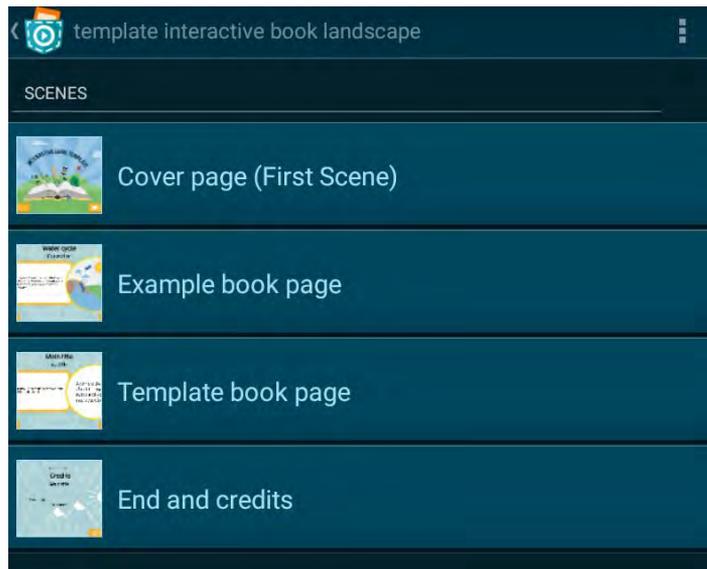


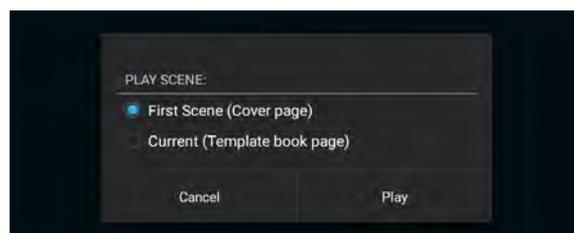
Game Template Guide: Interactive Book

The Interactive book template has 4 scenes:

- Cover page (First scene)
- Example book page
- Template book page (copy this page before creating your own)
- End and credits

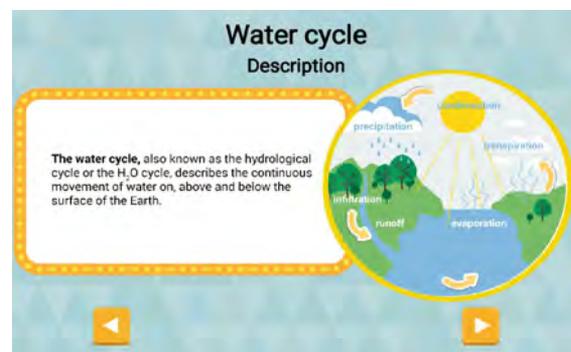
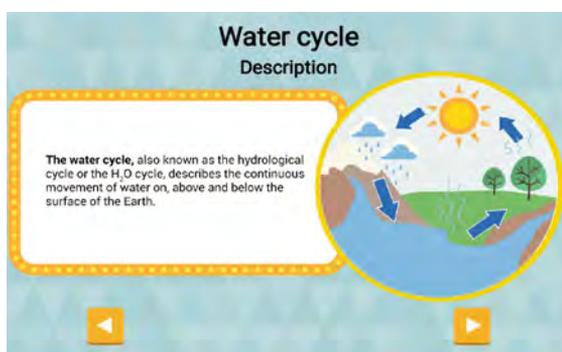


Each of these scenes works like an individual program. For example, objects and variables can only be used for one scene. You can start a scene by tapping on the play button.



Gameplay:

Add different pages with content and animations to your interactive book.

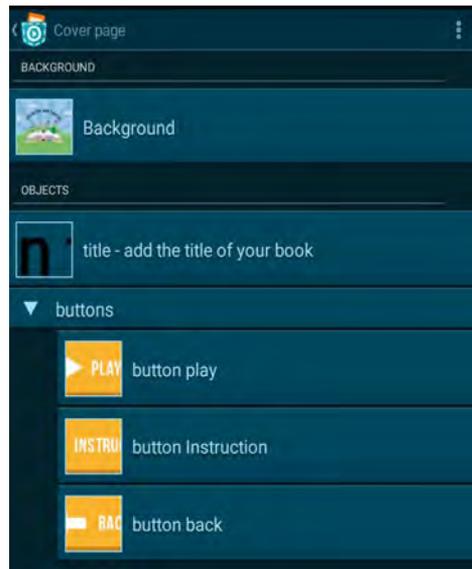


Scene Cover page (First Scene)

This scene contains the title and introduction screens and the following objects:

- Background

- Group: buttons
 - button play
 - button instruction
 - button back

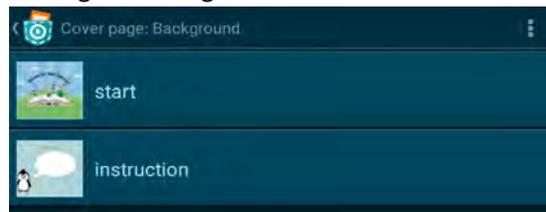


The object *Background* has two looks *start* and *instruction* which can be changed and adapted.

ToDo -1:

Edit/change the looks of the object *Background*

1. Open *Background* and go to Backgrounds



2. Delete the look *start* and add your own cover page with the '+' symbol. Import an image from your device or draw a cover page with Pocket Paint
3. Open the 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

The object *title – add the title of your book* should contain the title of your book.

ToDo -2:

Change the look of the object *title*

1. Open the object *title* and go to looks
2. Delete the look *title* and add your own by using Pocket Paint's text tool

The group *button* contains 3 objects:

- Object *button Play*: starts the game – the game jumps to scene 2 *Example book page*
- Object *button Instruction*: by pressing this button you will get to the instruction screen
- Object *button Back*: press this button to go back to the title screen



Scene Example book page

This scene presents the example book page

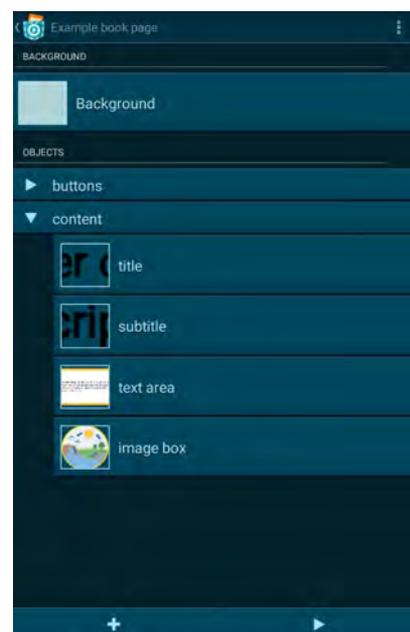
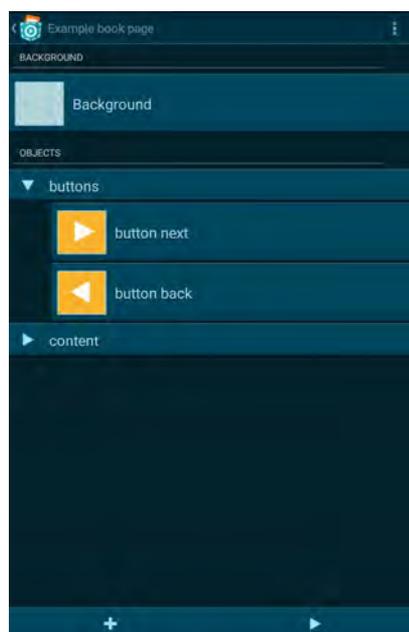
ToDo - 3:

Delete this scene if you want to include your own book pages

1. Open scene overview
2. Overflow menu: tap on the overflow menu, tap on delete and choose the scene you'd like to delete. Tap on DONE in the left top corner of the screen to complete the deletion.

This scene contains the following objects:

- Background
- Group: buttons
 - button next
 - button back
- Group: content
 - title
 - subtitle
 - text area
 - image box



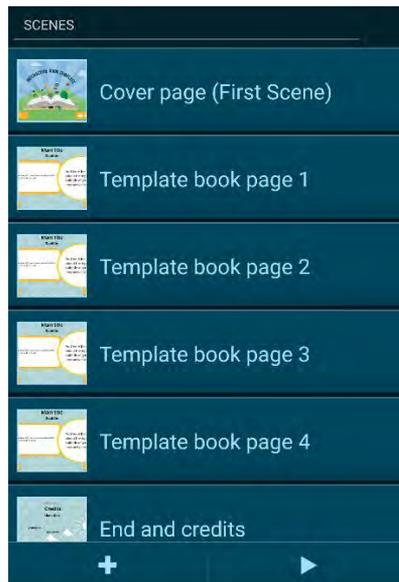
Scene Template book page

This scene contains the same objects as the scene *Example book page*.

ToDo - 4:

Copy this scene before changing it in order to create more pages for your book.

1. Tap on the scenes overview on the overflow menu and click on copy
2. Use the check boxes to copy the scene *Template book page*; e.g., if you want to have 4 pages in your book, copy the scene four times, see screenshot:

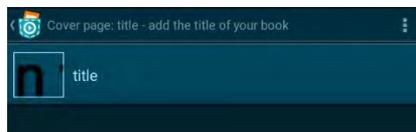


Edit the scene *Template book page* (repeat these steps in every book page)

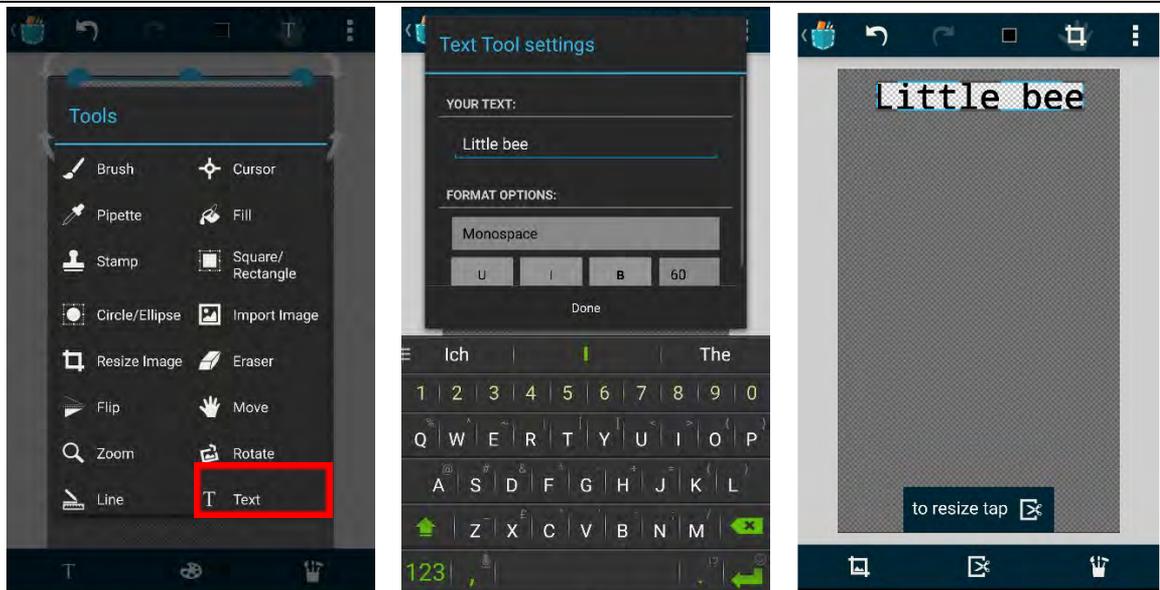
ToDo - 5:

Add your own page

1. Open the object *title – add your title* and go to its looks.
2. Delete the look *title*, create your own using Pocket Paint and include text by using the text tool:



Pocket Paint:



Tip: Tap again on the text to save it and use the tool “Resize Image” to crop it.

3. Do the same with the object *subtitle*

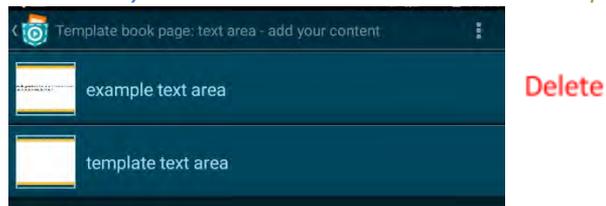
Tip: It can be necessary to adjust the size and position of both objects. Go to Scripts and change the values within the brick *Place at* and *Set size to*.

In object *title* you have to add the *Set size to* brick. Tap on the ‘+’ symbol and switch to category *Looks* and choose that brick.

ToDo- 6:

Add your content and animation

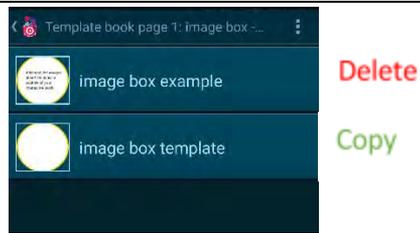
1. Go to looks of object *text area - add your content* and delete the look *example text area*



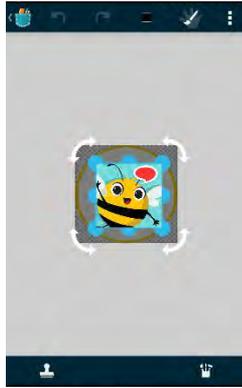
2. Open the look *template text area* and add your text by using Pocket Paint’s text tool



3. Open the looks of the object *image box - add your animation and code* and delete the look *image box example* and copy the look *image box template* as often as needed



4. Open the look *image box template* and add your images by using Import Image from the Pocket Paint's Tools menu(bottom right)

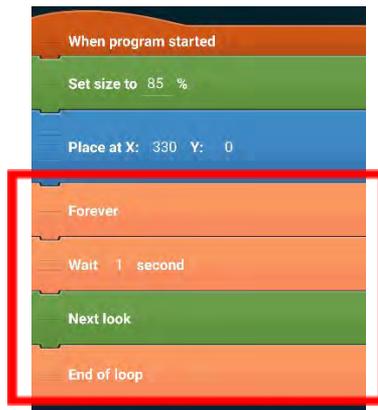


Result:



5. Now open the Scripts from the object *image box - add your animation and code* and follow the instruction text in the note brick

Solution:



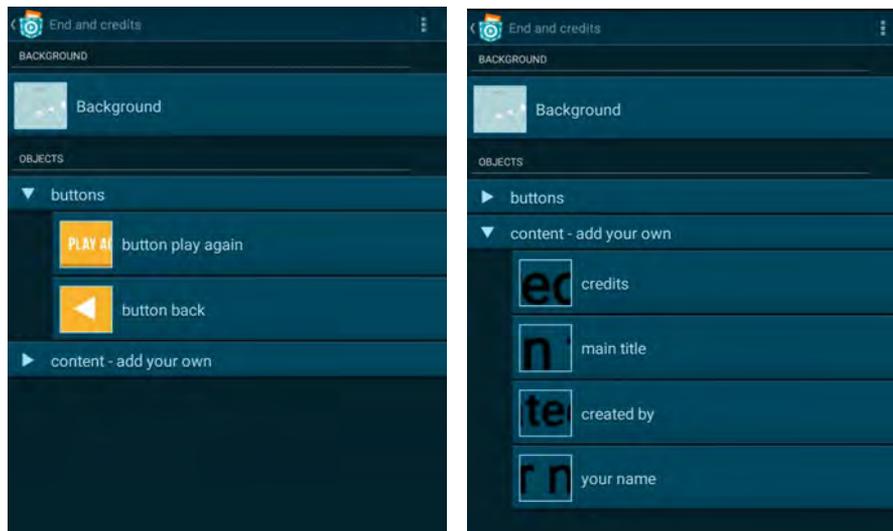
Result:



Scene End and credits

This scene contains the following objects:

- Background
- Group: buttons
 - button play again
 - button back
- Group: content - add your own
 - credits
 - main title
 - created by
 - your name



Edit the scene *End and credits*

ToDo - 7:

Add the title and your name

1. Open the object *main title* and add your title with the text tool. Delete the existing one.
2. Do the same for the object *your name*.

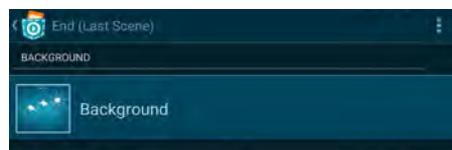
Result:



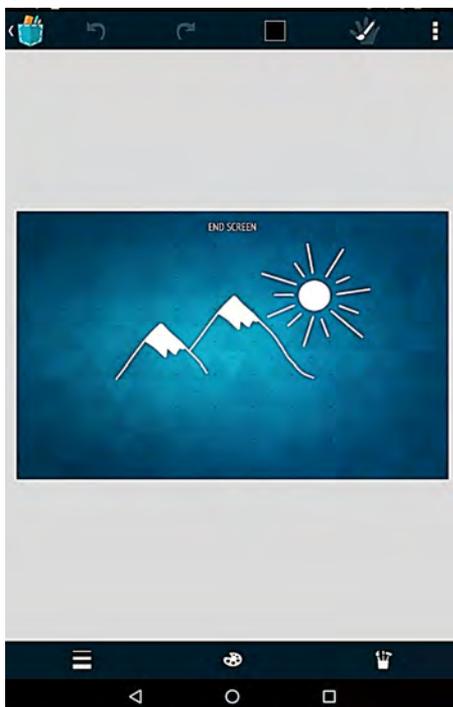
Hint: Here it may be again necessary have to change the size and position of your text.

Edit the end screen

3. Open the object *Background* and go to Backgrounds.
4. Edit the *look end* by using Pocket Paint.

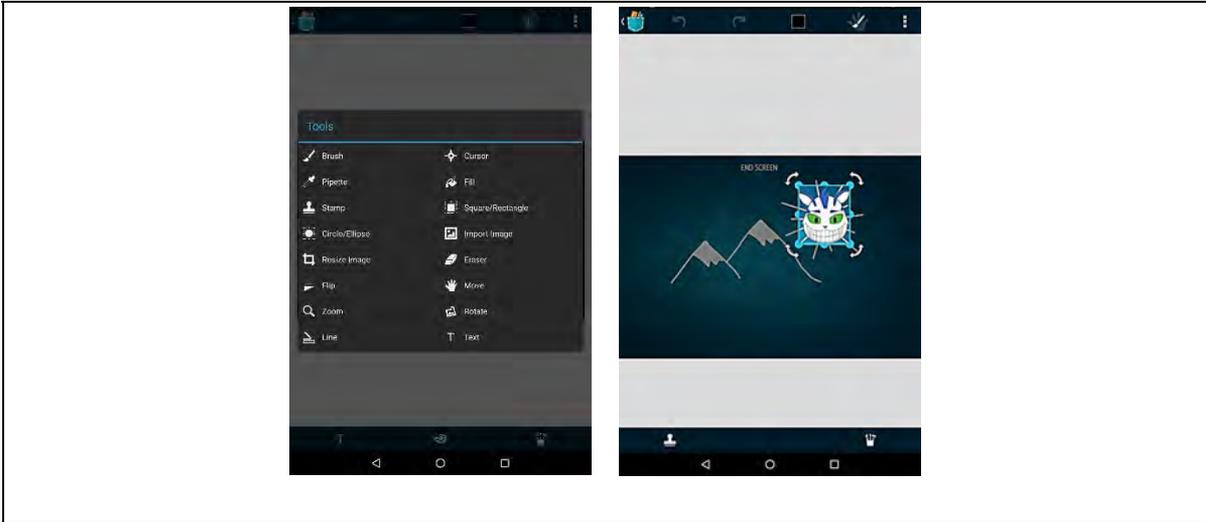


Pocket Paint:



Additionally you can also include pictures:

1. Tools (bottom right) – Import image

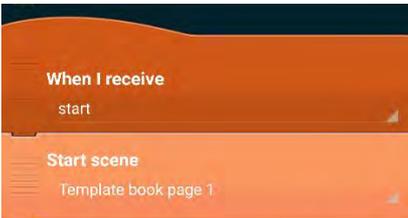


Hint:

If you change the name of your scenes or if you copy scenes, you have to change the name in the scripts as well.

Scene Start:

- 1. Object *Background*



- 2. Choose the scene of your first page

Scenes with your pages (Template book page):

- 1. Object *button next* and *button back*



- 2. Choose the scene that contains your next page or the previous page

Scene End:

- 1. Object *button play again*



- 2. Choose the scene that contains the cover scene or your first page