




# ChoiCo: Game Design Manual (Short Version)

## 1. Game Interface (1<sup>st</sup> Tab)



### Game Scene



The game scene has a toolbar on its left where you will find all buttons of this section

- **Change Background:** Click the button  of the scene toolbar and select an image from your PC (.png, .jpg or .gif file)
- **Add a new point (choice):** Click the button  of the scene toolbar. While this functionality is activated, you can click anywhere on the scene with the cursor to add a point. After you have finished with the points' insertion you have to click the  button again to return to the normal mode of the map.
- **Move a point (choice):** Click on the point and move it to a new position on the scene.
- **Delete a point (choice):** Right Click on the point and select "Delete point"
- **Move a point (choice) to another layer:** (Available only if the game has layers). Right click on the point and select "Settings". Then on the pop up window select the layer you want to move this point and click OK. The point will be moved to that layer.

### Layers





#### ATTENTION

- ! To move between layers in the Design Mode use the button  on the right top corner of the game scene
- ! When you add a new point (choice) in one layer it will appear ONLY to that layer.
- ! The initial screen of the game is ALWAYS the layer named "Main".
- **Create new layer:**
  - Click the button  of the scene toolbar
  - In the pop up window click the button "Select File" that is under the text "New Layer" at the Bottom Left of the window
  - Chose an image from your PC (.png, .jpg or .gif file) and click OK
  - A new layer has been created with background the image you uploaded. It is named with the name of the image file, and it appears in the layers list of this window. The new layer has no points (choices) in it until you add some.


- **Change a layer's name:**
  - Click the button  of the scene toolbar
  - In the pop-up window select the layer you want to rename from the layers list
  - Click the button RENAME LAYER
  - Type a new name for the layer and click OK
  - The “Main” Layer cannot be renamed!
- **Delete a Layer:**
  - Click the button  of the scene toolbar
  - In the pop-up window select the layer you want to delete from the layers list
  - Click the button DELETE LAYER
  - The “Main” Layer cannot be deleted!

## Database

The Database implements the consequences of each point (row) to the game fields (columns)

- **Add a new game field (column):** Click the  button on the top right of the datatable. A new field (column) is added. You can rename it by clicking on its name. Remember to set up its initial value on the “Initial Values” tab
- **Delete a game field (column)** Click the checkbox on the right of the Field name and then click the  button on the top left of the datatable. After deleting a Field remember to delete all relevant commands in the code!
- **Change a game field type:** Click the checkbox on the right of the Field name and then click the  button on the top left of the datatable. Select the attribute type from the dropdown list next to “Attribute type” and click ok. Available types: Text, Number, Formula, Url, Date, Image. The default type of a new Field is “Number”
- **Hide/Show a game field from the player** Click the checkbox on the right of the Field name and then click the  button on the top left of the datatable. Select its visibility from the dropdown list next to “Visibility to player”

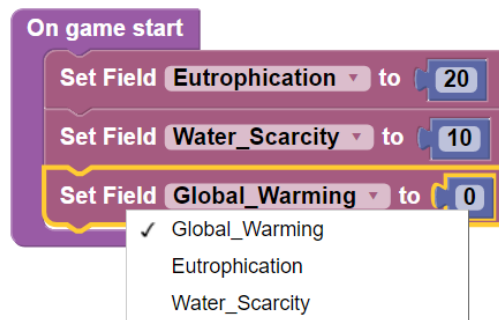
## Other

- **Change the game instructions:** Click on the  button of the scene toolbar. Edit the text with the popup text editor and click ok.

## 2. Programming (2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Tabs)

### Initial Settings (1<sup>st</sup> Tab)

- The commands in the area are executed **only ONCE**; when the game starts.
- Here you set the **initial values** of all the **numerical game fields**.
- **Set the value for a new Field:**
  - Drag the “**Set Field**” block from the “Initialize” blocks group on the left and drop it under the “On game start” block.
  - Select the Field you want from the dropdown menu of the block.
  - Change the initial value by clicking in the blue puzzle



### Gameplay Rules (3<sup>rd</sup> Tab)

- The commands in this area are executed **EVERY time the player selects a choice** in the game.
- In this area you can program some feedback and warning messages, perform internal game actions e.g. hide/show a choice, change background, or do some printing of values in the game log.

### End Rules (4<sup>th</sup> Tab)

- The commands in this area are executed **EVERY time the player selects a choice** in the game and **AFTER** the commands of Gameplay rules (3<sup>rd</sup> tab)
- To end the game you have to use the “Game over” block that you will find in the “Game Flow” blocks group

You can find a detailed list of all the Blocks [HERE](#)

## **Blocks Control**

### **Add a new block**

Click on the block you want from the blocks library and drop it in the position you want into the programming area

### **Delete a block**

To Delete a block or a set of connected blocks, you can either

- Right click on it and select “Delete block” OR
- Drag it and Drop it to the blocks library on the left of the screen

### **Copy a bock**

To copy a single block or a set of connected blocks right click on it/them and select “Duplicate”.

### **Disable a block**

To disable a block or a set of connected blocks right click on it/them and select “Disable Block(s)”. The block will appear as disabled in the workspace and it will not be executed during the game. You can enable it again by right clicking on it and selecting “Enable Block”.

### **Undo**

To undo your last move press ctrl+z.