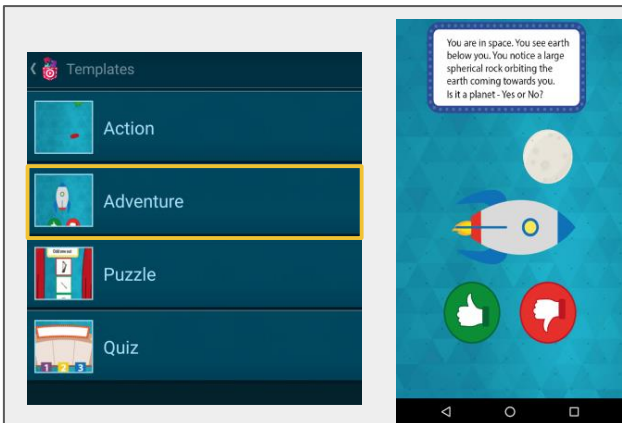


2) Game Template Guide: Adventure Game



We show you how to use the adventure template and add your own levels to it.

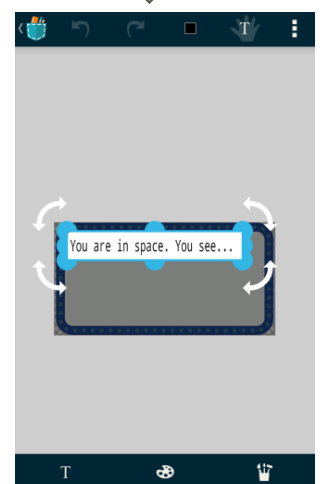
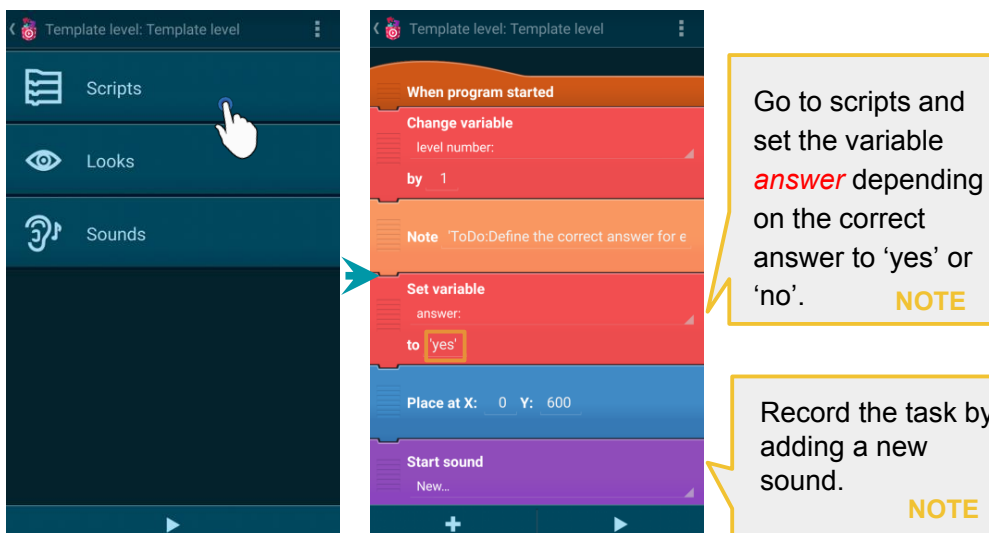
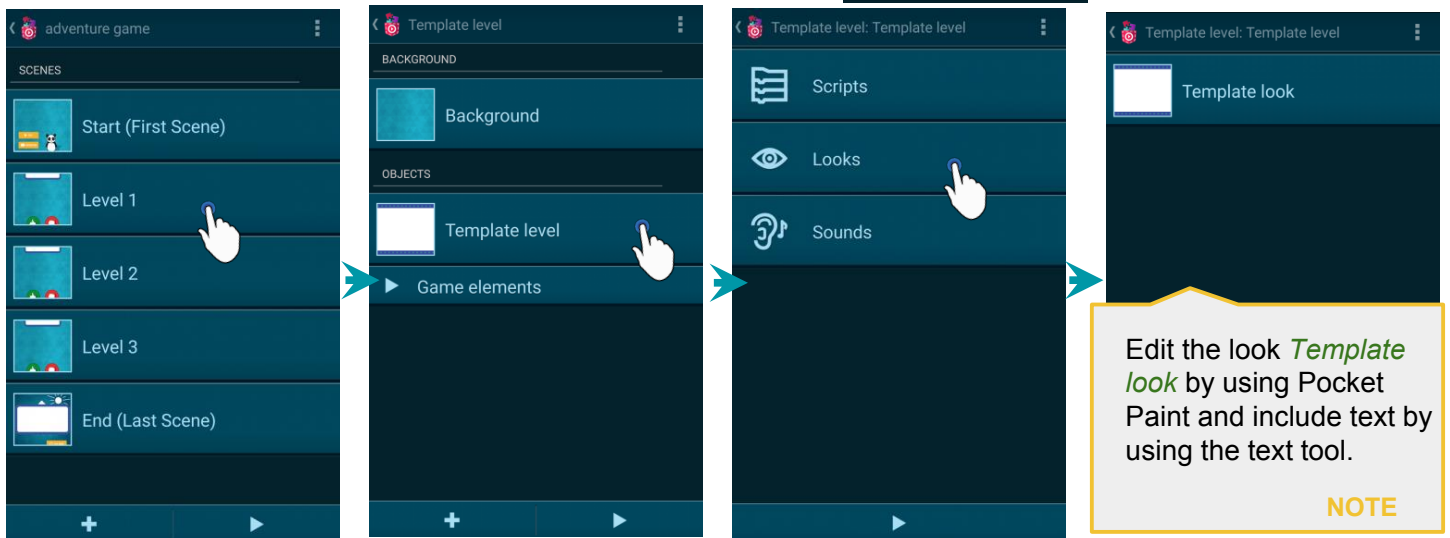
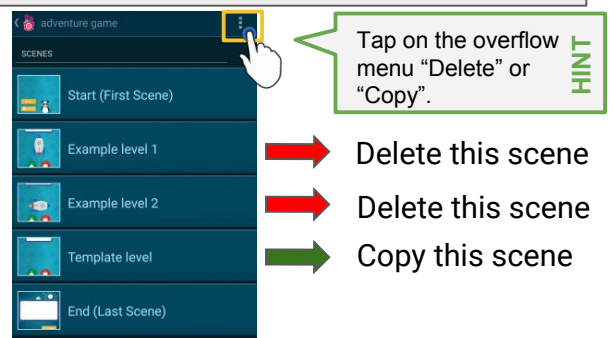
INSTRUCTION:

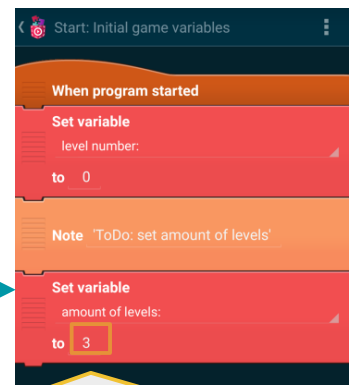
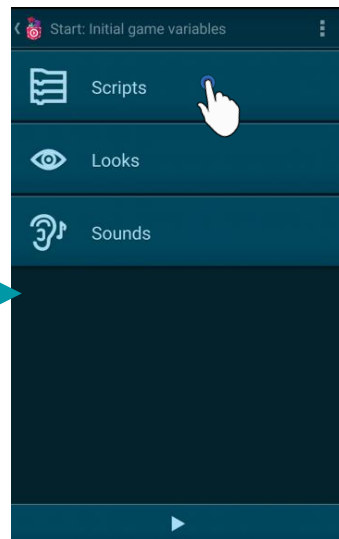
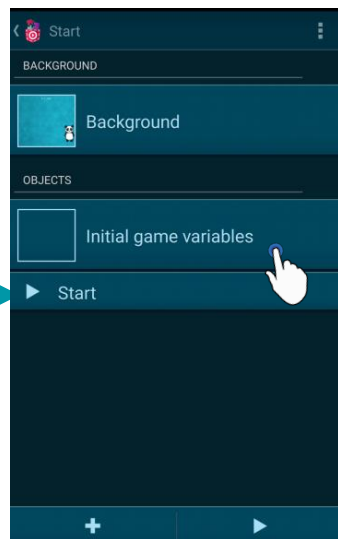
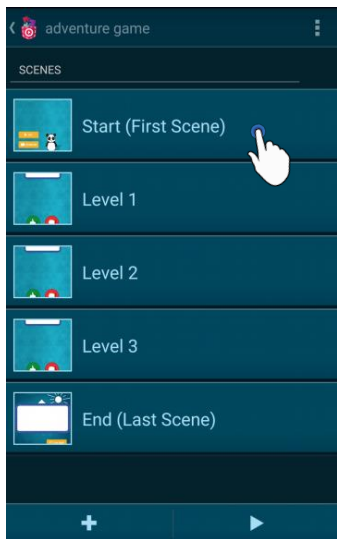
Within the menu choose "Template" and open a new Adventure game. Provide a name for the template and choose the orientation.

Working with the adventure template:

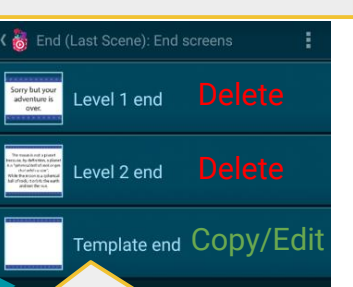
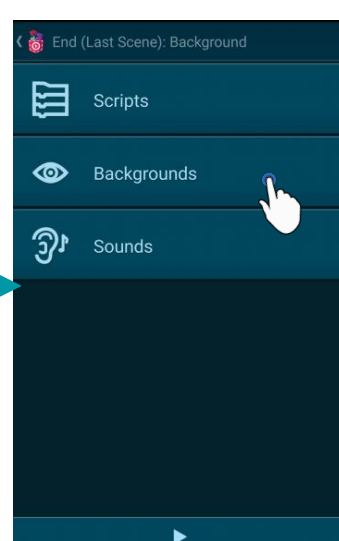
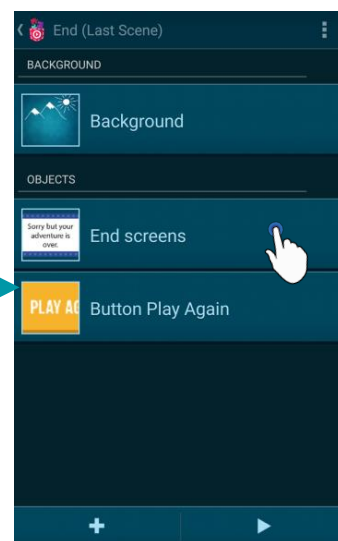
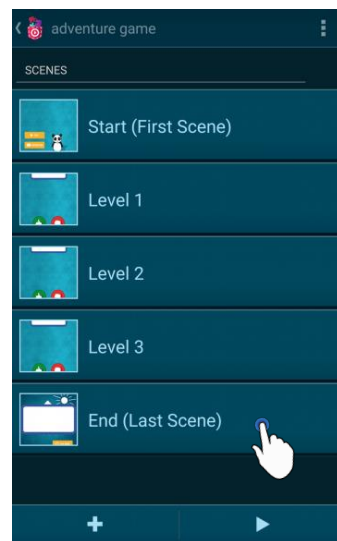
The adventure template contains five scenes. Try the game by tapping on the play button.

To include your own Levels start by deleting the second scene (Example level 1) and the third scene (Example level 2). Now copy the scene Template level according to the number of levels needed.





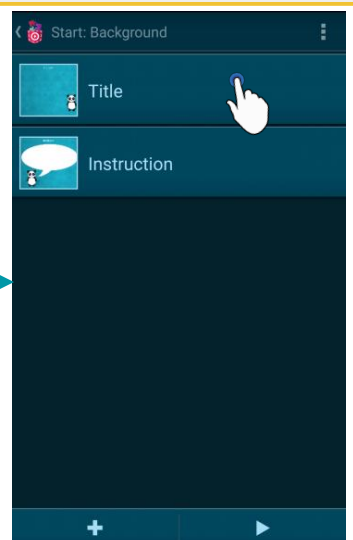
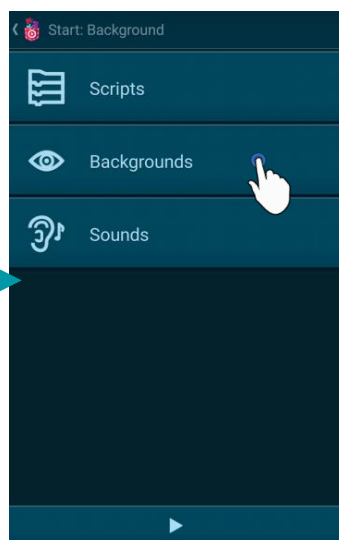
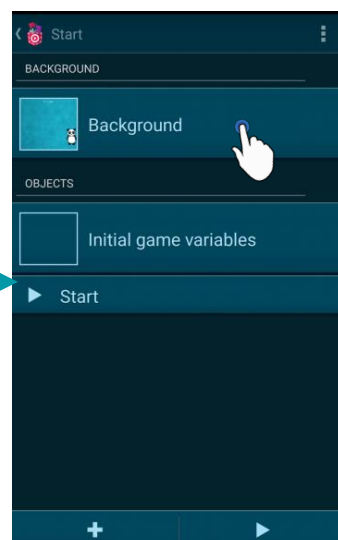
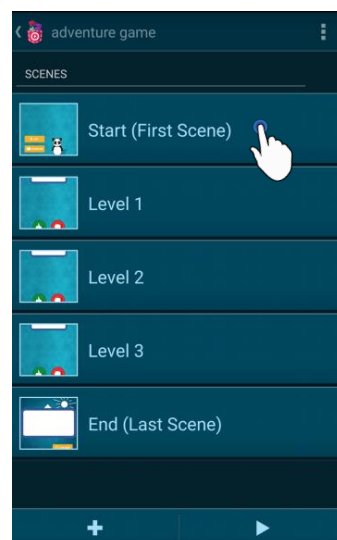
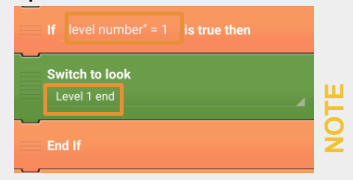
Change the variable **amount of levels** depending on the number of levels within your game. **NOTE**



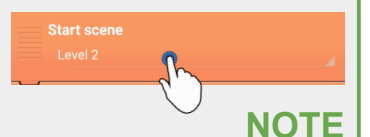
Provide an end screen per level that is shown if you answer the question incorrect. Within the scripts of this object define the right end look per level:

Extra task:

You can change the title, instruction and end screen of your adventure game in Pocket Paint.



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**, scenes with your levels in object **Answer yes** and in the scene **End** in the object **Button Play Again**.



NOTE