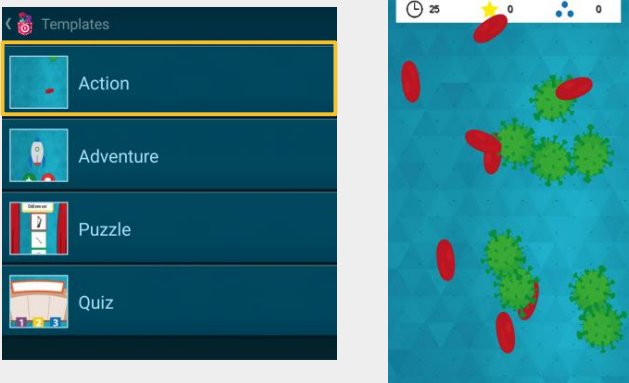


1) Game Template Guide: Action Game



The left screenshot shows a menu with four options: Action, Adventure, Puzzle, and Quiz. The 'Action' option is highlighted with a yellow border. The right screenshot shows a preview of the action game scene with a blue background, green bushes, and red blood cells. At the top, there is a timer showing 25, a star icon with 0, and a plus icon with 0.

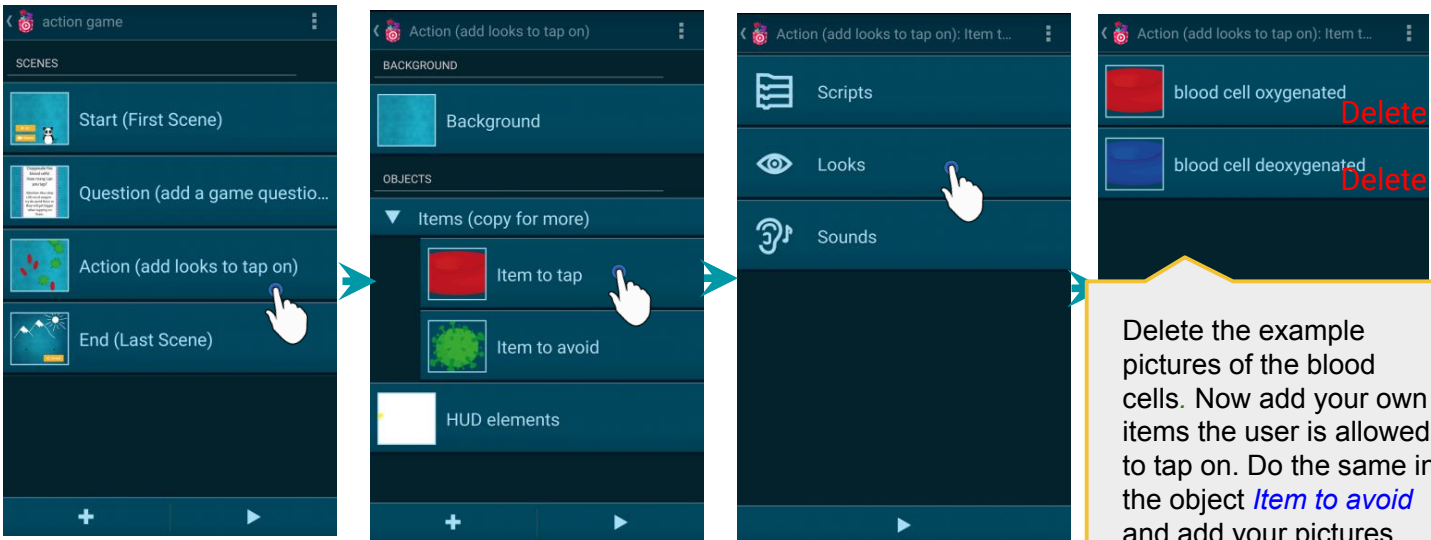
We show you how to use the action template and add your own pictures.

INSTRUCTION:
Within the menu choose “Template” and open a new Action game. Provide a name for the template and choose the orientation.

Working with the action template:

The action template contains four scenes. Try the game by tapping on the play button.

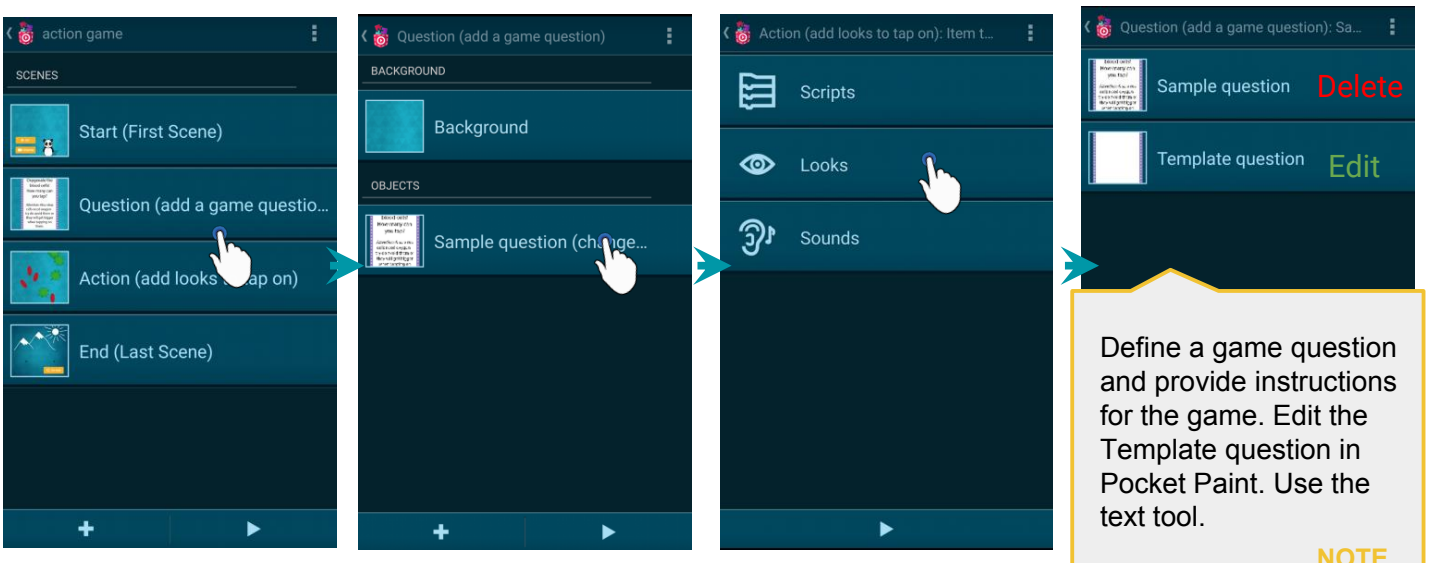
To include your own items to tap on and to avoid tapping on open the second scene (Action add looks to tap on) and add your own items and define a game question.



The sequence of screenshots shows the configuration process: 1. The 'SCENES' menu with 'Action (add looks to tap on)' selected. 2. The 'BACKGROUND' and 'OBJECTS' menu with 'Item to tap' and 'Item to avoid' selected. 3. The 'Scripts', 'Looks', and 'Sounds' menu with 'Looks' selected. 4. The 'Looks' menu with 'blood cell oxygenated' and 'blood cell deoxygenated' selected, each with a red 'Delete' button.

Delete the example pictures of the blood cells. Now add your own items the user is allowed to tap on. Do the same in the object *Item to avoid* and add your pictures.

NOTE



The sequence of screenshots shows the configuration process: 1. The 'SCENES' menu with 'Action (add looks to tap on)' selected. 2. The 'BACKGROUND' and 'OBJECTS' menu with 'Sample question (change...)' selected. 3. The 'Scripts', 'Looks', and 'Sounds' menu with 'Looks' selected. 4. The 'Looks' menu with 'Sample question' and 'Template question' selected, each with a 'Delete' or 'Edit' button.

Define a game question and provide instructions for the game. Edit the Template question in Pocket Paint. Use the text tool.

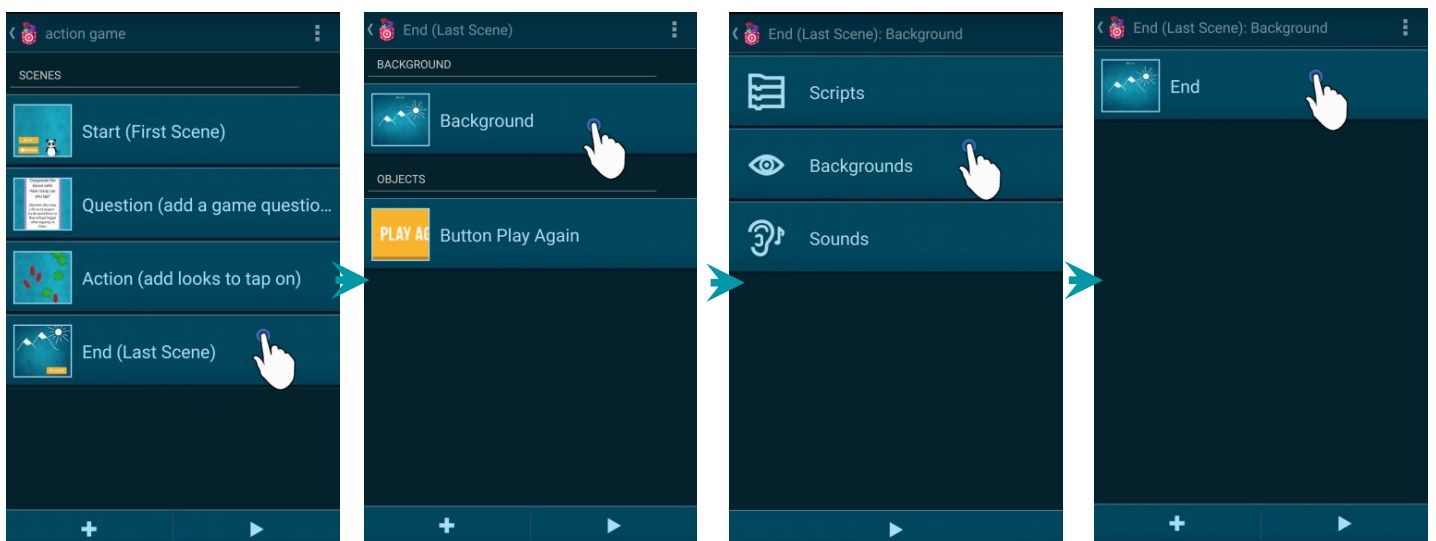
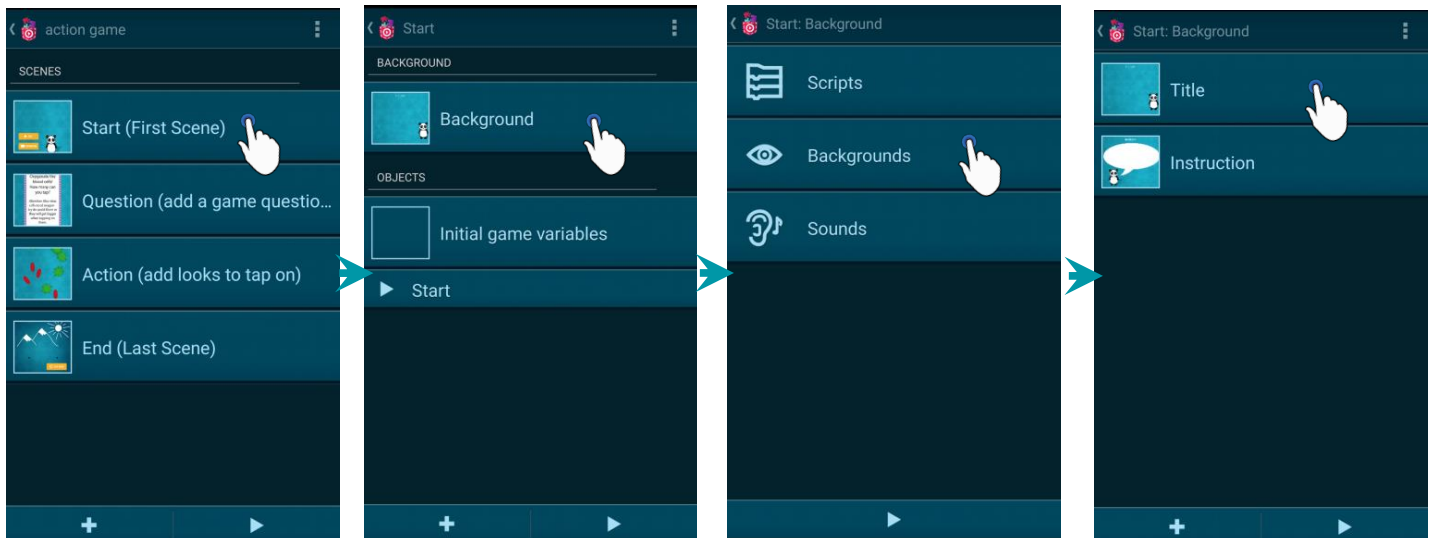
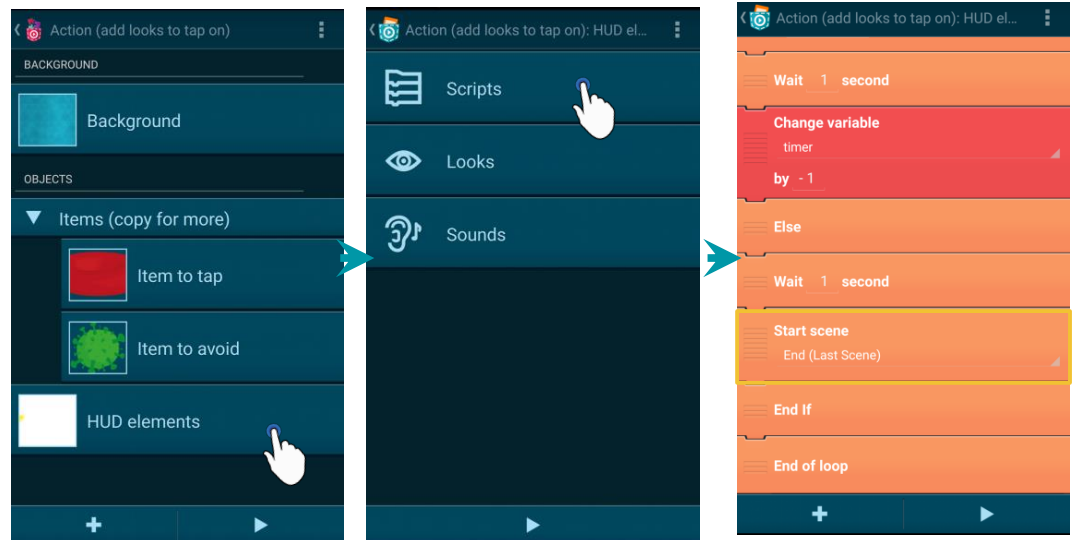
NOTE

Extra task:

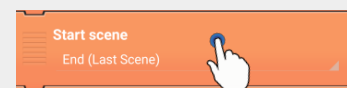
You can create similar action games. Those mini-games can be put into a sequence. In addition you can change the title, instruction and end screen of your action in Pocket Paint.

1. Copy the scene *Action*
2. Open the object *HUD Elements* in the scene *Action*.
3. Change the "Start scene" brick to your newly created scene after the timer ends.

NOTE



If you change the name of your scenes you have to change it in the scripts as well. The brick "Start scene" is in the scene *Start* in object *Background*, in the scene *Action* in object *HUD elements* and in the scene *End* in the object *Button Play Again*.



NOTE