

The screenshot displays the Alice Project software interface, which is used for creating 3D scenes and programming logic. The interface is divided into several main sections:

- World Hierarchy (Left):** A list of objects in the scene, including 'world', 'camera', 'light', 'ground', and six '3D Text' objects (3D Text1 through 3D Text6).
- 3D Scene (Center):** A 3D environment with a blue sky and green ground. Text is displayed in the scene: '1. Πέτρα 2. Ψαλίδι 3. Χάρτι' (highlighted in yellow), 'you ΗΥ', 'Αποτέλεσμα', 'S1', and 'S2'. Navigation arrows and an 'ADD OBJECTS' button are visible at the bottom of the scene.
- World's Details (Right):** A panel showing the properties of the selected object. It includes tabs for 'properties', 'methods', and 'function'. The 'properties' tab is active, showing variables: 'HY = 0', 'you = 0', 'diafora = 0', 'score1 = 0', and 'score2 = 0'. A 'create new variable' button is also present.
- Script Editor (Bottom):** A workspace for creating logic bricks. The script is as follows:
  - While** loop: Condition is 'both world.score1 != 3 and world.score2 != 3'.
    - world.you set value to ask user for a number question = Enter a Number (1.petra 2.psalidi 3.xarti):
    - 3D Text3 set text to world.you as a string
    - world.HY set value to random number minimum = 1 maximum = 4 integerOnly = true
    - 3D Text4 set text to world.HY as a string
  - If** loop: Condition is 'world.you == world.HY'.
    - 3D Text2 set text to Ισοπαλία
    - increment world.score1 by 1
    - increment world.score2 by 1
  - Else** block:
    - world.diafora set value to ( world.you - world.HY )
    - If** loop: Condition is 'either world.diafora == -1 or world.diafora == 2, or both'.
      - 3D Text2 set text to Νίκησε!
      - increment world.score1 by 1
    - Else** block:
      - 3D Text2 set text to Έχασε...
      - increment world.score2 by 1
  - 3D Text5 set text to world.score1 as a string
  - 3D Text6 set text to world.score2 as a string