TaleBlazer Tutorial Two – Game Mechanics

Play "Ahoy STEP Lab"

"Ahoy STEP Lab" is a game that shows off TaleBlazer's *game mechanics*.

1. Play the game on your phone by entering the game code **gvsdjee** into the TaleBlazer mobile app.
2. If you are not playing the game on location at MIT, turn on 'Tap to Bump' via the Admin tab in the TaleBlazer mobile app and tap on the agents to visit them.
3. Tap the "Learn More" action buttons to learn more about the game mechanics as you play the game.

Explore "Ahoy STEP Lab"

Open the game in the TaleBlazer Editor to see how it works

4. Login to http://taleblazer.org with your username and password.
5. Browse to http://taleblazer.org/profile/demo and click on the "Ahoy STEP Lab" game. It should open in the Editor. You can explore the game in the Editor. You can also make changes then save a copy to your own account by clicking the Save button.
6. While you work on this tutorial, you can refer back to this game.

Open the Editor

7. Create a new game or modify an existing game to experiment with during this tutorial
   a. To resume editing the game you created in *TaleBlazer Tutorial One*, click on *My Games* on the TaleBlazer home page, then click on the game you created earlier, then click *Continue Editing*.
   b. To create a new game, click on *Create A Game* under the *Games* menu on the TaleBlazer home page.

How to Implement TaleBlazer Game Mechanics

You can follow each of these sections, or pick and choose which ones to explore.

Password Protected Agent

A password protected agent prompts the player to enter a password at a specific location. The player can see the name, image, and description for the agent they are trying to unlock.
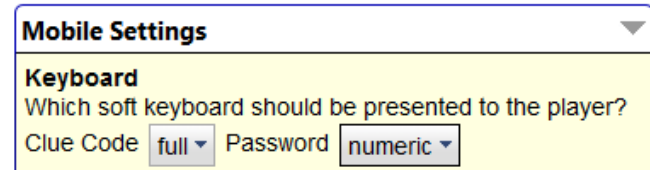
1. On the *Agents* tab, pick an agent or add a new agent
2. Check the *Password protect actions* checkbox and type in a password for the agent
3. Test your game! Remember to *Publish* the game before you test it.

Clue Code Agent

A clue code agent can be summoned by the player any time any where using the clue code tab. For example, Clue codes allow your game to mimic the commonly found museum tour guide application in which the user punches in a code when they find a sign in the real world.

1. On the *Agents* tab, pick an agent or add a new agent – don't forget to place the new agent on the Map!
2. In the *Settings* box, in the *Location* area, pick *ClueCode* from the dropdown, then type in the clue code.
3. On the *Game* tab, click *Configure Tabs* then check the *Clue Code* checkbox to include the *Clue Code* tab on the mobile software.
4. Test. On the mobile, tap on the clue code tab, then enter the clue code to see the clue code agent.

If ALL passwords or all clue codes are numeric, you can opt to show the numeric soft keyboard by default using the *Keyboard* section of the *Mobile Settings* on the *Game* tab. Note that some devices do not allow the user to switch to the full keyboard from the numeric keyboard.

Inventory Object

The player can pick up objects from the map and carry them in their inventory throughout the game.

1. On the *Agents* tab, click *New Agent* to make a new agent.
2. Give your agent a name, description, and image.
3. Check the *Can be picked up* checkbox ☑ Can be picked up. Decide whether you want to allow the user to drop this object or not and then specify using the *Can be dropped* checkbox.
4. On the *Map* tab, place the agent in a pedestrian friendly location.
5. On the *Game* tab, click *Configure Tabs* then check the *Inventory* checkbox to include the *Inventory* tab on the mobile software.
6. Test your game.
    a. Follow the steps from *TaleBlazer Tutorial One* if you can't remember how to publish the game and play it on your device.
    b. When you tap on the new agent, you should see the built-in *Pick Up* action button.
    c. Tap *Pick Up*. Once you have picked up the agent, the *Pick Up* action should automatically disappear. If you specified that the object can be dropped, you should see the *Drop* action automatically appear.
    d. Close the agent dashboard, then click on the *Inventory* tab. You should see the new object there. You can click on it to see its dashboard again.

Notice that an object can be dropped when accessed from the inventory, but it cannot be dropped when accessed from the history tab. When reviewing the history of the game, the player is not allowed to interact with agents.

Role Action (for the player)

Role actions can be run by the player any time any where.

1. On the *Player* tab, give the role a name, description, icon, and image, just like you've done for agents.
2. Add a *text action* by clicking the *Add Action* button in the *Actions* box
3. Click on "Action1" in the *Name* column to change the name of your new action to "Show Quest"

4. Click on the blue box in the *Content* column and type in the text for your agent to show when the player clicks the "Show Quest" button.
    5. Include the *player* tab in the game by clicking on the *Configure Tabs* button on the *Game* tab, then checking the *Player* checkbox.
    6. Test! On the mobile, tap on the player tab, then enter the clue code to see the clue code agent.

Role Playing Game

Make a New Role

To have the player pick a role when they start the game – such as "Scurvy Cat" and "Bilge Rat" in the "Ahoy STEP Lab" game, make *roles*.

1. On the *Player* tab, add one or more new *roles* by clicking the *New Role* button
2. Give each role a name, description, icon, and image, just like you've done for agents.

Make the game different for each role

Use the *If then Else* block from the control drawer and the *is a (role)* block from the *Game* drawer to change the game based on role. Pick one or more of the following:

- Give the player a different 'Quest' based on which role they picked by adding blocks like the following to the *Game* tab:
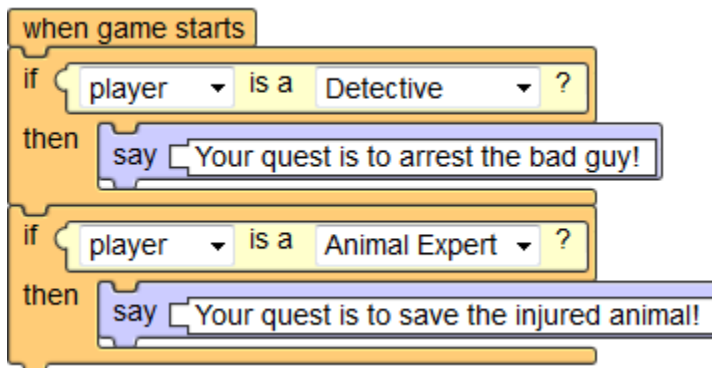
- Have an agent say different things to each role by adding multiple text actions to an agent. Then add blocks like the following
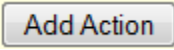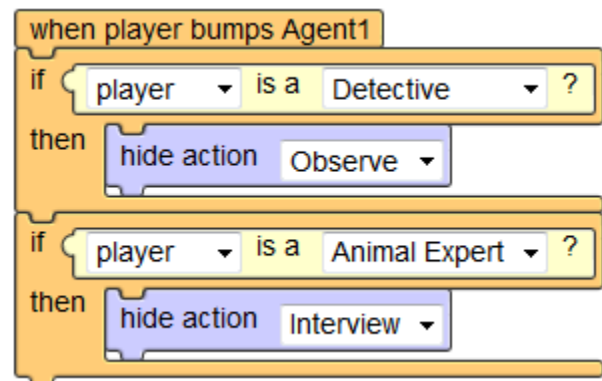

- Have each role meet different agents by adding blocks like the following. You can attach these blocks to any event or action blocks. If the script uses the *show* block, make sure the agents are hidden by default by **unchecking** their *Visibility* checkboxes. You could use the *hide* blocks instead, but make sure the agents are **visible** by default.
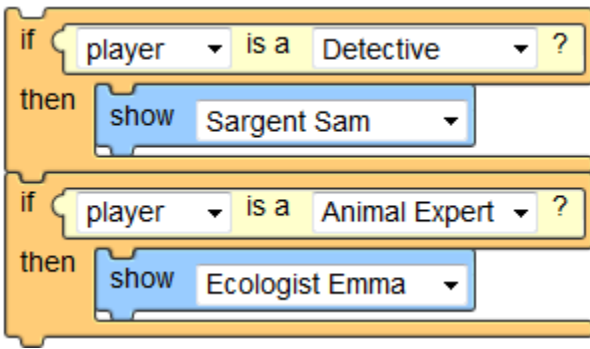
Action Scripts

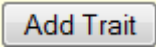To make something happen when the user taps a button, create an *action script*.

1. On the *Agents* tab, pick an existing agent or make a new agent
2. Drag an *Action* block out of the *Control* drawer
   a. Optional - click on the block to edit the name of the block
3. Make a new *script action* by clicking the *Add Action* button [Add Action] in the *Actions* box, then pick *script* from the dropdown in the *Type* column
   a. Click on "Action1" in the *Name* column and type in the text to appear on the button
4. Attach the new action to the block you just created by picking the new action from the dropdown in the *Content* column
5. Add blocks to the action block that will be **executed** when the player taps on the *action* button. Here are some examples:
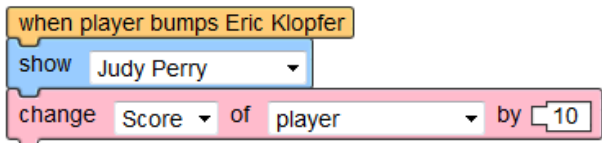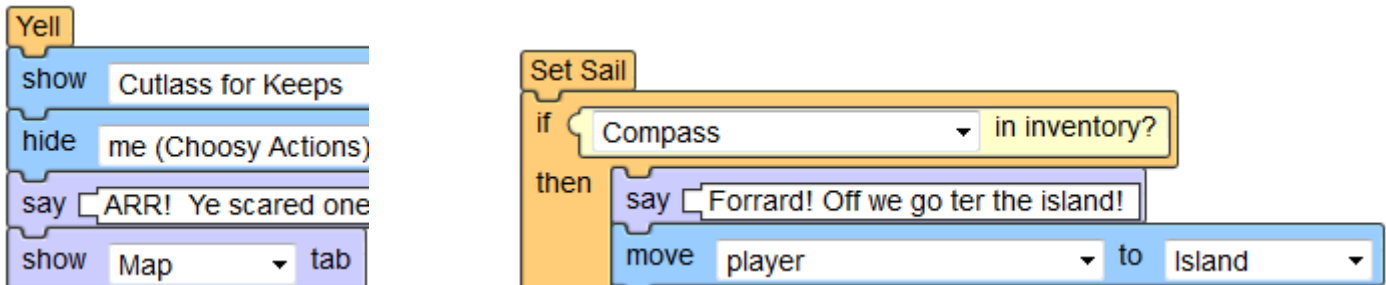

You can also add action script actions to the Player. Go to the *Player* tab and follow the same instructions.

Player Score

In TaleBlazer, variables are called *traits*. For example, you can use a *trait* to keep track of a score for the player.


1. On the *Player* tab, click the Add Trait button [Add Trait] to bring up the *Add Trait* dialog
2. In the *Add Trait* dialog
   a. Type "Score" for the *Name*
   b. Type "0" for the *Value*
   c. Click the *Add Trait* button to add the trait and close the dialog
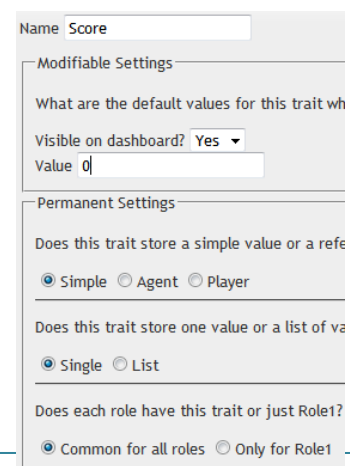
d. On the *Agents* tab, pick an agent then drag a *change* block from the *traits* drawer and attach it under the *When player bumps* block.

e. Pick *player* from the *of* dropdown; then pick "Score" from the *change* dropdown. Now the player will earn points just by bumping into the agent.

f. Your blocks should look like this:

g. Open the *Looks* drawer, drag out a *say* block and attach it under the *change* block. Type "You win 10 points!".

3. To allow the player to see their score, make sure that the *player* tab is present in the game by clicking on the *Configure Tabs* button on the *Game* tab, then checking the *Player* checkbox

4. Test your game!

Inventory-based Logic

You can use the player's inventory to make other agents behave differently:
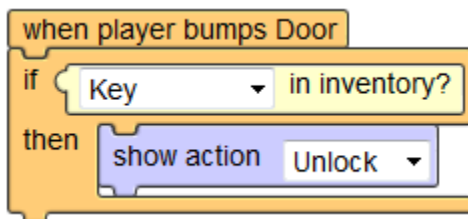
You can also use the player's inventory to make their own objects behave differently:
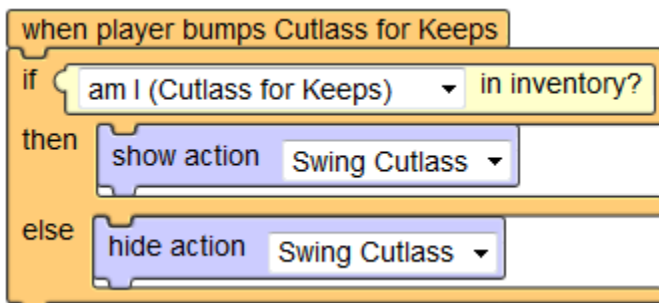
It is important to remember that picking up an object is a CHOICE. Your game should have an interesting outcome for the player whether they choose to pick up the object or not. If the object is required in order to succeed, you can set the object to be 're-bumped' so that it will automatically come back up if the player returns to it. Then later in the game, another agent can tell the player to go back for the required object.
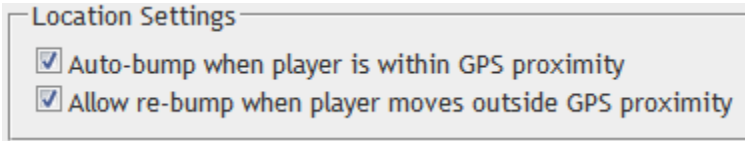
Moving the Game

1. On the *Map* tab, uncheck the *Lock Map* checkbox.

2. Type in an address and click the *Search Address* button. Once you've found the right location, click the *Move Game to Here* button.

3. Drag inside the map to move it around or drag on the blue squares to re-size the map.

4. If you have multiple regions, expand the *Regions* area and follow the same steps for each region in the game.

Revisitable Agents (Bump Settings)

Bump Settings allow the designer to specify how agents interact with the player. Make an agent revisitable by checking the 'Allow re-bump when the player moves outside GPS proximity' checkbox in the *Bump Settings*.


```
┌─Location Settings─────────────────────────────┐
│ ☑ Auto-bump when player is within GPS proximity│
│ ☑ Allow re-bump when player moves outside GPS proximity│
└───────────────────────────────────────────────┘
```

You can do many other things such as

- Make a game of hide and seek by turning ON auto-bump and turning OFF show agent.
- Make a Heads Up game by hiding the map tab and making all the agents visible in the Heads Up tab.