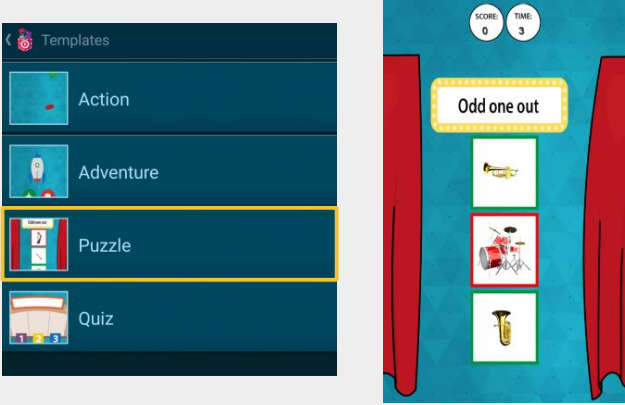


3) Game Template Guide: Puzzle Game

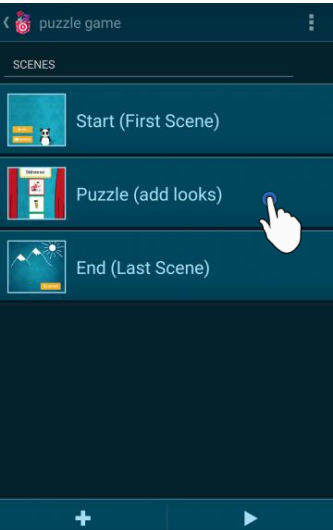


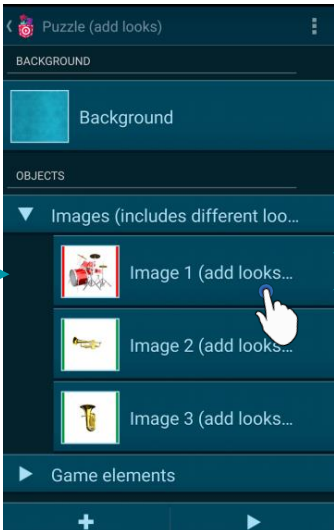
We show you how to use the puzzle template and add your own pictures.

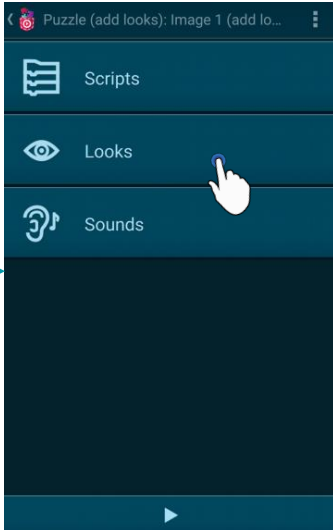
INSTRUCTION:
 Within the menu choose “Template” and open a new Puzzle game. Provide a name for the template and choose the orientation.

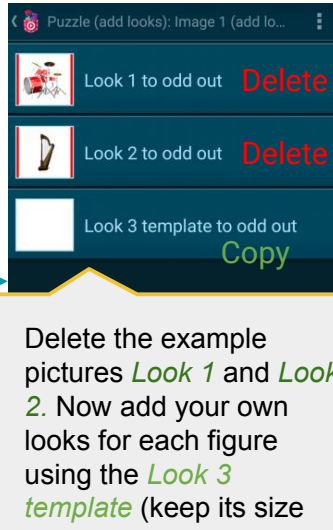
Working with the puzzle template:

The puzzle template contains three scenes. Try the game by tapping on the play button. To include your own pictures open the second scene (Puzzle add looks) and open your own pictures.









Delete the example pictures *Look 1* and *Look 2*. Now add your own looks for each figure using the *Look 3 template* (keep its size and measurements). Copy it several times.

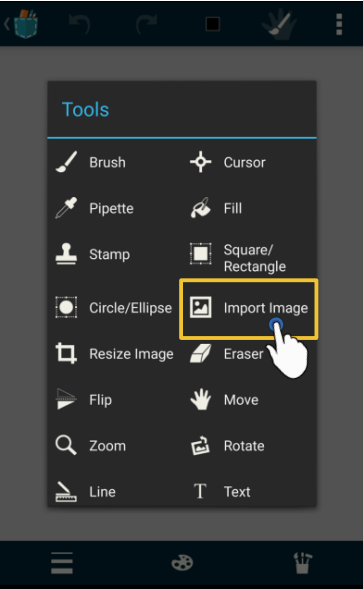
NOTE

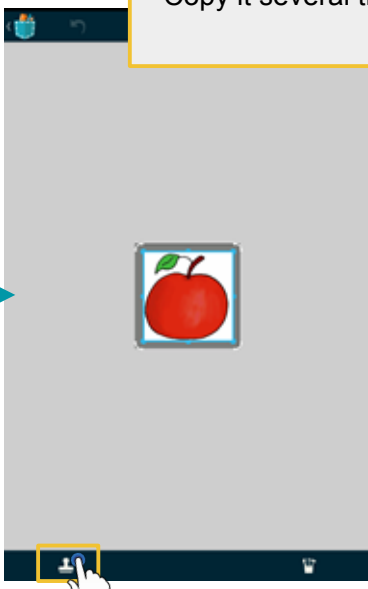
The object *Image 1* should include your looks to odd out. The object *Image 2* and *Image 3* should include your looks to not odd out.

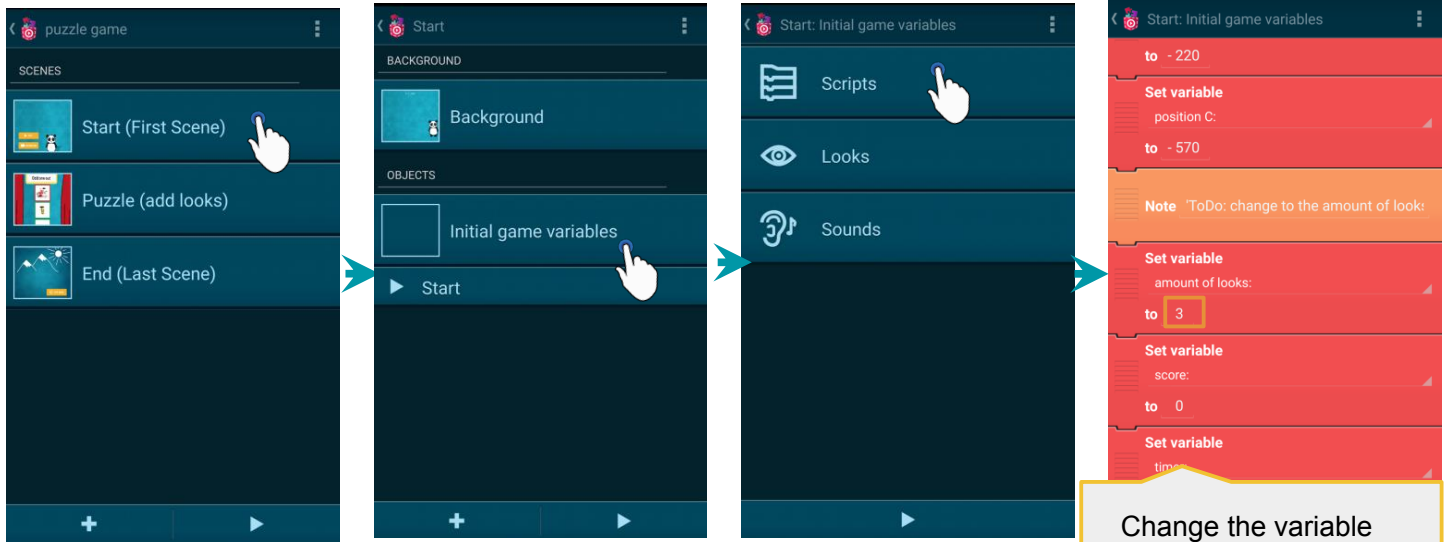
Open the *Look template* with Pocket Paint (by tapping on the look). Use “Import Image” to add your pictures.

Keep in mind that all three objects should include the same amount of looks.

NOTE



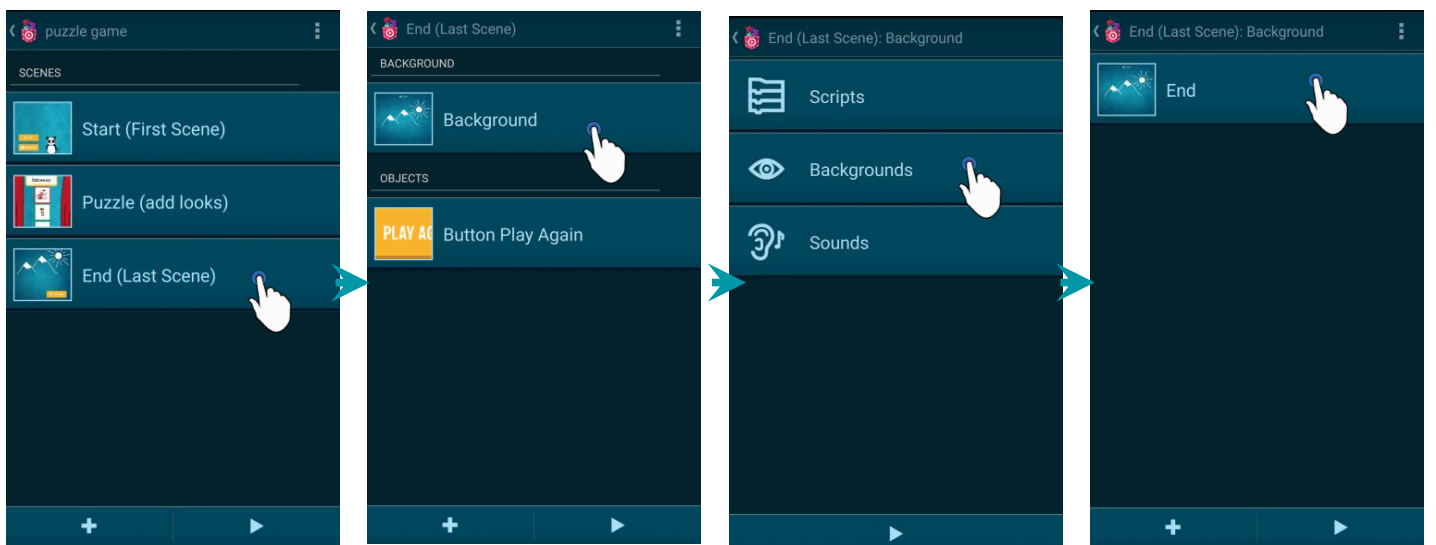
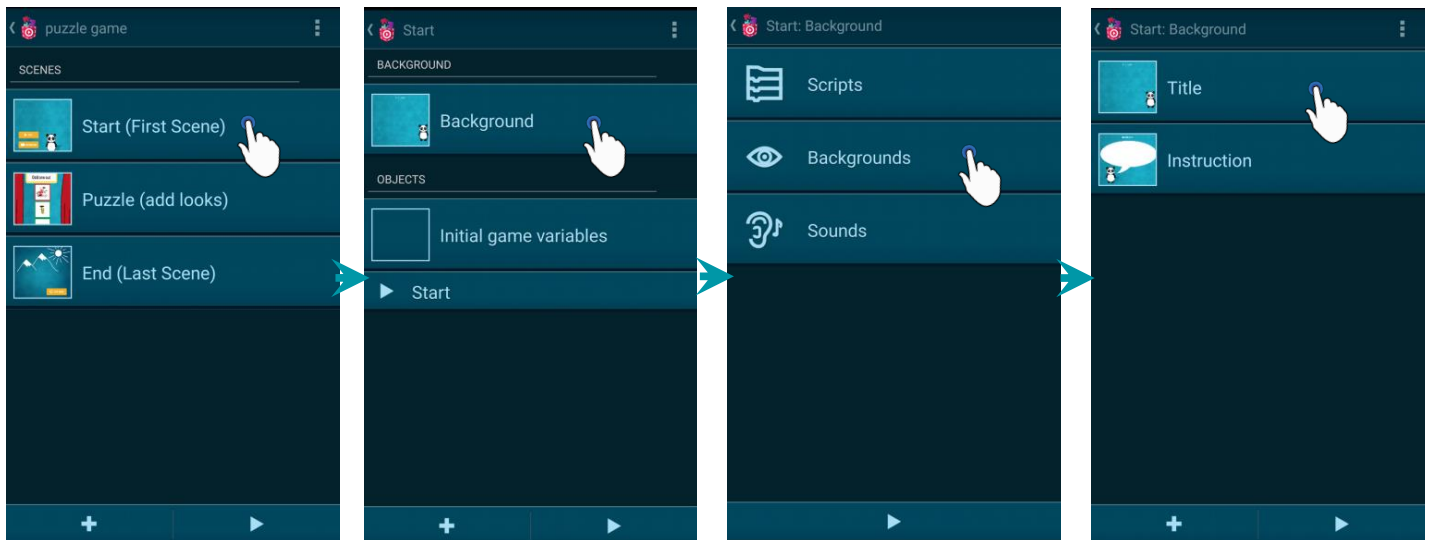




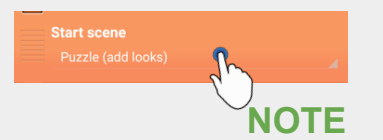
Change the variable *amount of looks* depending on the number of looks within one image. **NOTE**

Extra task:

You can change the title, instruction and end screen of your puzzle 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*, in the scene *Puzzle* in object *HUD elements* and in the scene *End* in the object *Button Play Again*.



NOTE