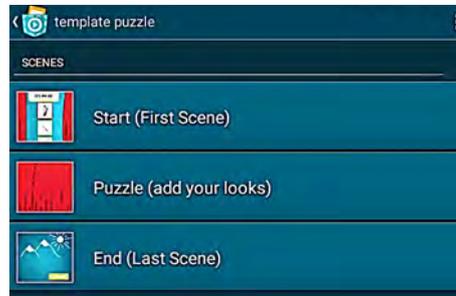


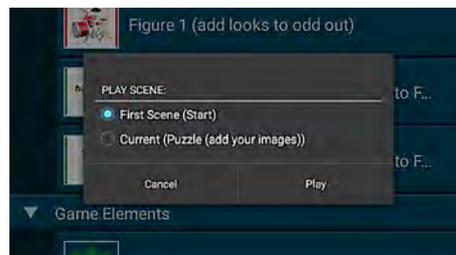
# Game Template Guide: Puzzle Game

The puzzle template contains 3 scenes:

- Start (First scene)
- Puzzle (add your looks)
- End (Last scene)

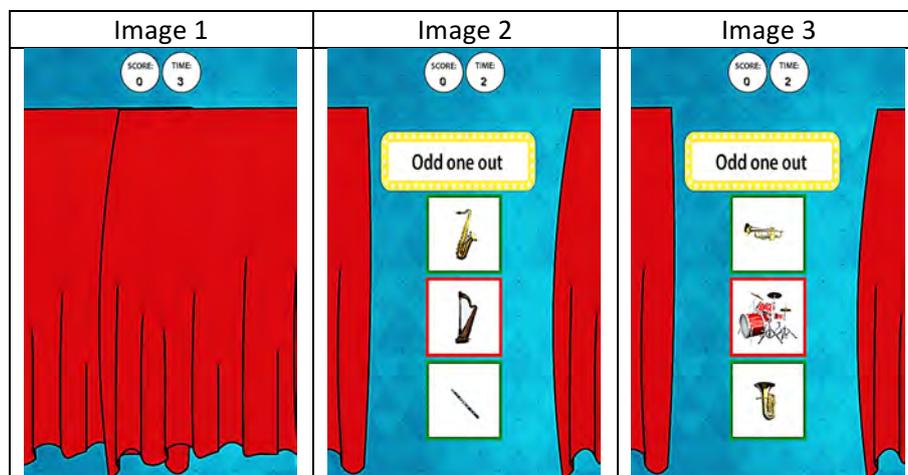


Each of these scenes works like an individual program. For example, objects and variables can only be used for one scene. You can start a scene by tapping on the play button.



## Game-Play:

At the start of the game you will see a red curtain (Image 1). By clicking on it it opens and the game starts. This example shows you three musical instruments. One of these instruments does not belong to this group (Image 2). In this example the two correct instruments have a green border. The wrong one is highlighted by a red border. The timer at the top shows you the time you have left choose. If you need longer than three seconds, or if you choose the wrong image you lose a point (score minus 1). If you choose the correct image, your score increases by one (Image 3). The order of the images changes with every game start.



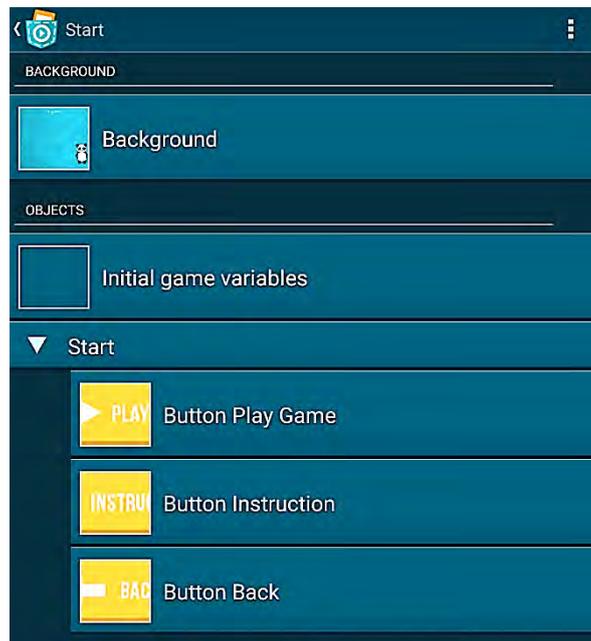
## Scene Start (First Scene)

This scene contains the introduction of the puzzle game.

### Scene: Start

This scene contains the following objects:

- Background
- Initial game variables
- Group: Start
  - Button Play Game
  - Button Instruction
  - Button Back



### ToDo -1:

Edit/change the looks of the object [Background](#)

1. Open [Background](#) and go to its Backgrounds



2. Open the *look Title*: add the name or title of your puzzle game 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. Open its *look 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

### OBJECT: Initial game variables

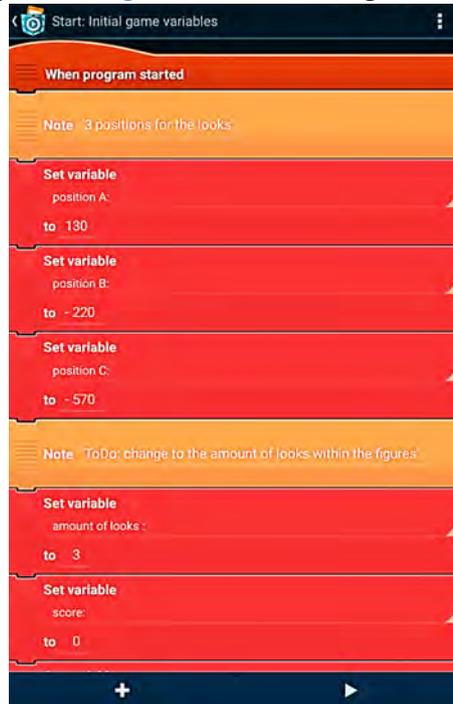
The object *initial game variables* contains the variables; *position A*, *position B* und *position C*, *amount of looks*, *score*, *timer*, and *look number* and can be initialised.

### OBJECT: Initial game variables

#### ToDo - 2:

Change the variable *amount of looks*

1. Open the object *initial game variables* and go to scripts

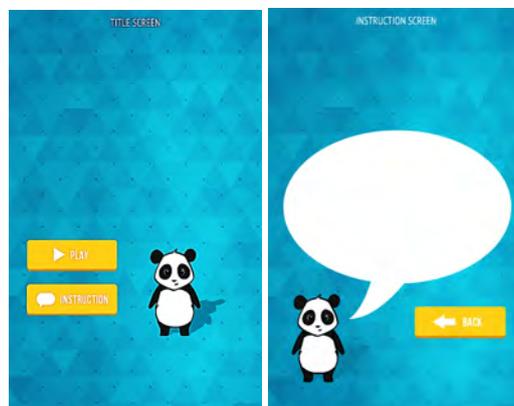


2. Change the variable *amount of looks* depending on the looks you want to give your figure in your puzzle. With each look the amount of rounds increases.

### Group: Start

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

- Object *Button Play game*: Starts the game – the game jumps to scene 2 *Puzzle (add your looks)*
- Object *Button Instruction*: tapping on this button will go to the instruction screen
- Object *Button Back*: Press this button to go back to the title screen



## Scene Puzzle

This scene contains the puzzle game. You will get three images and have to choose the "odd one out". Only two of them have a common base the other one does not fit to the group.

This scene contains the following objects:

- Background
- Group: Figures
  - Figure 1
  - Figure 2
  - Figure 3
- Group: Game Elements
  - Check answer
  - HUD Elements
  - Curtain Left
  - Curtain Right



### Group: Figures

The objects *Figure 1*, *Figure 2* and *Figure 3* belong together. The object *Figure 1* contains the looks that need to be the odd one out. By tapping on this object the broadcast message *answer correct* will be sent. The looks of the objects *Figure 2* and *Figure 3* always have something in common. If you tap on them the broadcast message *answer wrong* will be sent. If you add a look to one of the figures you also have to add a new look to the other two figures. With each new look another puzzle round is added.

The first round contains:

- Look *Look 1 to odd out* of object *Figure 1*
- Look *Look Round 1* of object *Figure 2* and
- Look *Look Round 11* of object *Figure 3* etc.

With each round the order of the figures is changed – this happens through *shuffle answers*. The different positions were defined in the first scene (variable *position A*, *position B* und *position C*).

### Group: Game Elements

The object *check answers* receives either the broadcast message *answer correct* or *answer wrong*. Depending on the message it will have a different look (looks: *Answer correct*, *Answer wrong*; sounds: *record correct*, *record wrong*) If the answer is correct the variable *score* will be increased by 1. If the answer is wrong the variable *score* will be decreased by 1.

Group *Game Element* contains the following objects:

- Object *HUD Elements*:

The *HUD Elements* show the variable *score* and defines the variable *timer*, which will start when receiving the message *show timer*. Additionally, the position of the figures on the stage will be set randomly by using the random variable *shuffle answers*. (Broadcast message *define shuffle* and *Switch to next round of looks*). If the variable *number of looks* equals the variable *look number* the last scene (*End*) will be shown.

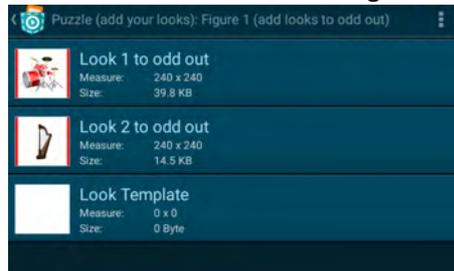
- The object *Curtain left / Curtain right*: By tapping on the curtain the curtain opens (broadcast message *open curtains*) and closes after the question is answered or the *timer* is 0 (broadcast message *close curtains*)

Edit the scene *Puzzle*.

**ToDo - 3:**

Delete the example pictures

1. Go into the objects *Figure 1*, *Figure 2* and *Figure 3*
2. Go to their looks and delete the first two looks of each figure.

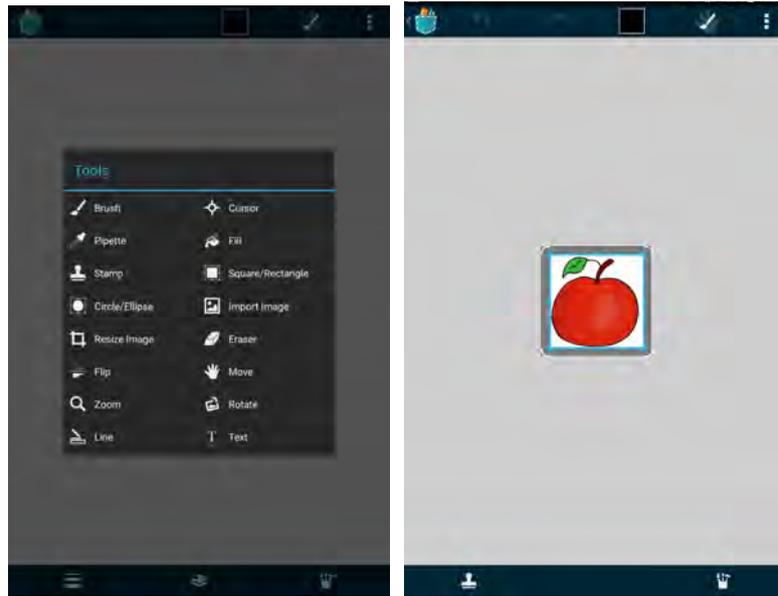


**ToDo - 4:**

Now add your own looks for each figure using the *Look template* (keep its size and measurements).

1. Tap on *Figure 1* and go to its looks.
2. Edit the look *Look Template* by using Pocket Paint. Add your own image. You can also add a new look by clicking on the + symbol. Be sure to keep the same measurements (240 x 240).

### Pocket Paint – Import Image:



Tip: Tap again on the image to save it.

1. Tap on *Figure 2* and *Figure 3* and go to their looks.
2. Edit the look *Look Template* by using Pocket Paint. Add your own images.

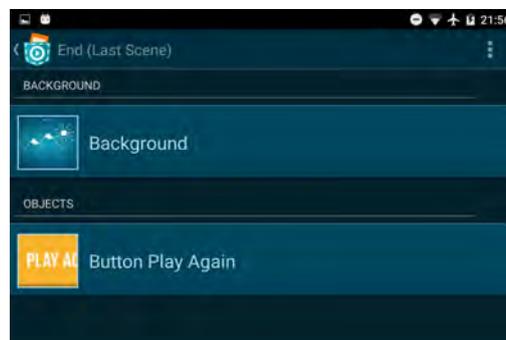
### ToDo-5:

See **ToDo-2**: set the variable *number of looks* to the total number of all looks of the object *Figure*.

### Scene End

This scene contains the following objects:

- Background
- Button Play Again



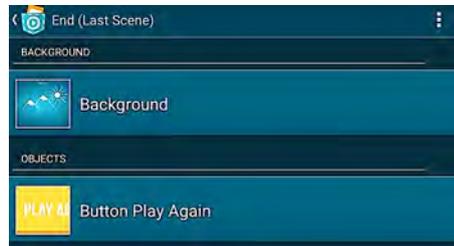
Object *Button Play again* starts again with the second scene which contains the first question.

Edit the scene *End Screen*

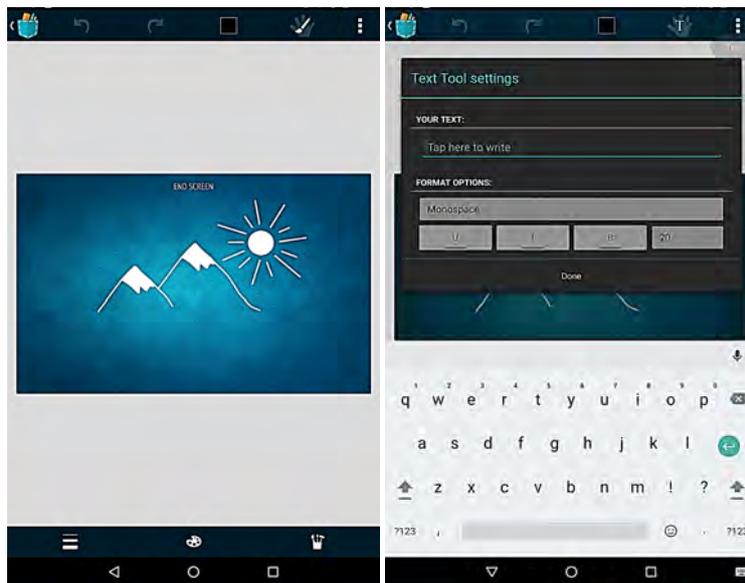
**ToDo - 8:**

Edit the End Screen

3. Open the object *Background* and go to its looks.
4. 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

