Visible -> to false

when mal2 -> Click
do
  set mal2 -> Visible -> to false

when mal3 -> Click
do
  set mal3 -> Visible -> to false

when mal4 -> Click
do
  set mal4 -> Visible -> to false

when mal5 -> Click
do
  set mal5 -> Visible -> to false

when mal6 -> Click
do
  set mal6 -> Visible -> to false

when mal7 -> Click
do
  set mal7 -> Visible -> to false

when btncanar -> Click
do
  call btncanar_radar -> Stop
  call LectorCodigoDeBarras1 -> DoScan

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when Buscando -> Initialize
do
  call sonido_radar -> Start
  set SensorDeUbicación1 -> Enabled -> to true
  set SensorDeUbicación1 -> DistanceInterval -> to 10
  set SensorDeUbicación1 -> TimeInterval -> to 5000
  set Map1 -> ShowUser -> to true
  set Map1 -> LocationSensor -> to SensorDeUbicación1
  set FirebaseDB1 -> ProjectBucket -> to get global Jugadores
  call FirebaseDB1 -> GetTagList

when FirebaseDB1 -> TagList
value
do
  for each elemento in list get value ->
  do
    call FirebaseDB1 -> GetValue
       tag conteo ->
       valueIfTagNotThere
  for each elemento in list get value ->
  do
    call FirebaseDB1 -> GetValue
       tag bola1 ->
       valueIfTagNotThere
  for each elemento in list get value ->
  do
    call FirebaseDB1 -> GetValue
       tag bola2 ->
       valueIfTagNotThere
  for each elemento in list get value ->
  do
    call FirebaseDB1 -> GetValue
       tag bola3 ->
       valueIfTagNotThere
  for each elemento in list get value ->
  do
    call FirebaseDB1 -> GetValue
       tag bola4 ->
       valueIfTagNotThere
  for each elemento in list get value ->
  do
    call FirebaseDB1 -> GetValue
       tag bola5 ->
       valueIfTagNotThere
  for each elemento in list get value ->
  do
    call FirebaseDB1 -> GetValue
       tag bola6 ->
       valueIfTagNotThere
  for each elemento in list get value ->
  do
    call FirebaseDB1 -> GetValue
       tag bola7 ->
       valueIfTagNotThere

```

```

when FirebaseDB1 -> GetValue
tag value
do
  if get tag -> = conteo ->
  then set global conteo -> to get value ->
     if get value -> != 7 ->
     then set sonido_on -> Visible -> to true
        set sonoff -> Visible -> to false
     else call Sonido1 -> Play
        open another screen screenName fin ->
  else if get tag -> = bola1 ->
  then if compare texts ["encontrada"] = split text encontrada ->
     at get value ->
  then set global bol1 -> to split text 1 ->
     at get value ->
     set Imagen1 -> Visible -> to true
     set pol1 -> Visible -> to false
  else set global bol1 -> to 0
  else if get tag -> = bola2 ->
  then if compare texts ["encontrada"] = split text encontrada ->
     at get value ->
  then set global bol2 -> to split text 1 ->
     at get value ->
     set Imagen2 -> Visible -> to true
     set pol2 -> Visible -> to false
  else set global bol2 -> to 0
  else if get tag -> = bola3 ->
  then if compare texts ["encontrada"] = split text encontrada ->
     at get value ->
  then set global bol3 -> to split text 1 ->
     at get value ->
     set Imagen3 -> Visible -> to true
     set pol3 -> Visible -> to false
  else set global bol3 -> to 0
  else if get tag -> = bola4 ->
  then if compare texts ["encontrada"] = split text encontrada ->
     at get value ->
  then set global bol4 -> to split text 1 ->
     at get value ->
     set Imagen4 -> Visible -> to true
     set pol4 -> Visible -> to false
  else set global bol4 -> to 0
  else if get tag -> = bola5 ->
  then if compare texts ["encontrada"] = split text encontrada ->
     at get value ->
  then set global bol5 -> to split text 1 ->
     at get value ->
     set Imagen5 -> Visible -> to true
     set pol5 -> Visible -> to false
  else set global bol5 -> to 0
  else if get tag -> = bola6 ->
  then if compare texts ["encontrada"] = split text encontrada ->
     at get value ->
  then set global bol6 -> to split text 1 ->
     at get value ->
     set Imagen6 -> Visible -> to true
     set pol6 -> Visible -> to false
  else set global bol6 -> to 0
  else if get tag -> = bola7 ->
  then if compare texts ["encontrada"] = split text encontrada ->
     at get value ->
  then set global bol7 -> to split text 1 ->
     at get value ->
     set Imagen7 -> Visible -> to true
     set pol7 -> Visible -> to false
  else set global bol7 -> to 0
  else

```

```

when SensorDeUbicación1 -> LocationChanged
latitude longitude altitude speed
do
  set Map1 -> ZoomLevel -> to 17
  set Map1 -> CenterFromString -> to join Map1 -> UserLatitude ->
  Map1 -> UserLongitude ->
  if get latitude -> != 0 -> and get longitude -> != 0 ->
  then
  else call Notificador1 -> ShowAlert
     notice No existen satélites disponibles.
  if get global bol1 -> = 0 -> and call bola1 -> DistanciaToPoint
     latitude Map1 -> UserLatitude ->
     longitude Map1 -> UserLongitude ->
  then set bol1 -> Visible -> to true
     call alarmprox -> Play
  else set bol1 -> Visible -> to false
  if get global bol2 -> = 0 -> and call bola2 -> DistanciaToPoint
     latitude Map1 -> UserLatitude ->
     longitude Map1 -> UserLongitude ->
  then set bol2 -> Visible -> to true
     call alarmprox -> Play
  else set bol2 -> Visible -> to false
  if get global bol3 -> = 0 -> and call bola3 -> DistanciaToPoint
     latitude Map1 -> UserLatitude ->
     longitude Map1 -> UserLongitude ->
  then set bol3 -> Visible -> to true
     call alarmprox -> Play
  else set bol3 -> Visible -> to false
  if get global bol4 -> = 0 -> and call bola4 -> DistanciaToPoint
     latitude Map1 -> UserLatitude ->
     longitude Map1 -> UserLongitude ->
  then set bol4 -> Visible -> to true
     call alarmprox -> Play
  else set bol4 -> Visible -> to false
  if get global bol5 -> = 0 -> and call bola5 -> DistanciaToPoint
     latitude Map1 -> UserLatitude ->
     longitude Map1 -> UserLongitude ->
  then set bol5 -> Visible -> to true
     call alarmprox -> Play
  else set bol5 -> Visible -> to false
  if get global bol6 -> = 0 -> and call bola6 -> DistanciaToPoint
     latitude Map1 -> UserLatitude ->
     longitude Map1 -> UserLongitude ->
  then set bol6 -> Visible -> to true
     call alarmprox -> Play
  else set bol6 -> Visible -> to false
  if get global bol7 -> = 0 -> and call bola7 -> DistanciaToPoint
     latitude Map1 -> UserLatitude ->
     longitude Map1 -> UserLongitude ->
  then set bol7 -> Visible -> to true
     call alarmprox -> Play
  else set bol7 -> Visible -> to false

```

```

when FirebaseDB1 -> DataChanged
tag value
do
  if get tag -> = conteo ->
  then if get global conteo -> = 7 ->
  then call Sonido1 -> Play
     open another screen screenName fin ->
  else call Notificador1 -> ShowAlert
     notice Sigamos buscando

```

```

when LectorCodigoDeBarras1 -> AfterScan
result
do
  set FirebaseDB1 -> ProjectBucket -> to get global Jugadores
  if get global conteo -> = 7 ->
  then
  if get result -> = Enhorabuena!! acabas de encontrar la bola de -> and compare texts get global bol1 -> = 0 ->
  then set global bol1 -> to 1 ->
     set global conteo -> to get global conteo -> + 1 ->
     call FirebaseDB1 -> StoreValue
        tag bola1 ->
        valueToStore join bola1 ->
        encontrada ->
        call Reloj1 -> FormatDate
           instant call Reloj1 -> Now
           pattern hh:mm:ss
        SensorDeUbicación1 -> CurrentAddress ->
     call FirebaseDB1 -> StoreValue
        tag conteo ->
        valueToStore get global conteo ->
     call bola_encontrada -> Play
     call Notificador1 -> ShowAlert
        notice Enhorabuena!! acabas de encontrar la bola de ->
     set Imagen1 -> Visible -> to true
     set mal1 -> Visible -> to true
     set pol1 -> Visible -> to false
  else if get result -> = Enhorabuena!! acabas de encontrar la bola de -> and compare texts get global bol2 -> = 0 ->
  then set global bol2 -> to 1 ->
     set global conteo -> to get global conteo -> + 1 ->
     call FirebaseDB1 -> StoreValue
        tag bola2 ->
        valueToStore join bola2 ->
        encontrada ->
        call Reloj1 -> FormatDate
           instant call Reloj1 -> Now
           pattern hh:mm:ss
        SensorDeUbicación1 -> CurrentAddress ->
     call FirebaseDB1 -> StoreValue
        tag conteo ->
        valueToStore get global conteo ->
     call bola_encontrada -> Play
     call Notificador1 -> ShowAlert
        notice Enhorabuena!! acabas de encontrar la bola de ->
     set Imagen2 -> Visible -> to true
     set mal2 -> Visible -> to true
     set pol2 -> Visible -> to false
  else if get result -> = Enhorabuena!! acabas de encontrar la bola de -> and compare texts get global bol3 -> = 0 ->
  then set global bol3 -> to 1 ->
     set global conteo -> to get global conteo -> + 1 ->
     call FirebaseDB1 -> StoreValue
        tag bola3 ->
        valueToStore join bola3 ->
        encontrada ->
        call Reloj1 -> FormatDate
           instant call Reloj1 -> Now
           pattern hh:mm:ss
        SensorDeUbicación1 -> CurrentAddress ->
     call FirebaseDB1 -> StoreValue
        tag conteo ->
        valueToStore get global conteo ->
     call bola_encontrada -> Play
     call Notificador1 -> ShowAlert
        notice Enhorabuena!! acabas de encontrar la bola de ->
     set Imagen3 -> Visible -> to true
     set mal3 -> Visible -> to true
     set pol3 -> Visible -> to false
  else if get result -> = Enhorabuena!! acabas de encontrar la bola de -> and compare texts get global bol4 -> = 0 ->
  then set global bol4 -> to 1 ->
     set global conteo -> to get global conteo -> + 1 ->
     call FirebaseDB1 -> StoreValue
        tag bola4 ->
        valueToStore join bola4 ->
        encontrada ->
        call Reloj1 -> FormatDate
           instant call Reloj1 -> Now
           pattern hh:mm:ss
        SensorDeUbicación1 -> CurrentAddress ->
     call FirebaseDB1 -> StoreValue
        tag conteo ->
        valueToStore get global conteo ->
     call bola_encontrada -> Play
     call Notificador1 -> ShowAlert
        notice Enhorabuena!! acabas de encontrar la bola de ->
     set Imagen4 -> Visible -> to true
     set mal4 -> Visible -> to true
     set pol4 -> Visible -> to false
  else if get result -> = Enhorabuena!! acabas de encontrar la bola de -> and compare texts get global bol5 -> = 0 ->
  then set global bol5 -> to 1 ->
     set global conteo -> to get global conteo -> + 1 ->
     call FirebaseDB1 -> StoreValue
        tag bola5 ->
        valueToStore join bola5 ->
        encontrada ->
        call Reloj1 -> FormatDate
           instant call Reloj1 -> Now
           pattern hh:mm:ss
        SensorDeUbicación1 -> CurrentAddress ->
     call FirebaseDB1 -> StoreValue
        tag conteo ->
        valueToStore get global conteo ->
     call bola_encontrada -> Play
     call Notificador1 -> ShowAlert
        notice Enhorabuena!! acabas de encontrar la bola de ->
     set Imagen5 -> Visible -> to true
     set mal5 -> Visible -> to true
     set pol5 -> Visible -> to false
  else if get result -> = Enhorabuena!! acabas de encontrar la bola de -> and compare texts get global bol6 -> = 0 ->
  then set global bol6 -> to 1 ->
     set global conteo -> to get global conteo -> + 1 ->
     call FirebaseDB1 -> StoreValue
        tag bola6 ->
        valueToStore join bola6 ->
        encontrada ->
        call Reloj1 -> FormatDate
           instant call Reloj1 -> Now
           pattern hh:mm:ss
        SensorDeUbicación1 -> CurrentAddress ->
     call FirebaseDB1 -> StoreValue
        tag conteo ->
        valueToStore get global conteo ->
     call bola_encontrada -> Play
     call Notificador1 -> ShowAlert
        notice Enhorabuena!! acabas de encontrar la bola de ->
     set Imagen6 -> Visible -> to true
     set mal6 -> Visible -> to true
     set pol6 -> Visible -> to false
  else if get result -> = Enhorabuena!! acabas de encontrar la bola de -> and compare texts get global bol7 -> = 0 ->
  then set global bol7 -> to 1 ->
     set global conteo -> to get global conteo -> + 1 ->
     call FirebaseDB1 -> StoreValue
        tag bola7 ->
        valueToStore join bola7 ->
        encontrada ->
        call Reloj1 -> FormatDate
           instant call Reloj1 -> Now
           pattern hh:mm:ss
        SensorDeUbicación1 -> CurrentAddress ->
     call FirebaseDB1 -> StoreValue
        tag conteo ->
        valueToStore get global conteo ->
     call bola_encontrada -> Play
     call Notificador1 -> ShowAlert
        notice Enhorabuena!! acabas de encontrar la bola de ->
     set Imagen7 -> Visible -> to true
     set mal7 -> Visible -> to true
     set pol7 -> Visible -> to false
  else
  call Sonido2 -> Vibrate
     call Sonido2 -> Play
  else call Sonido3 -> Play
     open another screen screenName fin ->

```