

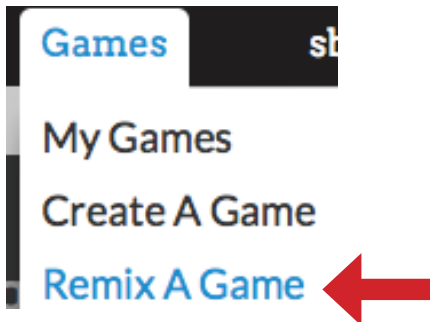


Score Game Tutorial

Remix the game you played earlier by changing its agents to tell your own story and make your own game.

COPY THE GAME TO YOUR ACCOUNT

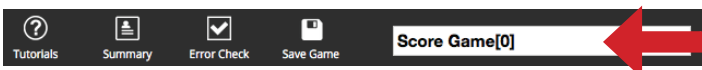
1. On your computer, go to www.taleblazer.org.
2. Click **Login|Register** in the upper right corner.
3. Log in using your username and password.
4. Go to the **Game** menu and choose **Remix A Game**.



5. Type in the game code given to you by your instructor, and click **Find Game**.
6. Click **Remix Game**.



7. Type a new name for your game at the top of your screen.



8. Click **Save Game**.

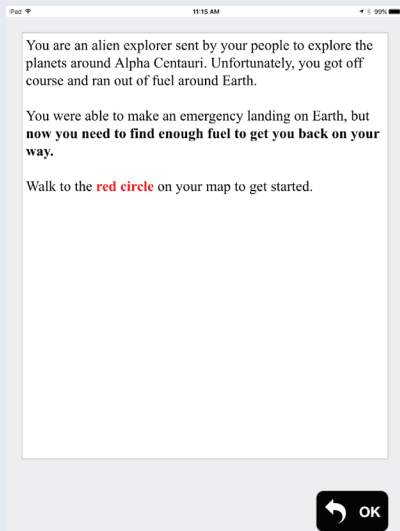


TaleBlazer does not automatically save your work!

Click **Save Game** often!



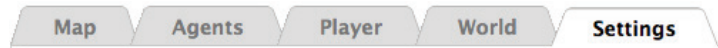
This is the game introduction screen which shows up at the very beginning of the game:



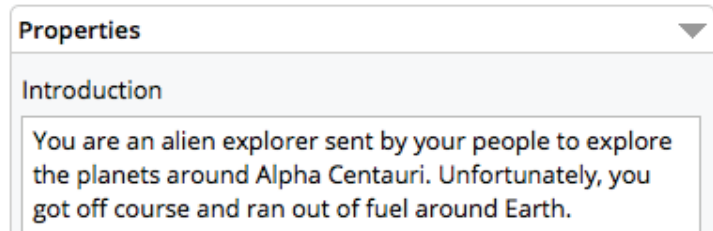
INTRODUCE YOUR GAME

Give your players an introduction so they know how to begin.

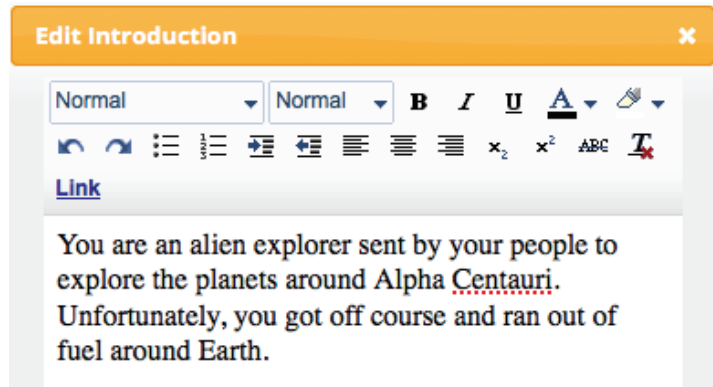
1. Click the **Settings** tab.



2. Click the **Introduction** box.



3. In the text editor, erase all the words and type your own introduction. What does the player need to know when they start the game?



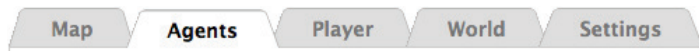
4. Click **OK** to close the text editor box.
5. Click **Save Game**.



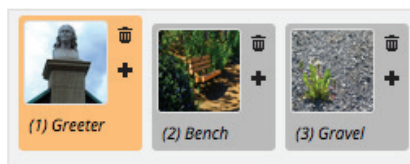
MAKE YOUR FIRST AGENT

Agents can be characters, objects, locations, or other things your player might meet during the game. Agents show up as icons on the map.

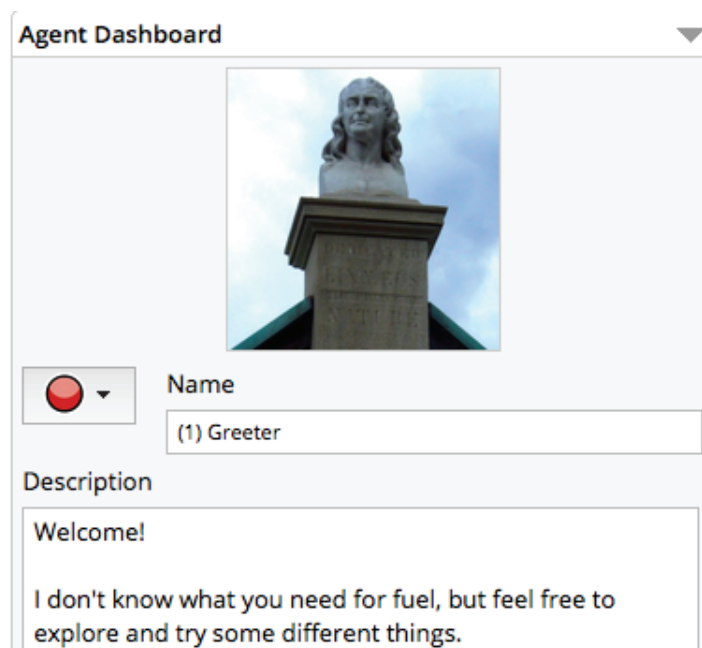
1. Go to the **Agents** tab in the game editor.



2. Click on the first agent, “(1) Greeter.”

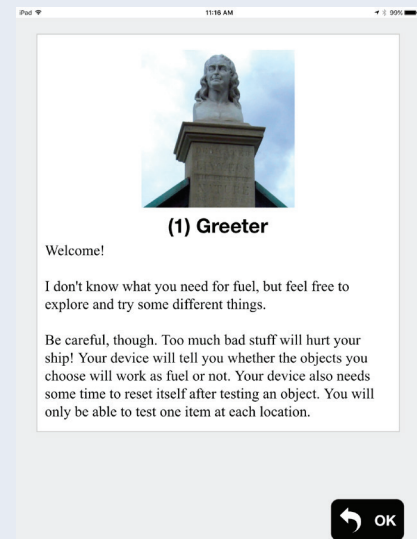


3. Edit the dashboard for the first agent. The dashboard is what the player sees when they bump into the agent while playing the game.

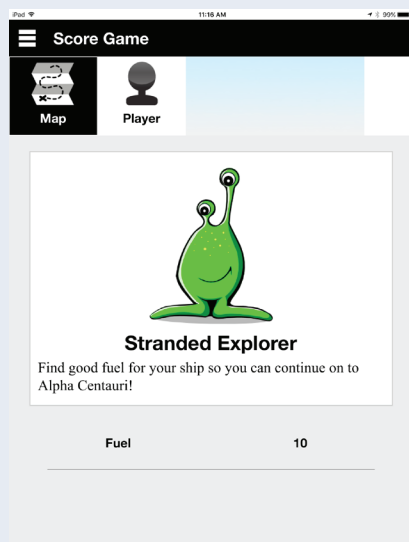


- a. Click on the name box and rename the first agent.
- b. Write a description for the agent. What does the player need to learn from this first agent?
- c. Click on the picture of the greeter. In the box that

This is an agent dashboard on a mobile screen. Notice how the name, image, and description appear.

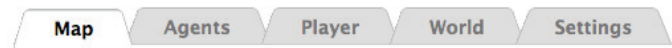


The player dashboard shows the name, image, and description, along with the player's score.



appears, click **Upload Image** to use a picture from your computer. When you are finished, click **OK**.

- d. Click on the red circle. This is the agent's map icon. Choose an icon for your agent.
- e. Click the **Map** tab at the top of your screen.



- f. Look for your agent on the map. Hover the mouse over the icon on the map to make sure it is the correct agent. Move the icon to its place on the map
- g. Click **Save Game**.



4. Repeat step 3 above for agents 2–6. Make sure to check your game diagram and notes to help you!
5. Click **Save Game**.

CREATE YOUR SCORE SCREEN


The Player Dashboard in the game tells the player their current score, and can give them information about their role or goal in the game.

1. Go to the **Player** tab at the top of the screen.



2. Fill in the name, image, and description for the player dashboard. What should the player be reminded of when they see their score?

Player Dashboard



Name

Description

3. Look on the left side of your screen and scroll to the bottom—to the area labeled **Traits**.

Traits

On the dashboard, sort by:

Name	Value	Visible		
<input type="text" value="Fuel"/>	<input type="text" value="0"/>	<input type="text" value="yes"/>	<input type="button" value=""/>	<input type="button" value="i"/>

4. Rename the “Fuel” trait to whatever you want your score to be called.
5. What do you want the player’s score to be at the very beginning of the game? Put the number of the player’s beginning score in the **Value** column.
6. Click **Save Game**.

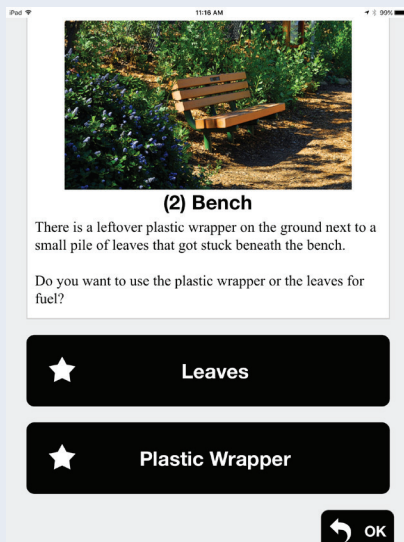


In TaleBlazer, scores are called *traits*. Traits can help the player keep track of how they are doing in the game.



In TaleBlazer, actions show up as buttons that the player can tap on the mobile screen.

This is an agent that has two actions that show up as buttons on the mobile screen:



CREATE CHOICES FOR YOUR PLAYER

At many of the agents in your game, the player will be able to make a choice that will affect their score.

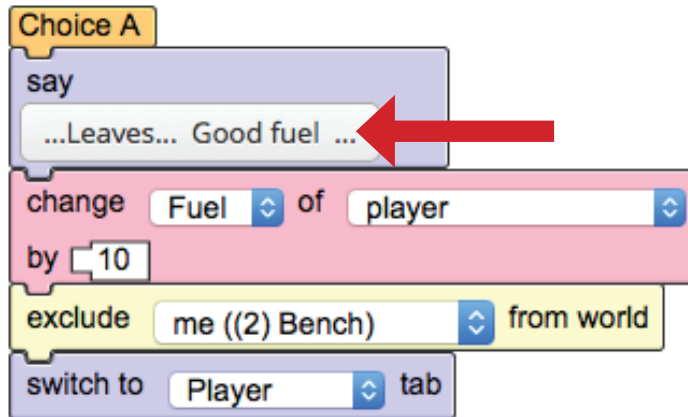
1. On the **Agents** tab, go to your second agent (the first one that will offer the player a choice).
2. In the area labeled **Actions**, look at the top two actions in the table. (The bottom two don't matter right now.) These are the two answers players can choose in the game.

A screenshot of the 'Actions' section in a game editor. At the top, there's a checkbox 'Hide OK button on dashboard' and a button 'Add Action'. Below that is a dropdown menu 'On the dashboard, sort by: default'. The main part is a table with columns: Name, Type, Content, Visible, and an icon column. There are two rows of actions: 'Leaves' and 'Plastic Wrapper'.

Name	Type	Content	Visible	
Leaves	script	Choice A	yes	
Plastic Wrapper	script	Choice B	yes	

3. Click on the **Name** box for the first action ("Leaves"). Type one of the answers to the agent's question. Keep it short.
4. Change the name of the second action from "Plastic Wrapper" to your other answer choice.
5. Notice that in the **Content** column of the **Actions** table, your first action has content called "Choice A." This connects to the blocks with the top block labeled "**Choice A.**" When the player taps the button during the game, the computer reads any blocks that are connected to the "**Choice A**" block.

- Look at the blocks attached to the “**Choice A**” block. The **say** block shows the player a text screen. Click the text box inside the **say** block to write your own text. Tell the player what happened because of the choice they just made in your game.



- The **change** block tells the computer how to change the player’s score. The computer will add the number in the last box (next to the word “by”) to the player’s score. To subtract a number, type a “-” sign in front of the number. Change this number to a number that works for your game. (How many points do they earn or lose because of their choice?)
- Edit the **say** block and the **change** block for “Choice B” to work for your game.
- Click **Save Game**.

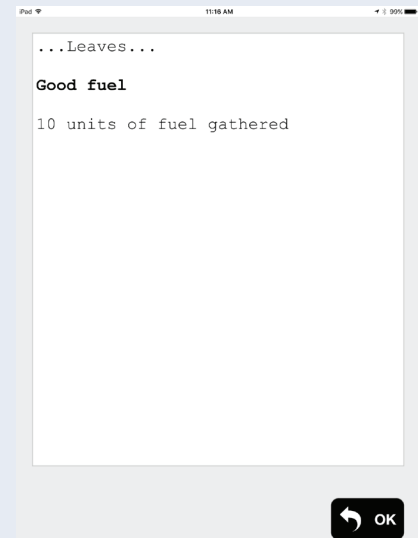


- Repeat steps 2–9 for all the other agents that offer the player a choice (Agents 3, 4, and 5).

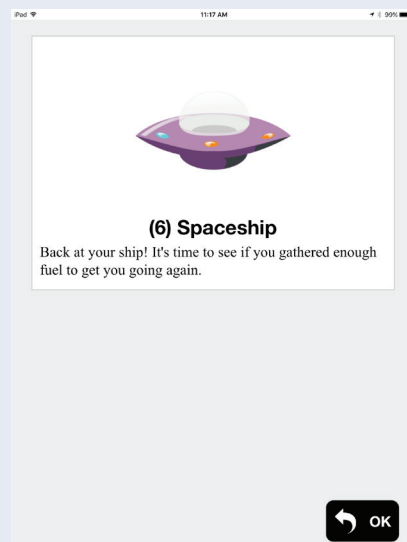
CREATE YOUR GAME ENDING

At the end of the game, the player sees one of three possible end agents, depending on their score.

This is the screen that shows when the computer reads the say block attached to “Choice A” on the “Leaves” action.



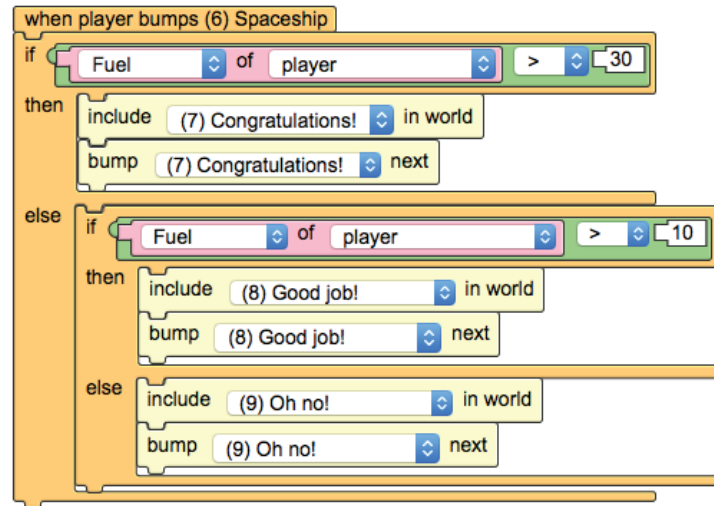
On this agent, the game checks the player's score and sends the player to the correct ending agent based on that score. Notice that the player doesn't see any of this happening.



1. On the Agents tab, go to Agent 6 (the one that wraps up the story and doesn't offer a choice).



2. Look at the blocks connected to the **when player bumps** block, and read them like a sentence.



What these blocks mean is:

- a. If the player's score ("Fuel") is more than 30, the software will include and go directly to (bump next) Agent 7 (once the player has closed the dashboard for Agent 6).
 - b. If the player's score is NOT above 30 AND the player's score is above 10 (so, anywhere from 11–30 points), the software will include and go directly to Agent 8.
 - c. If the player's score is NOT above 30 AND NOT above 10 (so, the player's score is 10 or lower), the software will include and go directly to Agent 9.
3. What are the scores that will divide players of your game into different endings? Change the numbers at the ends of the green blocks to work for your game. (You can always come back and change them later.)
 4. Click **Save Game**.

5. Edit the agent dashboards for Agents 7, 8, and 9 to tell your players how they did and what happened based on their scores.
6. Click **Save Game**.



TEST YOUR GAME

Get ready to play your game! Take a notebook so you can write down things you want to change in your game.

1. Don't go outside quite yet! Make sure your mobile device is connected to the internet.
2. Open TaleBlazer and tap **My Games**.
3. Log in using the same username and password you used for the online editor.
4. Find your game in the list of games and tap on it.
5. Tap **Download** to download the game. Once your game has finished downloading, you can go outside.
6. Tap **Play** to start your game.



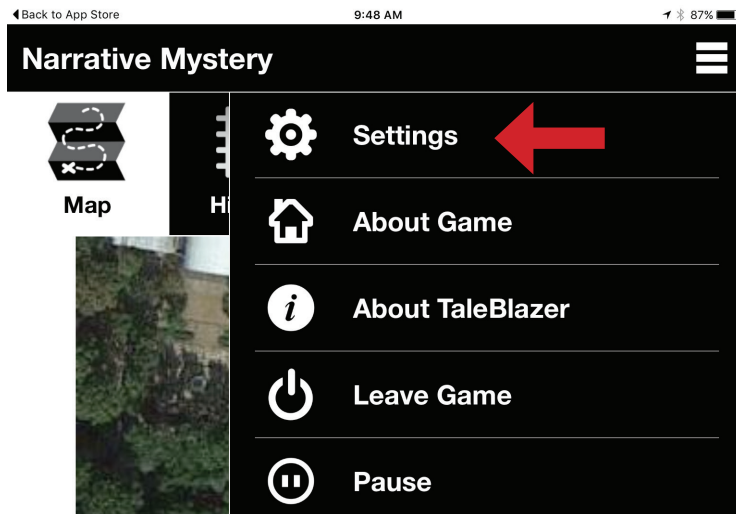
TEST YOUR GAME WITHOUT GOING OUTSIDE

Sometimes you will want to test your game while you are still indoors. Turn on **Tap to Visit** so you can tap the icons on the screen instead of walking to them.

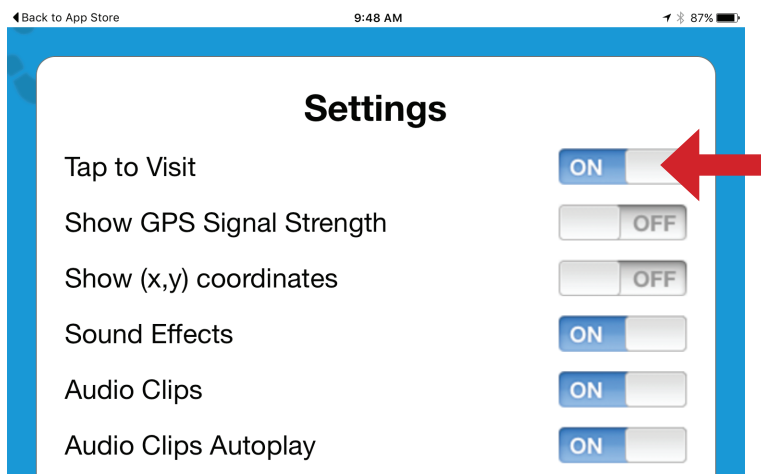
1. Once you have opened your game, tap the menu icon in the top right corner of your screen.



2. Tap **Settings**.



3. Turn on **Tap to Visit**.



4. Tap **OK**, then play the game by tapping the icons.