

# Game Template Guide: Adventure Game

The adventure template contains 5 scenes:

- Start (First Scene)
- Example Level 1
- Example Level 2
- Template Level
- End (Last Scene)



Each of these scenes works like an individual program, for example, objects and variables can only be used for one scene. You can start a scene by tapping on the play button.



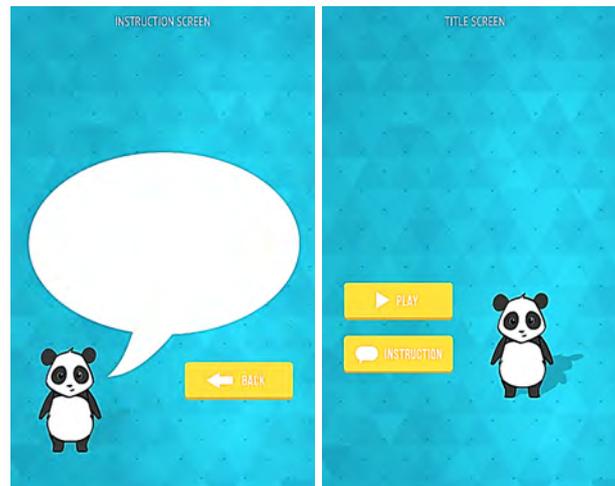
## Game-Play:

This game is a linear adventure game. This means there is only one way to get to the goal. You play by answering different questions and have to give the right answer to get one level further to the goal. The game starts with the first level (image 1). By answering with NO the game will be Over for you (image 2). For the second level you have to answer another YES/NO question (image 3). When answering with YES the game will be over for you, if you answer with NO you get to the third level, the user will get a short explanation why his answer was correct (image 4). By answering with NO you get to the third level (template level) (image 5)

Image 1	Image 2	Image 3	Image 4	Image 5
<p>You see the rocket in front of you. You are a little bit scared, but also excited. Do you get into the rocket - Yes or No?</p> <p>Thumbs up and thumbs down icons</p>	<p>Sorry but your adventure is over.</p> <p>PLAY OVER button</p>	<p>You are in space. You see earth below you. You notice a large spherical rock orbiting the earth coming towards you. Is it a planet - Yes or No?</p> <p>Thumbs up and thumbs down icons</p>	<p>The moon is not a planet because, by definition, a planet is a "spherical ball of rock or gas that orbits a star". While the moon is a spherical ball of rock, it orbits the earth and not the sun.</p> <p>PLAY OVER button</p>	<p>[Empty text box]</p> <p>Thumbs up and thumbs down icons</p>

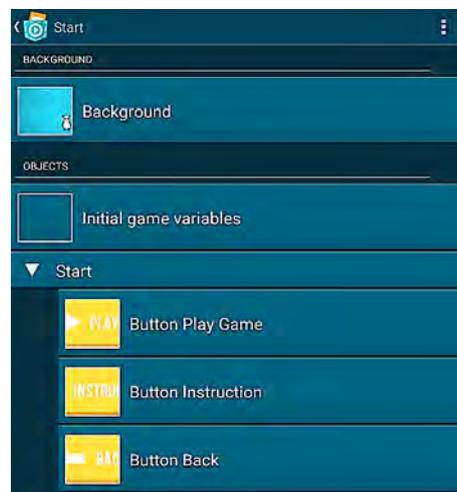
## Scene Start

This scene contains the introduction:



..and the following objects:

- Background
- Initial game variables
- Group: start
  - Button play game
  - Button introduction
  - Button back

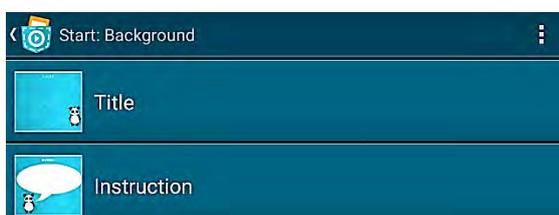


The object *Background* has two looks *Title* und *Introduction*, which can be changed and adapted.

### **ToDo -1:**

Edit/change the looks of the object *Background*

1. Open *Background* and go to Backgrounds



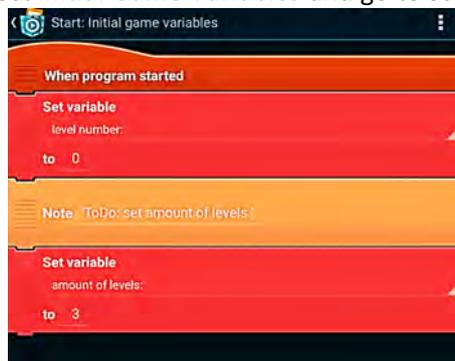
2. Background *Title*: Include the name or title of your adventure here.  
You can achieve this in two ways:
  - a. Add the name by using Pocket Paint's text tool
  - b. Delete this image and add your own which contains your title
3. Background *Instruction*: Add your instruction text
  - a. Add your text by using Pocket Paint's text tool
  - b. Delete this image and add your own which contains your text/instruction

The object *Initial Game Variables* contains the variables *level number* and *amount of levels* and can be initialized.

**ToDo - 2:**

Change the variable *amount of levels*

1. Open the object *Initial Game Variables* and go to scripts



1. Change the variable *amount of levels*, depending on the levels that your game will have.

The group *Start* contains 3 objects (buttons):

- Object *Button Play game*: Starts the game – the game jumps to scene 2 *Example Level 1*
- Object *Button Instruction*: by tapping on this button you will get to the instruction screen
- Object *Button Back*: Press this button to go back to the title screen

**Scene Example Level 1 and Example Level 2**

These scenes contain two example level with the topic *Space*. Both scenes can be deleted and your own game/adventure starts with the scene *Template Level*.

**ToDo - 3:**

Delete the scenes *Example Scene 1* and *Example Scene 2* if you want to add your own level as the start of your adventure game.



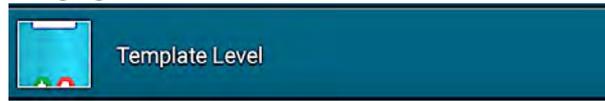
1. Go to the scenes overview
2. Tap on the overflow menu → tap on *delete* and choose Example Level 1 + 2 and tap OK

### Scene Template Level

Each level scene contains similar objects. Here you can add your own level.

#### **ToDo - 4:**

Copy this scene before changing it in order to create new levels.



1. Tap in the scenes overview on the overflow menu and click on copy  
Use the check boxes to copy the scene *Template Level* e.g., if you want to have 4 levels in your adventure, copy it four times.

The scene Template Level contains the following objects:

- Background
- Template Level
- Group: Game Elements
  - Answer yes
  - Answer no



In the object *Template Level* you can add your own question as a sound or a look. You can even add more objects to make it more interactive (see scene *Example Level 2* Object *Example Level 2-2*) – here we added the moon which glides after 5 seconds into the screen.

The object *Template Level* is defined by the variable *Answer* and the answers YES or NO.

The group *Game Element* contains the following objects:

- Object *Answer Yes / Answer No*:

By tapping on one of the objects *Answer Yes / Answer No* the variable *Answer* checks for the value *yes* or *no*. Then the variable *number of levels* checks the variable *Level Number*. Depending on the value, either the next scene or the *End* scene will be shown. The variable *Level Number* increases with each level by 1.

Edit the scene *Template Level*

**ToDo - 5:**

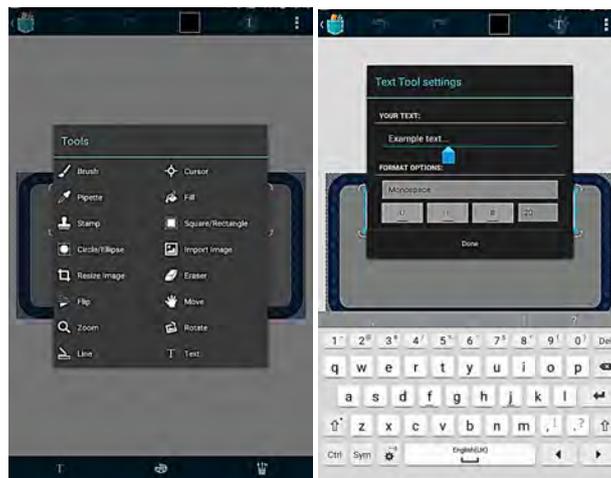
Add your own scene

1. Open the object *Template Level* and go to its looks.



2. Edit the looks of *Template Look* by using Pocket Paint and include text by using the text tool:

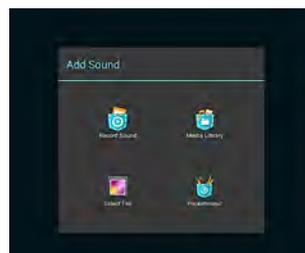
Pocket Paint:



Tip!: Tap again on the text to save it.

Additionally, you can also include a sound:

1. Go to the Sounds of your object and tap on the “+”
2. Choose “Record sound”



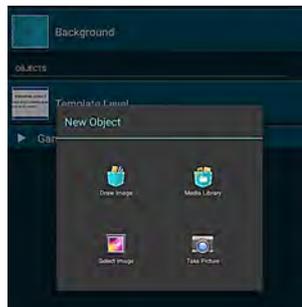
3. Tap on the microphone to start your recording and tap again to stop the recording.



4. Now go to the scripts of your object and include the "Start sound" brick and include it in your game.

If you want to add another object in this level:

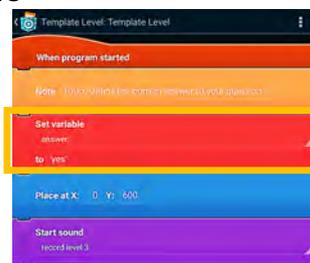
1. Go back to the object overview and add another object by tapping on the + symbol



### ToDo- 6:

Define the right answers for your question

1. Go to the scripts of your object *Template Level* and set the variable *answer* depending on the right answer to YES or NO



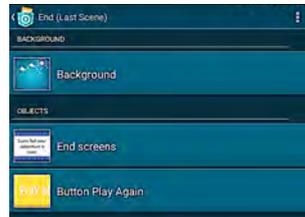
### ToDo-7:

See **ToDo-2**: Set the variable *amount of levels* to the total number of your levels. If you have 3 levels in your adventure set the variable to 3.

## Scene End

This scene contains the following objects:

- Background
- End Screens
- Button Play Again



The object *End Screens* contains different looks. These looks will be shown depending on the answers given. If the user gives a wrong answer in Level 2 the user will see the end Screen look *Level 2 end*. This is defined by the variable *level number*. The object *Button Play Again* starts the first level (Scene 2) again.

Edit the scene *End Screen*

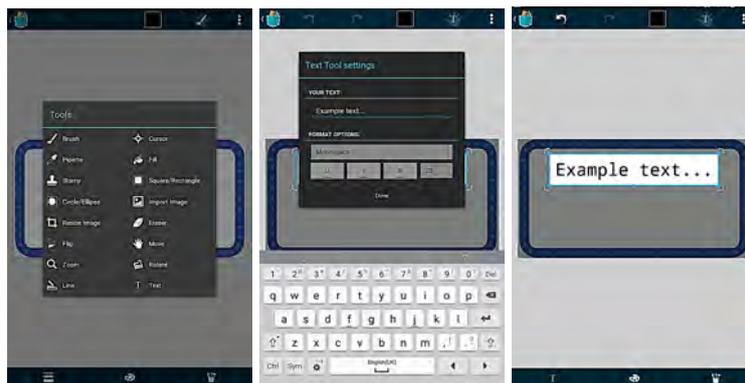
### ToDo - 8:

Edit your object *End Screens*

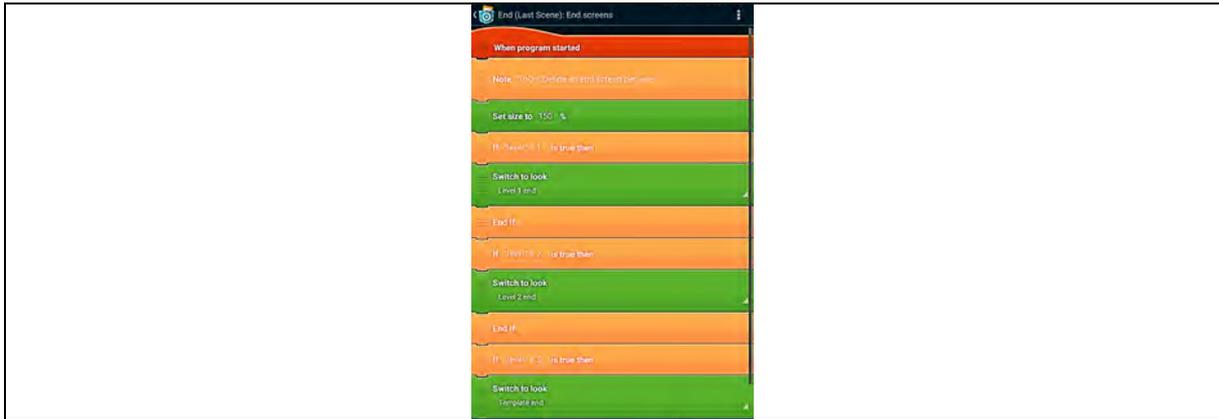


1. Go to the *End Screens* looks
2. Delete the looks for *Level 1 end* and *Level 2 end*
3. Copy the look *Template End* and for each level add your own end screen

Pocket Paint – Text tool:



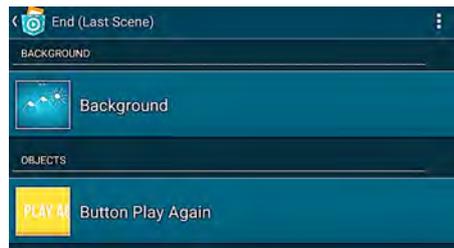
4. Go to the scripts and for each level choose the appropriate end screen (variable *level number*)



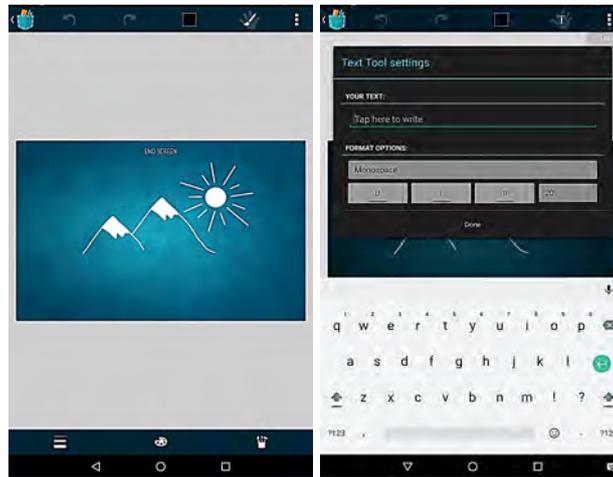
**ToDo - 9:**

Edit the object background (*End Screen*)

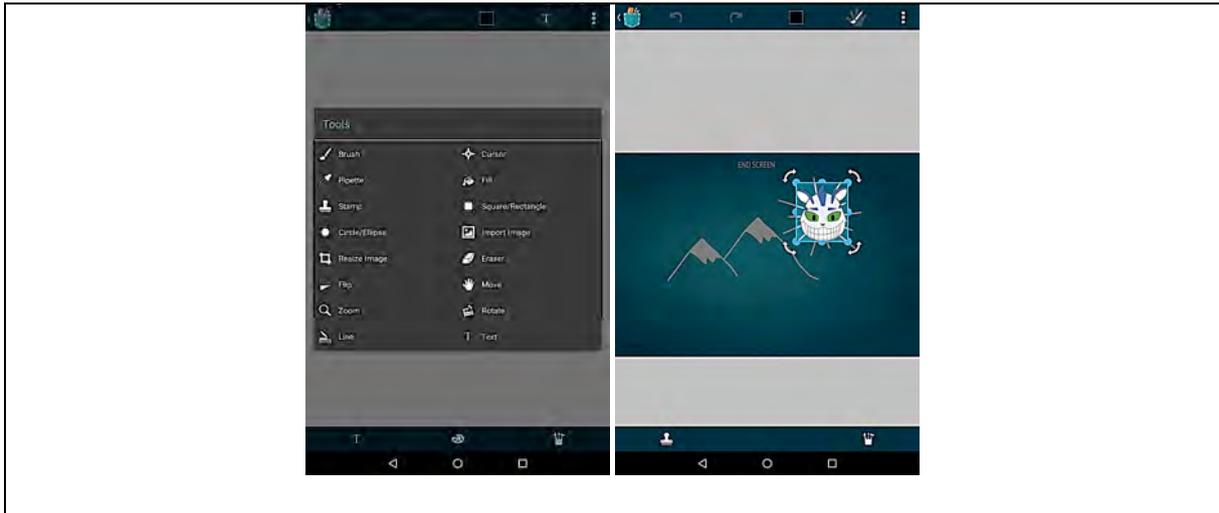
5. Open the object *Background* and go to its looks
6. Edit the look *Background* by using Pocket Paint. You can include text by using the text tool:



Pocket Paint:



- Additionally, you can also include pictures:
1. Tools (bottom right) – Import image



**Hint:**

If you change the name of your scenes you have to change it in the scripts as well.

**Scene Start:**

1. Object *Background*



2. Choose the scene with the first level

**Scenes with your level (Template Level):**

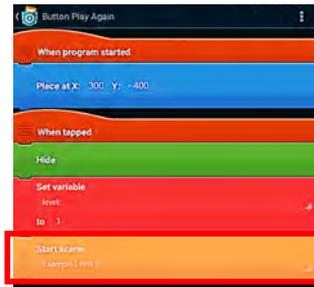
1. Object *Answer yes* and *Answer no*



2. Choose the scene with your next level.

**Scene End:**

1. Object *Button Play Again*



2. Choose the scene with your first level.