

Creator Curriculum Handouts

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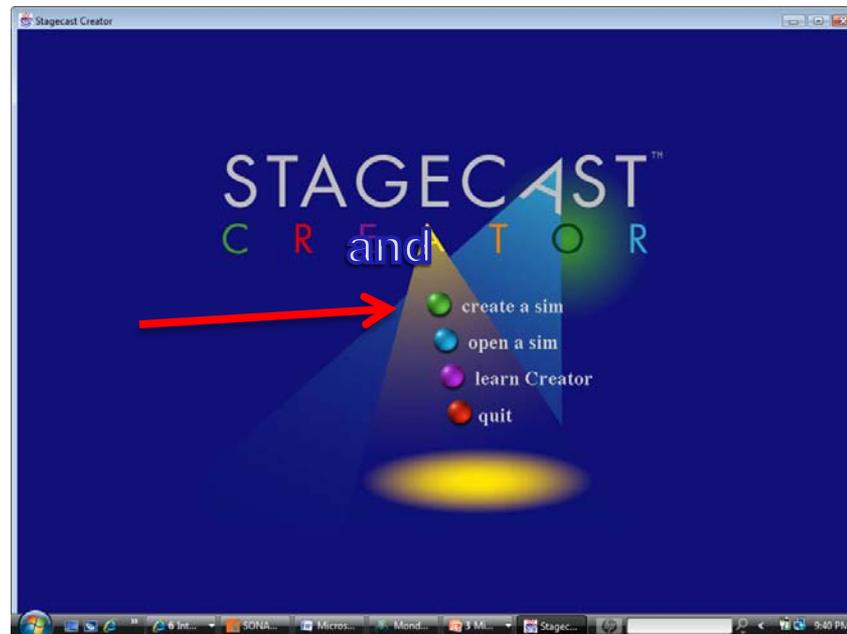
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Bringing in Stages: Backgrounds and Colors Page 1

Escenarios – Transfondos y Colores

Open Creator and choose “Create a Sim”.



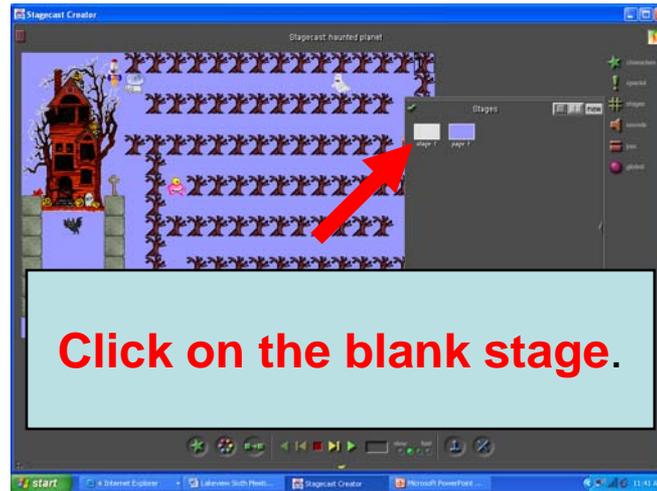
Bringing in Stages and Background Colors Page 2

Escenarios – Transfondos y Colores

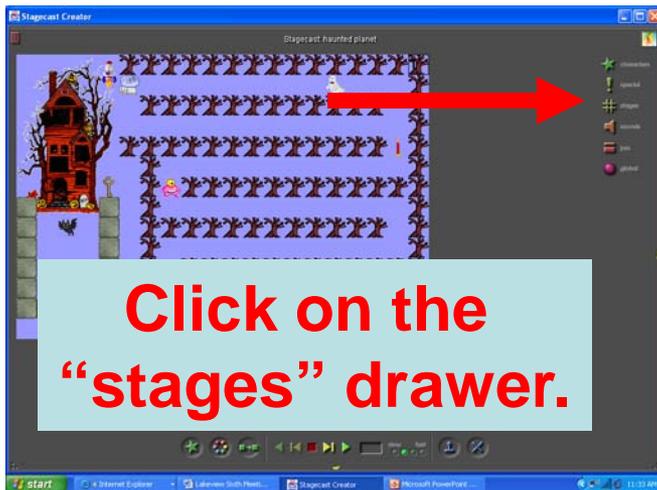
Step 1



Step 3



Step 2



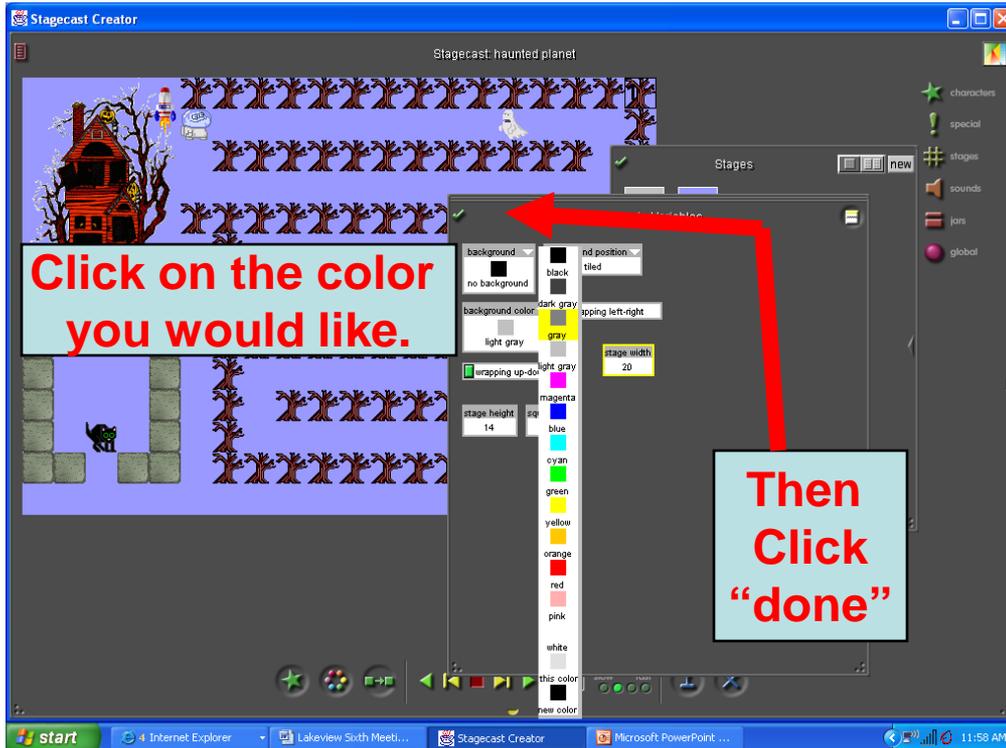
Step 4



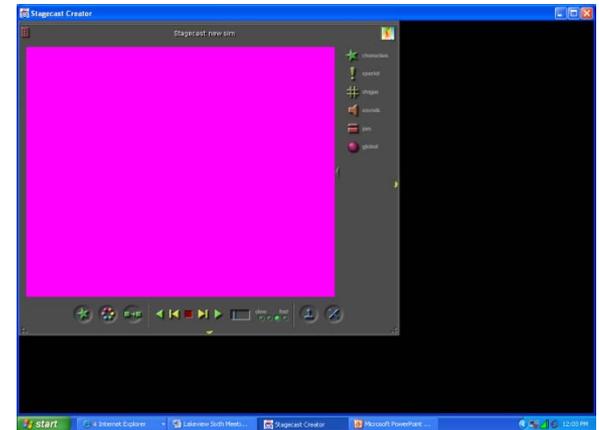
Bringing In Stages and Background Colors Page 3

Escenarios – Transfondos y Colores

Step 5



Now you should have a stage that has the background color you chose.



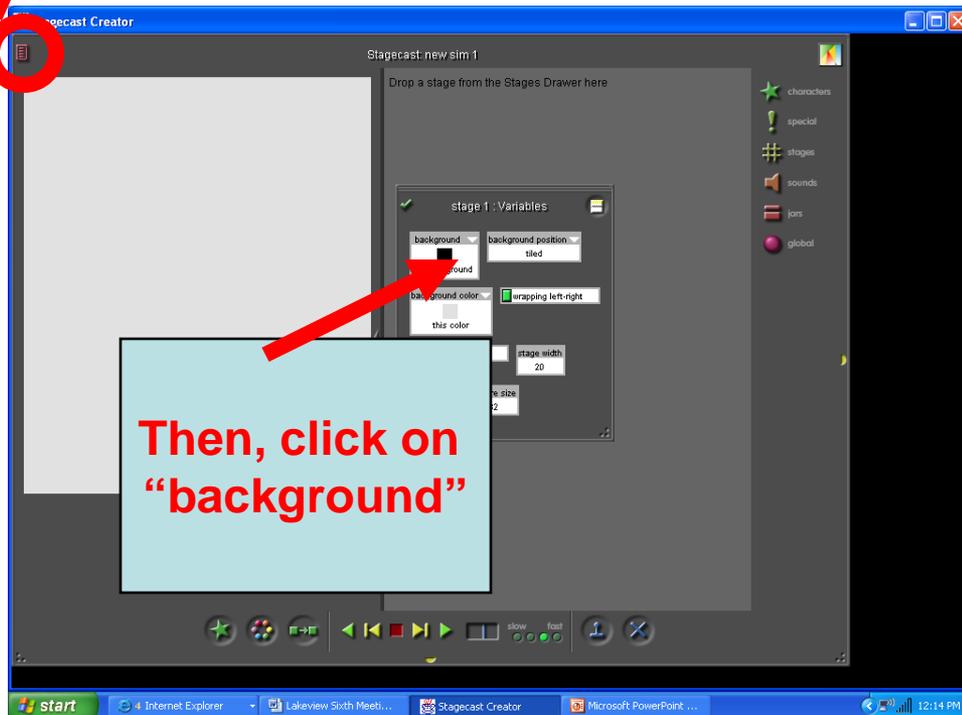
But what if you want a more interesting background, instead of just a plain color?

Bringing in Stages: Backgrounds and Colors Page 4

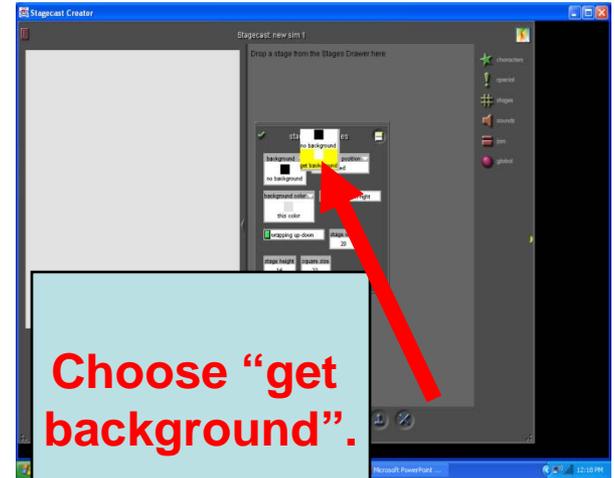
Escenarios – Transfondos y Colores

Bringing a Background onto your Stage
Transfondos para el Escenario

Open a new “sim”.
Go through steps 1, 2 & 3 from other page.

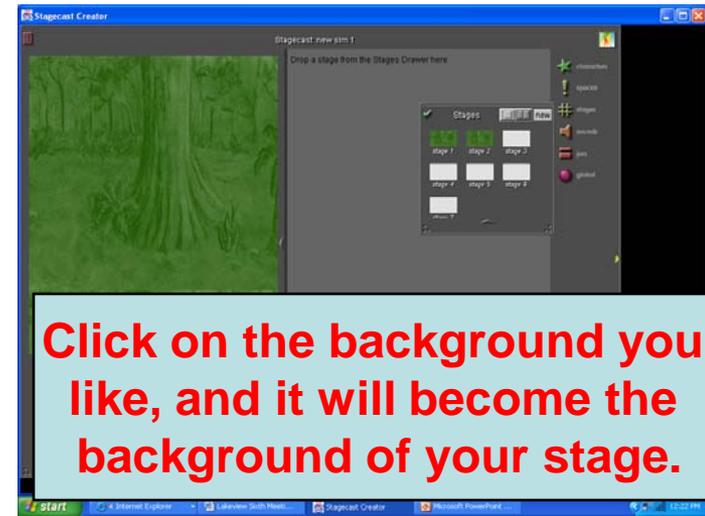


Then, click on
“background”



Choose “get
background”.

Then, choose a sim that has a
background you like.

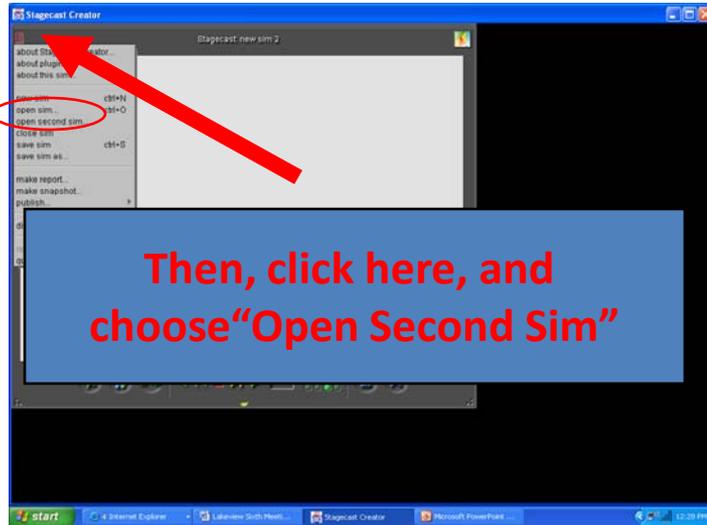


Click on the background you
like, and it will become the
background of your stage.

Bringing Characters onto your Stage, Page 1 of 1

Poner Personajes en el Escenario

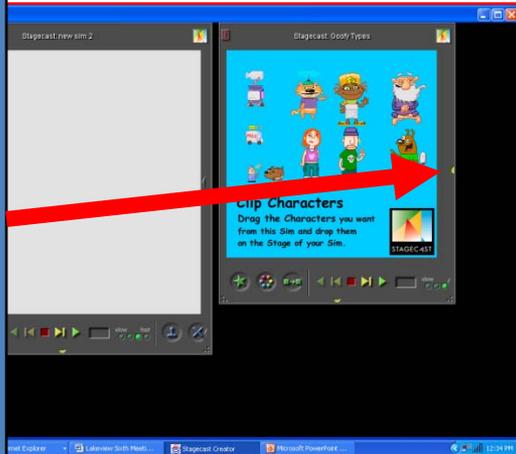
First, open a "New Sim".



Then, click here, and choose "Open Second Sim"

Next, choose a "sim" that has characters you want to use. Then you'll see two stages.

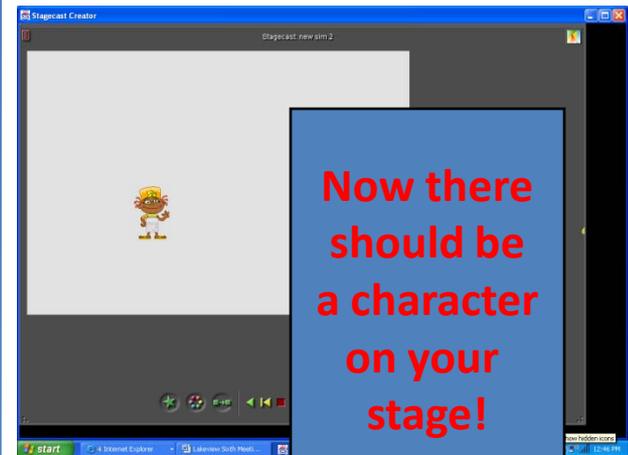
Click on the yellow tab so that you can see the "character drawer" of the second "sim".



Click on the "Character Drawer", then drag the character you like onto your stage.

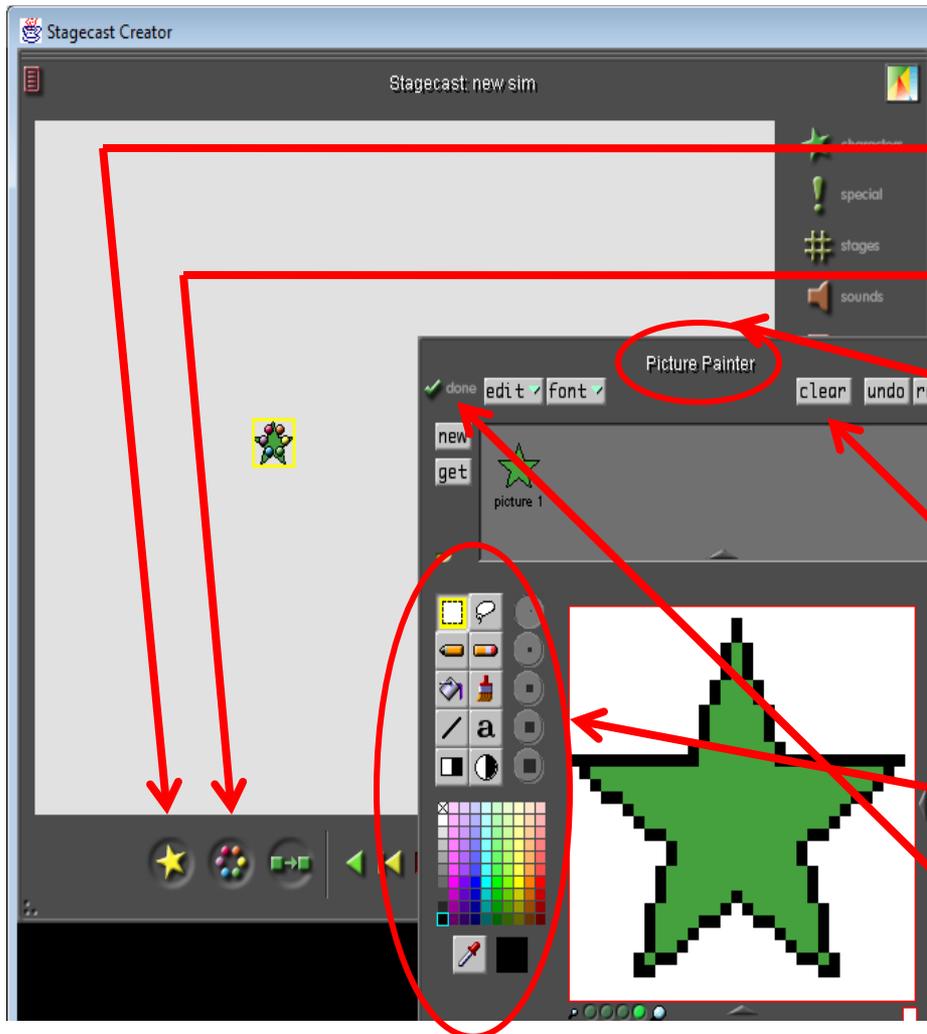


Now there should be a character on your stage!



Drawing Characters Using Creator Pg. 1 of 1

Dibujar en Creator



Step 1: Put the star onto the stage.

Step 2: Put the drawing tool on top of the star.

Step 3: You'll see the "Picture Painter" box open up, with the star in it.

Step 4: Click "Clear" so that the star disappears.

Step 5: Use the pencil and other tools to draw any character you'd like.

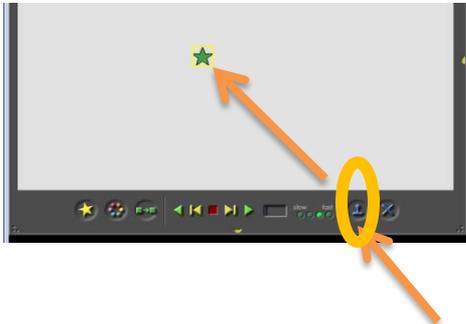
Step 6: Click "done" when finished.

How to Make a Maze

Crear un Labertino

Step 1: Put a character onto your stage that you'll use to make your maze.

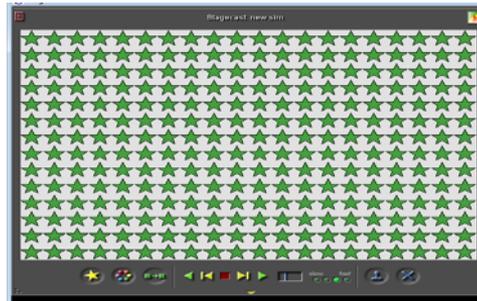
Ponga a algo en su esenario que quiere usar en hacer tu labertino.



Step 2: Click on the copy tool, then click on the object.

“Clik” en el instrumento del copiar, y desupues, “clik” en el objeto.

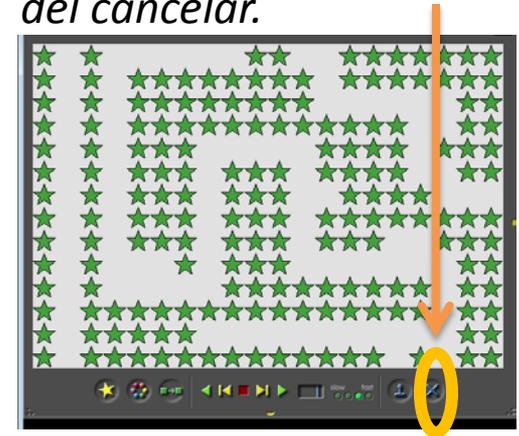
Step 3: While holding down the cursor button, move the cursor all over the stage, so that it's completely covered with copies of the object. Try to copy one row at a time and avoid going back over areas that already have objects.



Empujando en la rata, mueva la rata por el esenario, cubriendo toda la área. Trate en copiar un fila por vez, y evitar en regresarte a áreas cuales ya tienen objetos.

Step 4: Click on the delete tool.

“Clik” en el instrumento del cancelar.



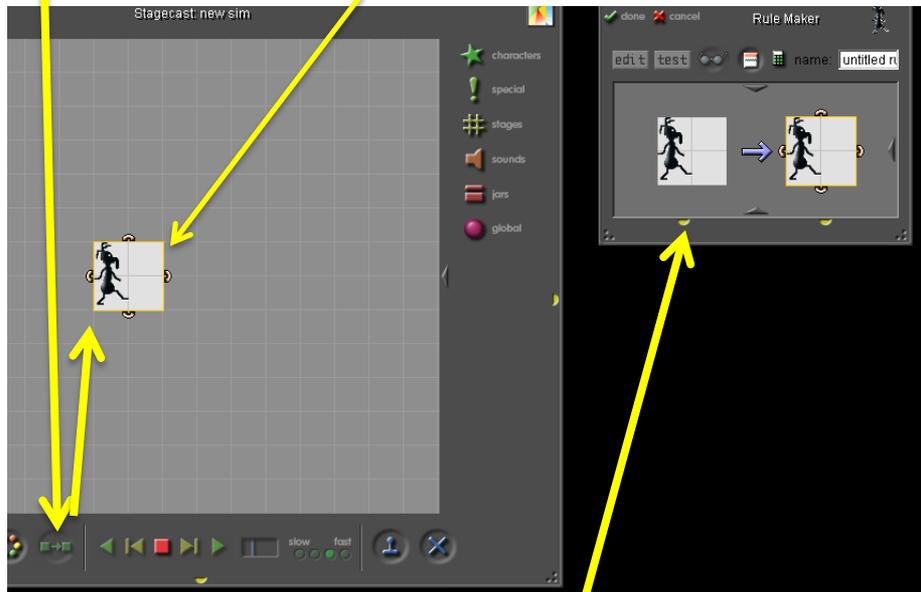
Step 5: Move the cursor onto the stage, and hold down the cursor. Cut a maze out of the objects by moving the cursor around the stage.

Mueva a la rata por el esenario, para cortar un labertino de los objetos.

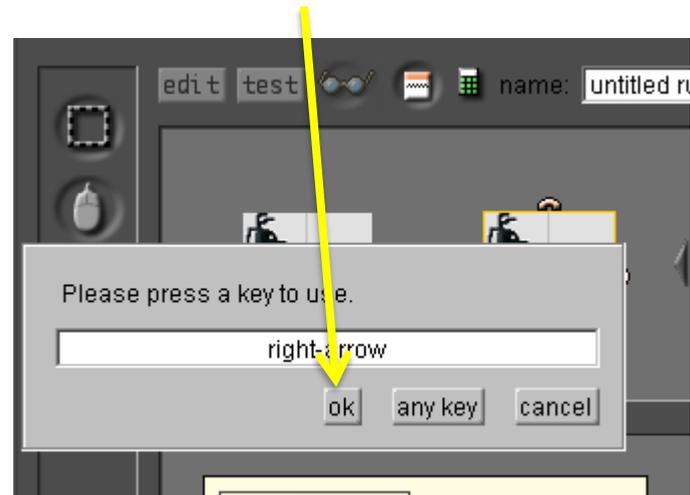
Moving Characters move with the Arrow Keys

Page 1 of 1

Step 1: Click on the Rule Tool, and put it onto the character. Stretch the window one space to the right.

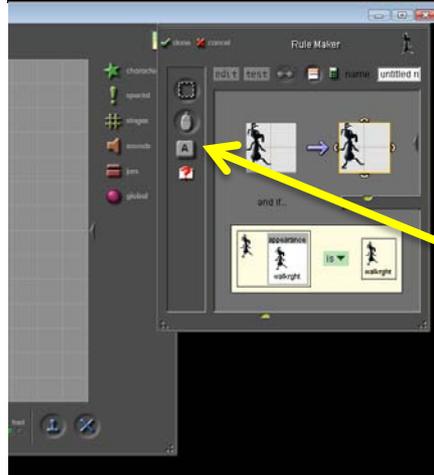


Step 4: Press the right-arrow key, on your keyboard, to tell Creator you want him to move “right” when that key is pushed. Then click “OK”.

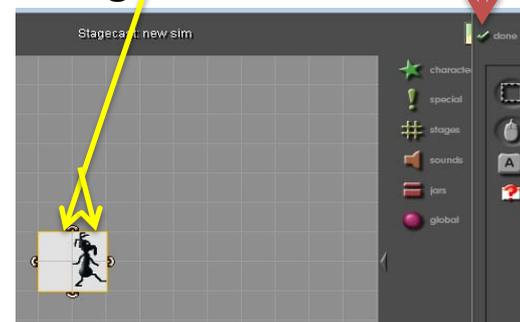


Step 2: Click on the yellow tab under the rule.

Step 3: Click on the “Use Keys” button – the little “A”.



Step 5: Move your character one space to the right, and click “done”.



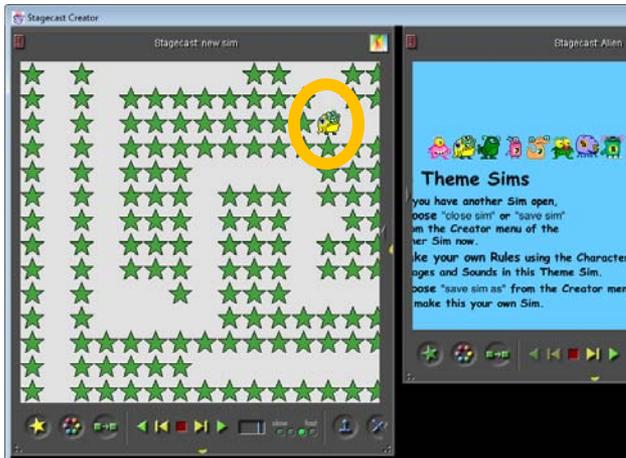
Step 6: Go through the same steps for “left”, “up”, “down.”

Making Villains Move Around Your Maze – Pg. 1 of 1

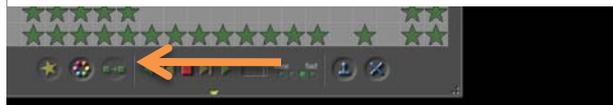
Causar los Atacantes en Mover por su Laberinto

Step 1: Bring a villain onto your maze.

Traiga un atacante a su escenario.



Step 2: Click on the Rule Tool, then click on your villain.

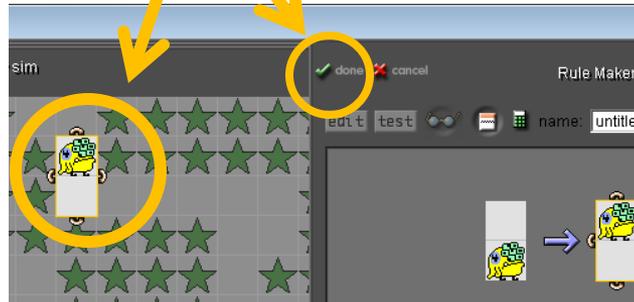


Step 3: Stretch the rule window to one space above your villain.

Espacie a la ventana de la regla a un espacio arriba del atacante.

Step 4: Move your villain up into the empty space above it. Then click “done”.

Mueva a el atacante al espacio arriba. “Clik” “done”.



Step 5: Now it moves up; make rules so that it moves down, left and right.

Haga reglas de bajarse, moverse a la izquierda, y a la derecha.

Step 6: Double-click on your villain to see its rules.

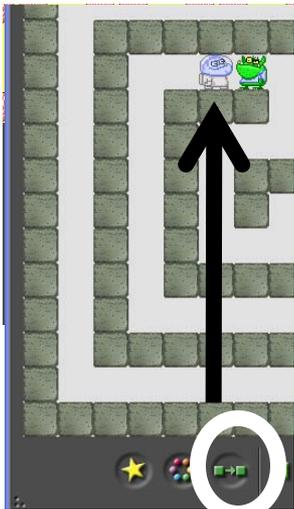


Double-click here, then click on this menu and choose “do random”. Drag all 4 rules into the “Do Random” Box.
Mueva las cuatro reglas a la caja de “Do Random”

Making your Villain Hurt Your Main Character

Causar a su Atacante en Matar su Carácter Pg. 1 of 1

Step 1: Put your player character next to your villain. Then, click on the Rule Tool, and then on the Player Character.



Ponga a su carácter al lado de su atacante. "Clic" en el instrumento de las reglas, y después en la carácter.

Step 2: Stretch the rule window so that it includes the villain. In this case, add to the rule that the right-arrow key must be pushed.



Now, delete the main character and click "done".



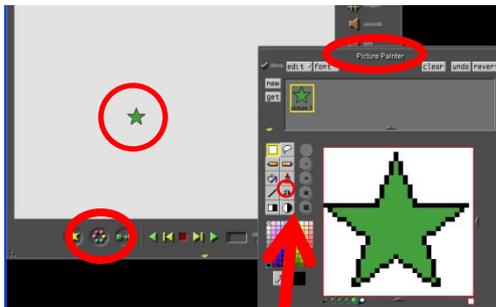
Espaciar a la ventana de regla para incluir el atacante.

Diga a Creator que también en la regla, la flecha derecha tiene que empujada.

Borre al carácter. "Clic" "done".

Reset Buttons / Botones de Empezar Otra Vez

Step 1: Drag a star onto your stage, and then drag the “painter” on top of the star, so that you open the “picture painter”.



Step 2: Click “Clear”, then on the “a” inside the “picture painter” and then type “Reset”.

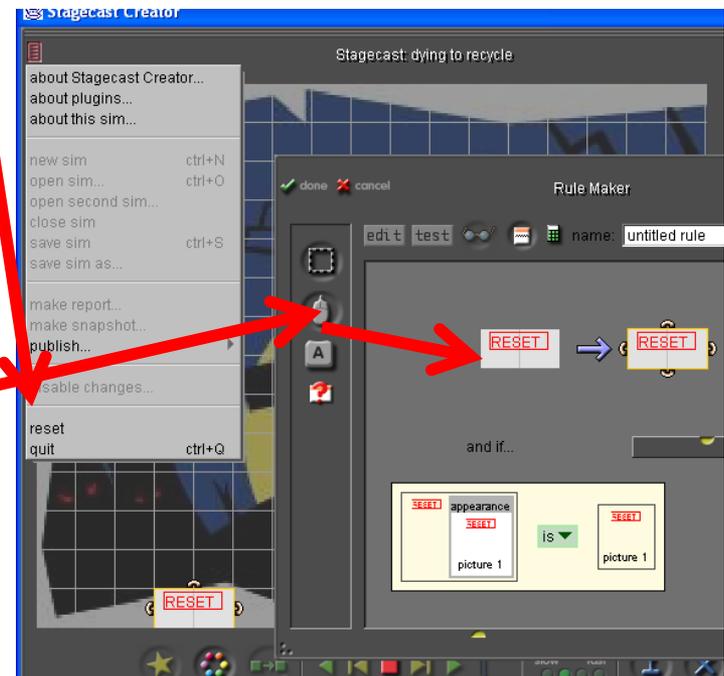
Step 4: Click on the “Rule Tool”, and then on your “Reset” button.



Step 5: Click on the “mouse” picture, and then on the “reset” button IN THE RULE MAKER AREA.

Step 6: Click on the menu, and then choose “reset”. Click “done”.

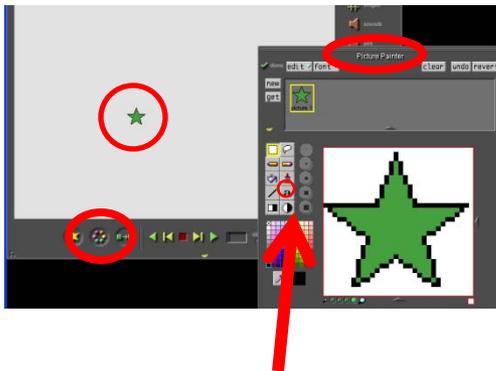
*** IF YOUR RESET BUTTON COVERS TWO SQUARE (like this example) you will need to do the same steps beginning with step 4.



Step 7: Save your game.

“You Win” Message / Mensaje de Ganar

Step 1: Drag a star onto your stage, and then drag the “painter” on top of the star, so that you open the “picture painter”.



Step 2: Click on the “a” inside the “picture painter” and then type “You Win!”.

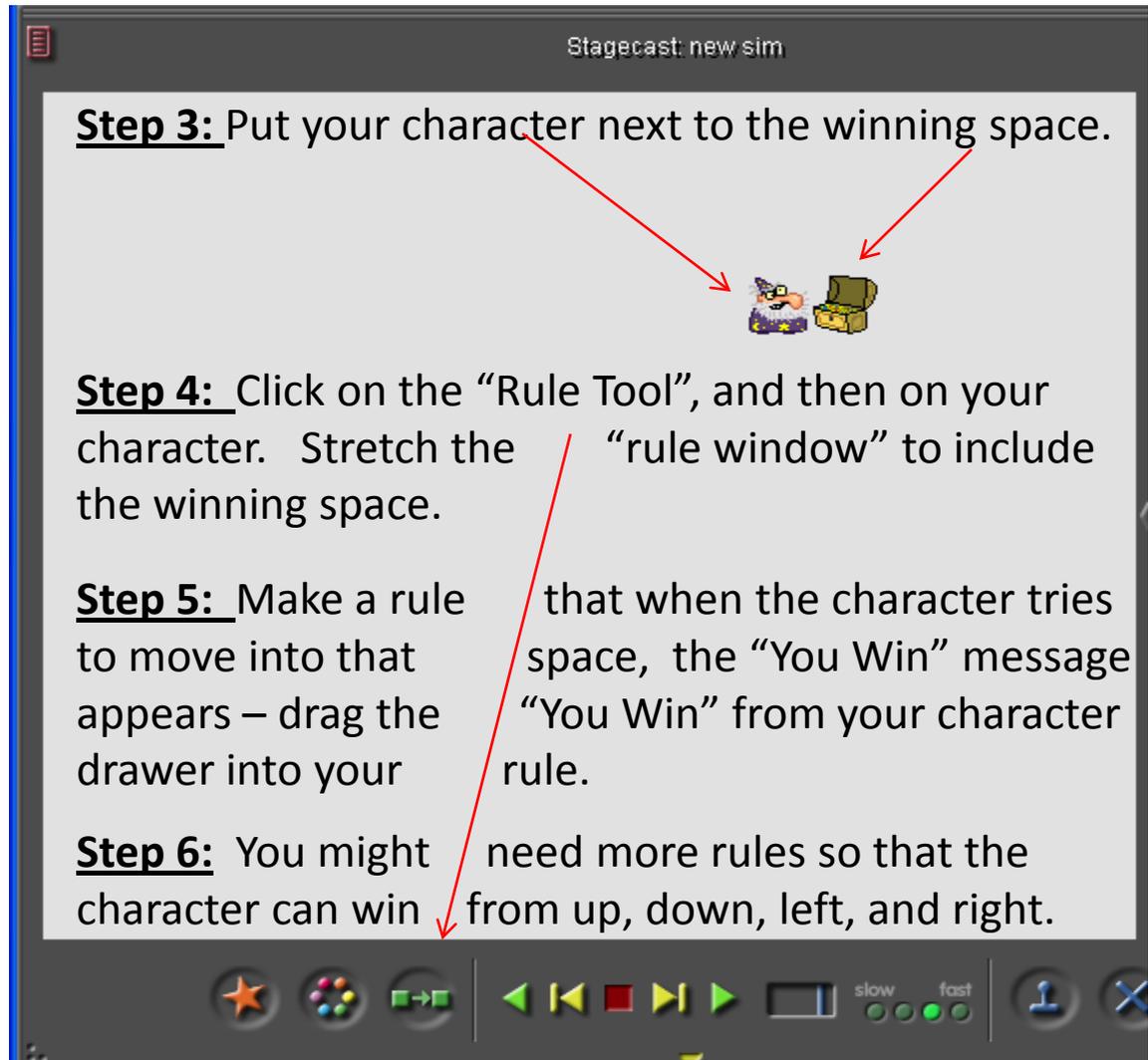
Step 3: Put your character next to the winning space.



Step 4: Click on the “Rule Tool”, and then on your character. Stretch the “rule window” to include the winning space.

Step 5: Make a rule that when the character tries to move into that space, the “You Win” message appears – drag the drawer into your rule.

Step 6: You might need more rules so that the character can win from up, down, left, and right.



Parts of a Game

Helper
Character



“Villain” /
Someone
who can
cause
harm.



“Victim” –
someone
in trouble
who
needs to
be saved.



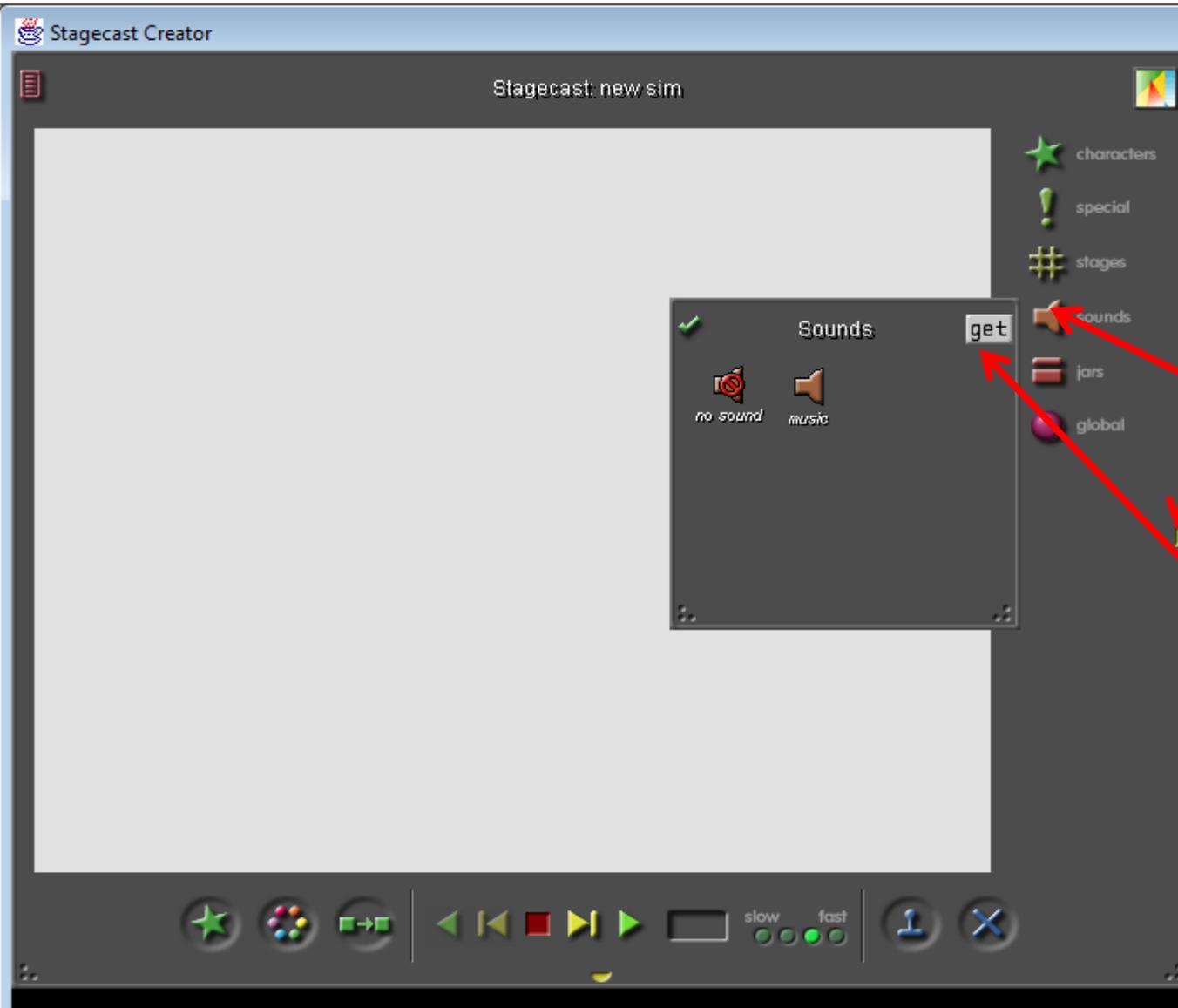
“Player
Character” –
the character
that the
player moves
around.



What is the
“Player
Character”
trying to
accomplish?
She’s trying to
save someone,
and get down
the river safely.

Other Problems for the
“Player Character”:
Dangerous River
Rocks
Logs

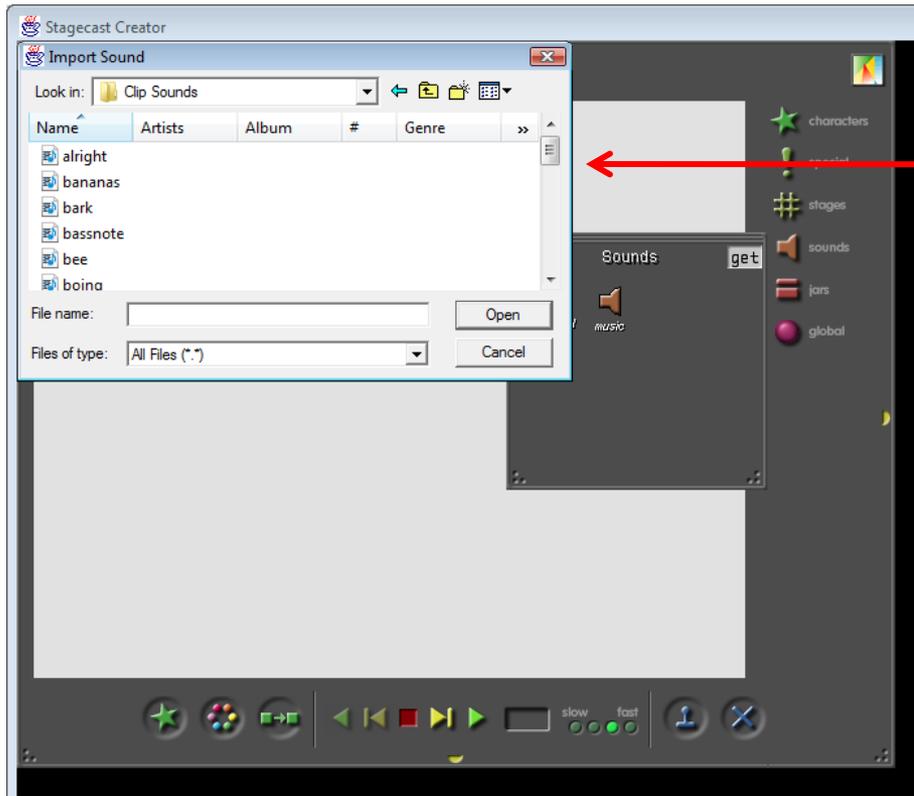
Adding Sound, Pg. 1 of 2



1. Click on the yellow tab in order to see the drawers/*cajones*
2. Click on the "Sounds" Drawer.
3. Click on "get".

GO TO OTHER SIDE

Adding Sound, Pg. 2 of 2

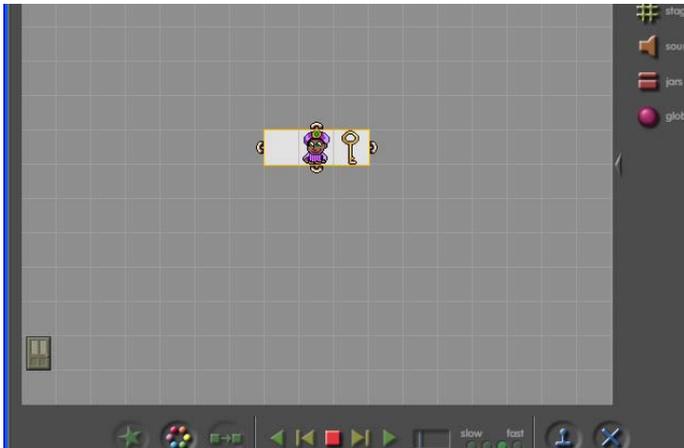


5. You'll see this box open up, showing you Creator's collection of "Clip Sounds."
6. Double click on the name of any sound, and then you'll see that sound in your "Sounds" drawer.
7. When you want a character to make a sound when certain things happen, make rules for that character, and **drag** the sound from the sound drawer, or **cajón**, onto the character, while making the rule.

Putting Special Objects into your Game pg. 1 of 1

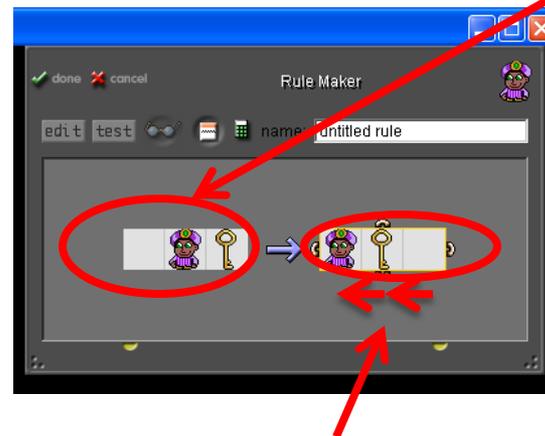
Make rules so that your character can only do something important, once it gets a special object. For example, it can only go through the door, or it can only kill monsters, once it has the special object.

- 1.** Put your character next to the magical object.
- 2.** Click on the Rule Tool, and then on the character.
- 3.** Stretch the rule window so that it includes the character, the object, and one more space.



- 4.** Make a rule that when the main character moves **using the arrow keys**, the object moves along with the character, right behind.

Look at the Rule Maker area. Notice that at the beginning of the rule, the character is next to the object.



And notice that at the end of the rule, the character and the object have moved one space to the left.

- 5.** Next, you'll need rules that the object follows the character in every direction – right, up, and down.
- 6.** What do you want the character to be able to do now that it has the special object? Kill monsters? Go through a door? Now, make rules that the character can do what you want, **but the rule window must be stretched to include the character and the special object** when you make the rules.

Action Game Rubric

Game Title _____ Judge _____

Introduction Page

	3 points=Very Clear	2 points=Clear	1 point=Not Clear	0 points=none
Directions				
Back Story				
	3 points=none	2 points=1-2 mistakes	1 point= 3-5 mistakes	0 points=6+ mistakes
Grammar and spelling				
	3 points=Very attractive and inviting	2 points=Somewhat attractive and inviting	1 point= not attractive or inviting	
Appearance				
	1 point= Title present	0 point=no title		
Title				
Total possible points = 10points				

Game Playing stage

	1 point=true	0 points=not true	
At least two stage of game play that increase in difficulty			
At least one challenge in each stage			
A working reset button in each stage			
Multiple appearances for at least one character			
Main character successfully moves from one stage to the next			
The player has to use the mouse, arrow keys or other button to make something happen.			
	3 points=Very true	2 points= Somewhat true	1 point=Not true
Goal for each stage is clear			
Game is fun to play			
Storyline is unique			
Game is challenging but not impossible			
Total possible points=18			

Credits Page

	1 point=true	0 points=not true
There is a "win" notification		
First names or Whyville names of developers present		
"Start over" or" Reset "button that goes to the Introduction page		
Total possible points= 3		

Rule List

	5 points=Very true	3 points=Somewhat true	1 point=Not true
Rules are labeled with a name			
The rule list is clean (no duplicate rules or rules that never fire)			
Characters are labeled with a name			
Rules fire correctly			
Comments are added to rules to help understand them			
Total possible points= 25			

Bonus Points

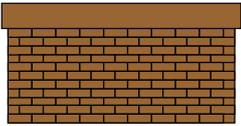
	5 points=true	0 points=not true
Each stage is no larger than width=24 height=16		
There is a timer or scoreboard that adds to the game experience		
There are at least 3 original characters		
There is at least one instance where multiple characters have rules set to fire at same time		
Total Possible Points = 20pts		

Back Story Design Sheet

Who is the main character and why are they in the situation?



What is the problem that the player is trying to overcome?



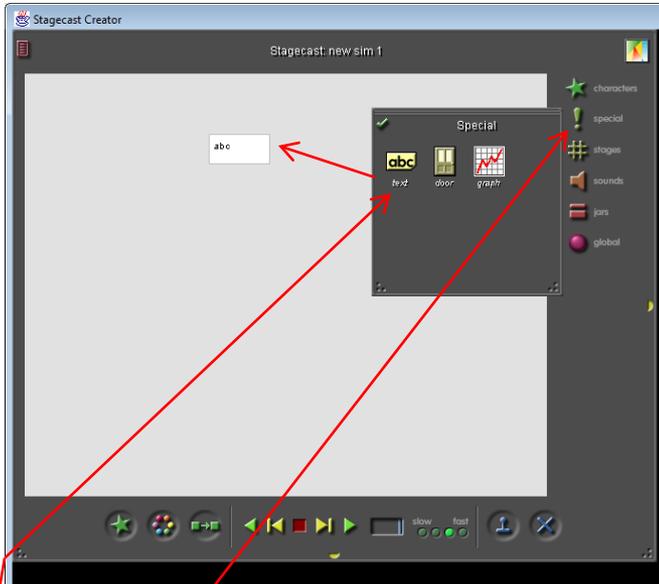
How does the player overcome the problem?



What happens after the player overcomes the problem?

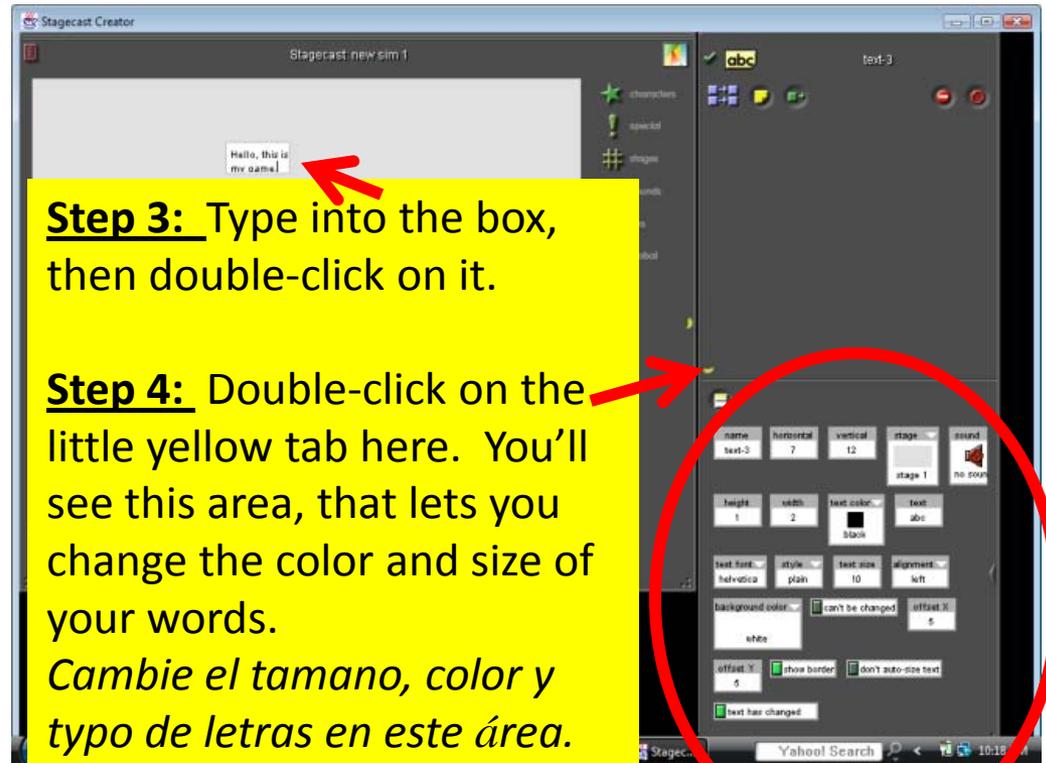


Putting Words onto your Stage Page 1 of 1 Escribir en el Escenario



Step 1:
Click on the "Special" drawer.

Step 2:
Drag the "abc" onto your stage.



Making an “action Game” Part 1

Programming your Character to **Drop Bombs** / Programar a su Carácter en **Soltar a las Bombas**

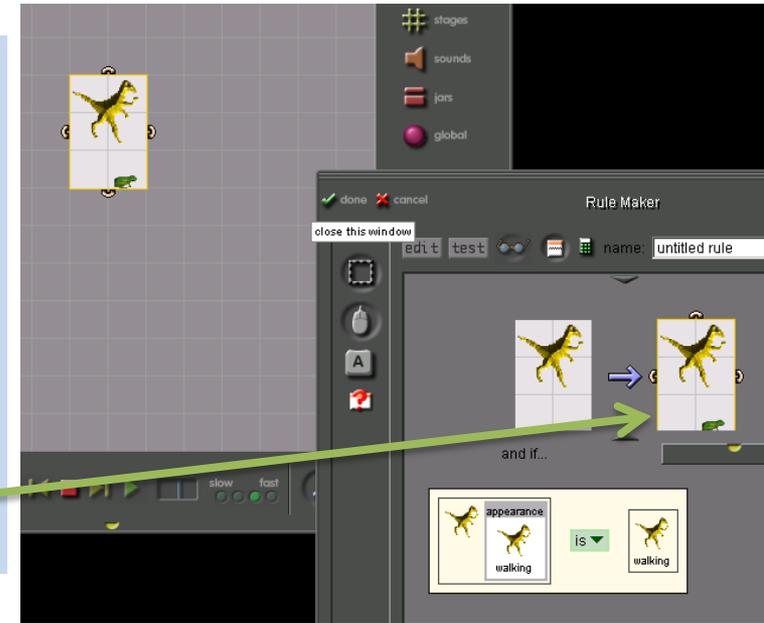
Step 1: Bring in the character that will be dropping “bombs”. Make rules to make that character move left, right, up, and down using arrow keys. *Traiga el carácter en el escenario; haga reglas para causar al carácter en mover en todas las direcciones, con las flechas.*

Step 2: Make a rule that when the player clicks hits the “space” key, bombs drop. *Regla: Cuando el jugador usa la “space”, se calla la bomba.*

Click on the rule tool, then on the character.

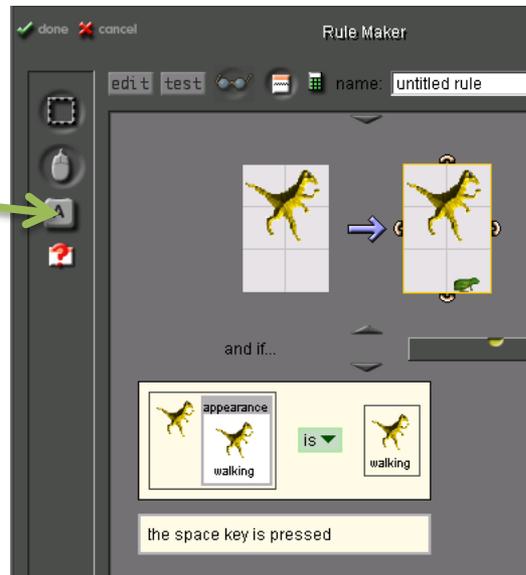
Step 3: Stretch the rule window one space down.

Step 4: Open the character drawer, and drag the bomb into the lower square of the rule. *Bomba abajo del carácter en la regla.*



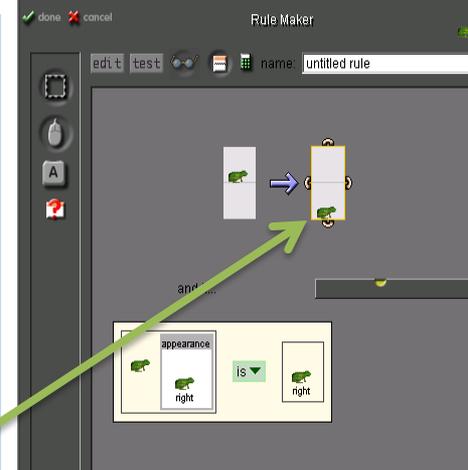
Step 5: Click on the “A” symbol, and then on the “space” key.

Step 6: Click “done”.



Step 7: Make a rule that your bomb falls down. *Regla: La bomba se baja.* Click on the “rule tool” and then on your “bomb”. Stretch the “rule window” one space down.

Step 8: Move the bomb one space down, and click “done”.



Making an “Action Game” Part 2

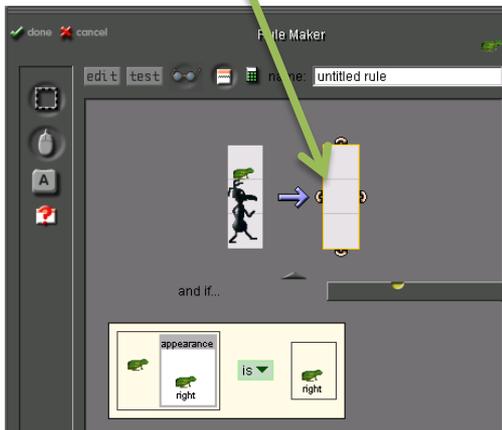
Step 1: What will you be bombing? (What will be moving along the bottom of your stage?) Make rules so that things are moving along the bottom of the stage. Then, in steps 2-5, you’ll make “5 points” appear when your bombs hit things. *¿Las bombas se bajan contra qué? ¿Qué se está moviendo por el inferior de tu escenario? Despues, programara en “5 points”*

Step 2: Put your bomb on top of the thing you’ll be bombing.



Step 3: Click on the “rule tool” and then on the bomb. Stretch the rule window to include the thing you’re bombing.

Step 4: Delete the bomb and the thing you’re bombing.



Extra

Make the character look smashed

Step 1: First you will need to have a second appearance for the character. If you don’t know how to make a second appearance review the handout.

Step 2: Put the bomb on top of the thing you’ll be bombing



Step 3: Right click on the character you will bomb and choose the appearance you want it to turn into.



Step 4: Delete the bomb and click done.



Character and 1st Play Stage Design

Your Name: _____

What is the name of your player character? What does it look like?

Draw the Character or write a description

Name: _____

What are the names of other characters in your game? What do they look like? Are they villains or friends?

Draw the Character or write a description

Name _____

Circle one: Villain Friend

Name _____

Circle one: Villain Friend

Name: _____

Circle one: Villain Friend

Name: _____

Circle one: Villain Friend

Use the grid to draw how you want your 1st play stage to look in Creator.



Shooting or Dropping “Bombs or Projectiles” (page 1 of 1)

Programming your Character to **Drop Bombs** / Programar a su Carácter en **Soltar a las Bombas**

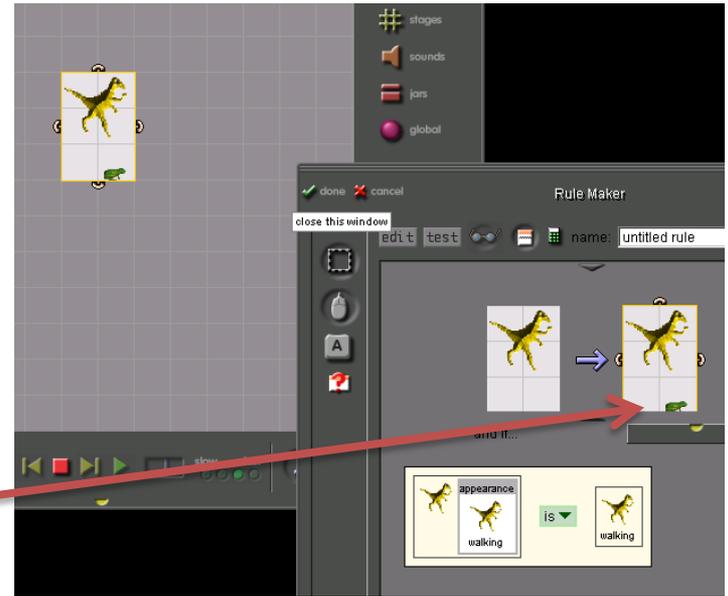
Step 1: Bring in the character that will be dropping “bombs”. Make rules to make that character move left, right, up, and down using arrow keys. *Traiga el carácter en el escenario; haga reglas para causar al carácter en mover en todas las direcciones, con las flechas.*

Step 2: Make a rule that when the player clicks hits the “space” key, bombs drop. *Regla: Cuando el jugador usa la “space”, se calla la bomba.*

Click on the rule tool, then on the character.

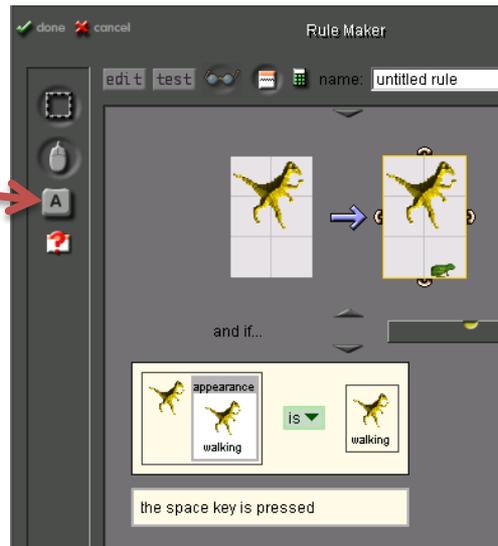
Step 3: Stretch the rule window one space down.

Step 4: Open the character drawer, and drag the bomb into the lower square of the rule. *Bomba abajo del carácter en la regla.*



Step 5: Click on the “A” symbol, and then on the “space” key.

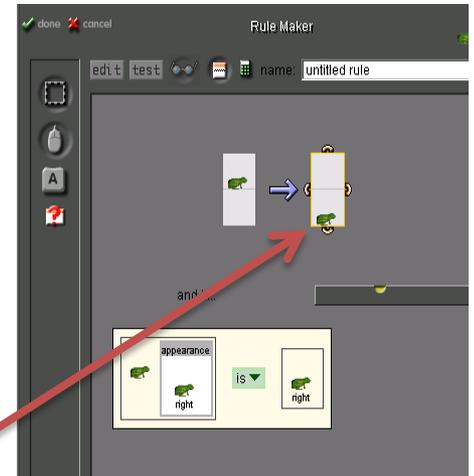
Step 6: Click “done.”



Step 7: Make a rule that your bomb falls down.

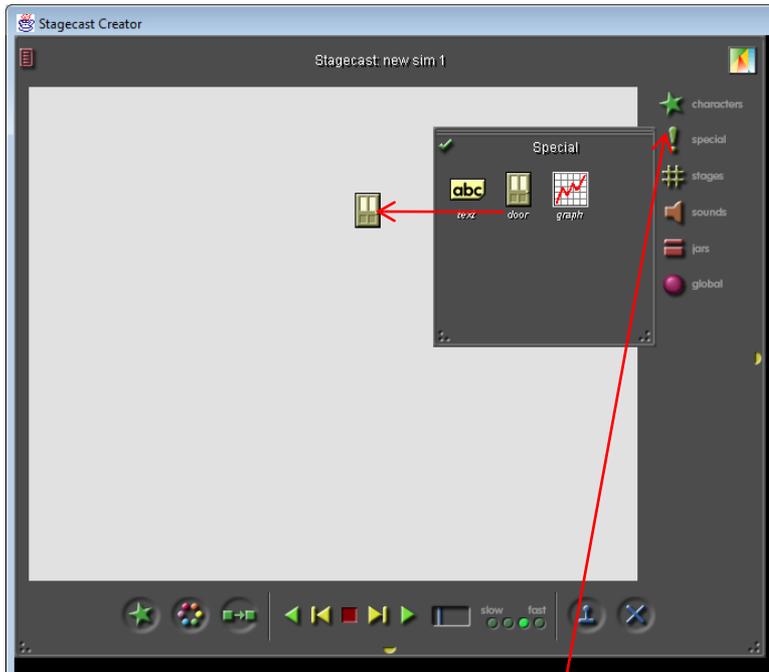
Regla: La bomba se baja. Click on the “rule tool” and then on your “bomb”. Stretch the “rule window” one space down.

Step 8: Move the bomb one space down, and click “done.”



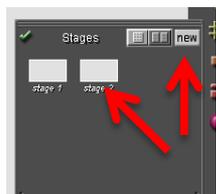
Bringing Doors onto your Stage, Moving Through Doors Page 1 of 1

Puertas en los Escenarios, Mover por las Puertas

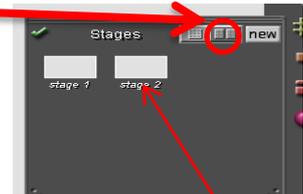


Step 1: Click on the “Special” drawer, and then drag the door onto your stage.

Step 2: Click on the “Stages” drawer, and click “new” to make a second stage appear.



Step 3: Look at both stages by clicking here:



Step 4: Drag the second stage into the second stage area.



“Step 8: Open the Global Drawer”

Step 5: Click on the door so that you can see the exit or *salida*.

Step 6: Drag the exit to the second stage, to where you want your character to be after going through the door.

Step 7: Make a rule that your character can go through the door.

Step 8: Open the “global” drawer, and drag your character into the “follow me” box.

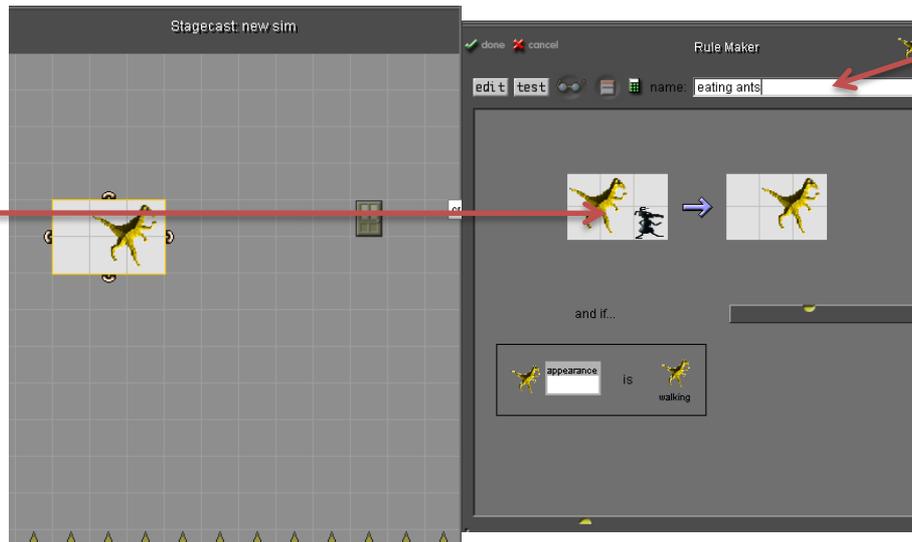
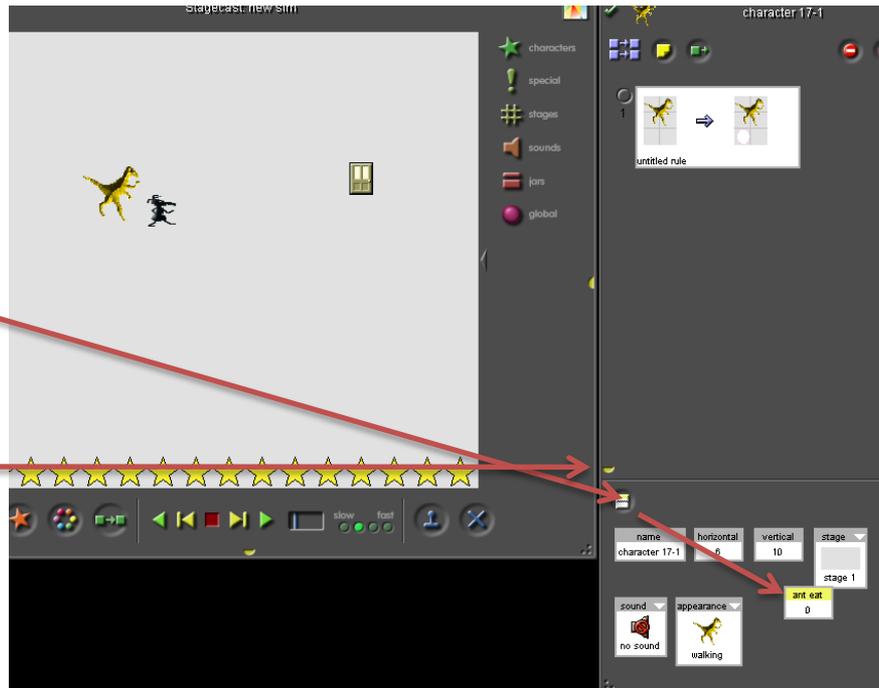
Making a character eat a certain amount of objects before it can pass through a door

Page 1 of 4

Step 1: open the characters rules and create a variable box. Drag it to an empty space. Name it and put a zero "0" in the box.

*If you can't see the options click on the yellow tab.

Step 2: Create a rule that has the character eat the object.



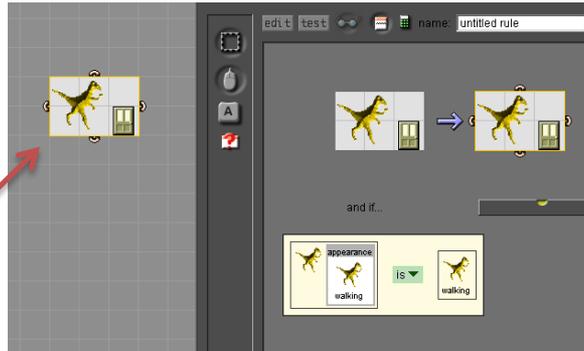
***Don't forget to rename the rule!**

Making a character eat a certain amount of objects before it can pass through a door

Page 3 of 4

Now we will make a rule that only allows it to go through the door when the player eats a certain amount of objects.

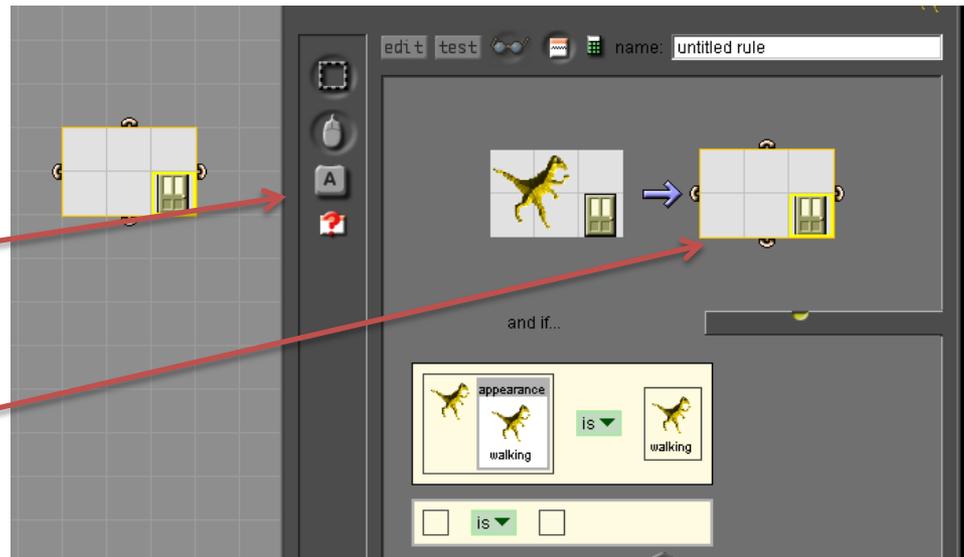
Step 6: Put your character next to the door and create rule for it to walk through the door.



***Don't forget to rename the rule!**

Step 7: Click on the red question mark and a box will appear.

Drag your Character through the door.



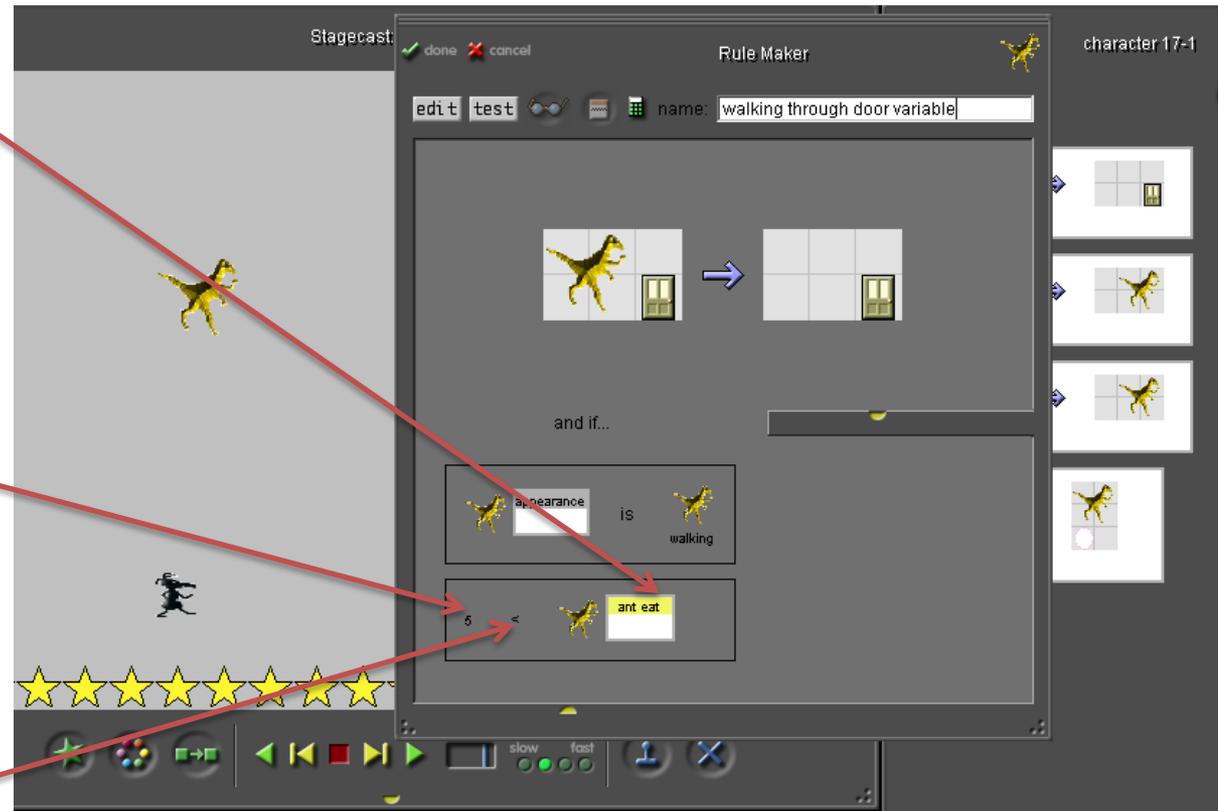
Making a character eat a certain amount of objects before it can pass through a door

Page 4 of 4

Step 8: In the second box drag your variable box in it.

In the first box enter the number you want the player to have to eat before going through the door.

In the “is” box choose the greater than symbol.



Step 9: Click Done and test it out.

2nd Play Stage Design

Your Name: _____

Are there any changes in your story from your original back story?

What are of any new characters? What do they look like?

Draw the Character or write a description

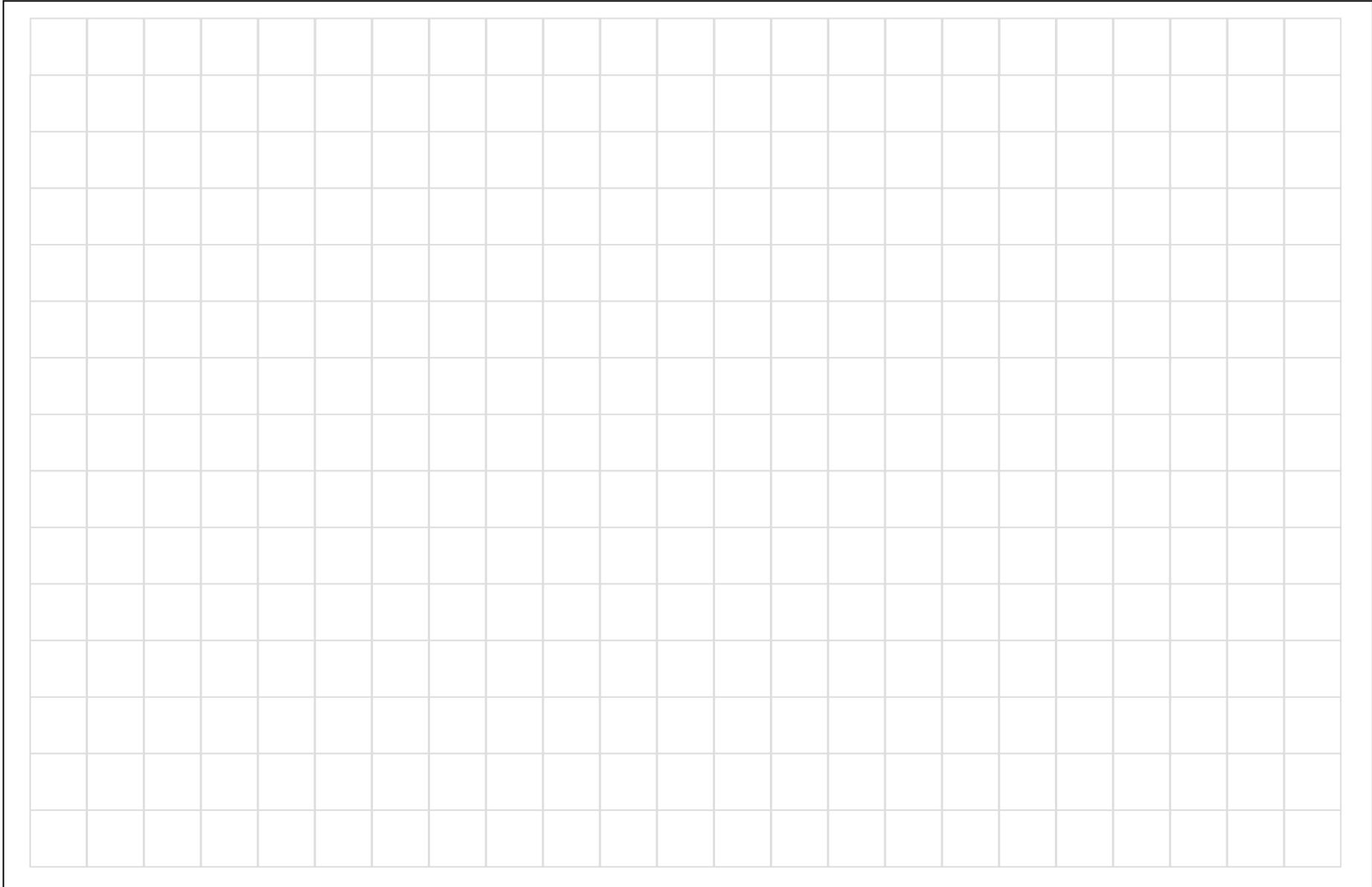
Name _____
Circle one: Villain Friend

Name _____
Circle one: Villain Friend

Name: _____
Circle one: Villain Friend

Name: _____
Circle one: Villain Friend

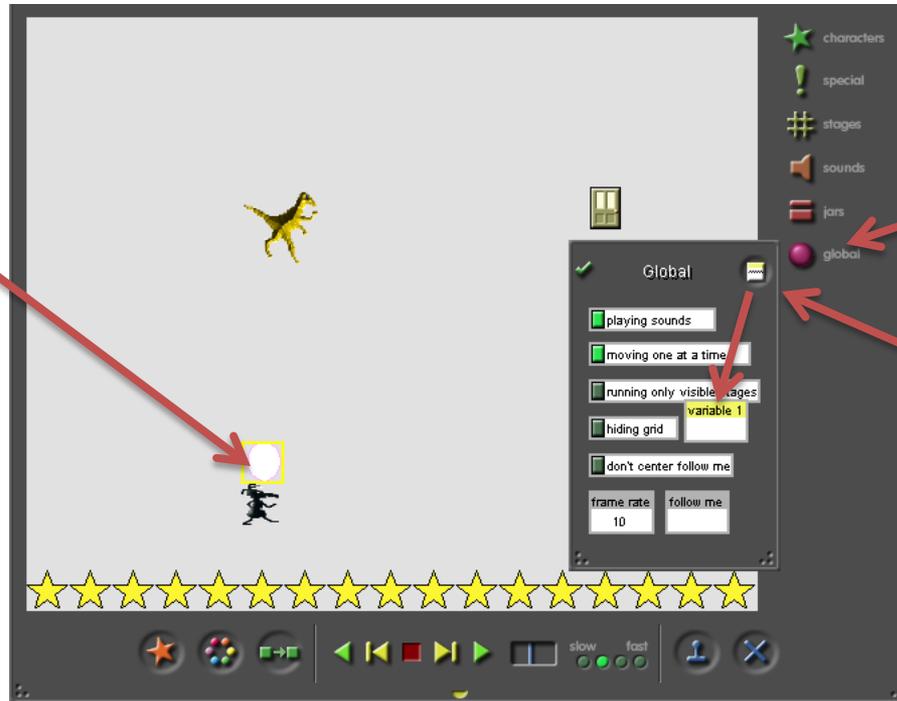
Use the grid to draw how you want your 2nd play stage to look in Creator.



Bombing an object to get points

page 1 of 5

Step 1: place the “bomb” above the object to be hit.



Step 2: Open the Global drawer

Step 3: Click on the variable tab and drag it to an open space. Rename it “Score”

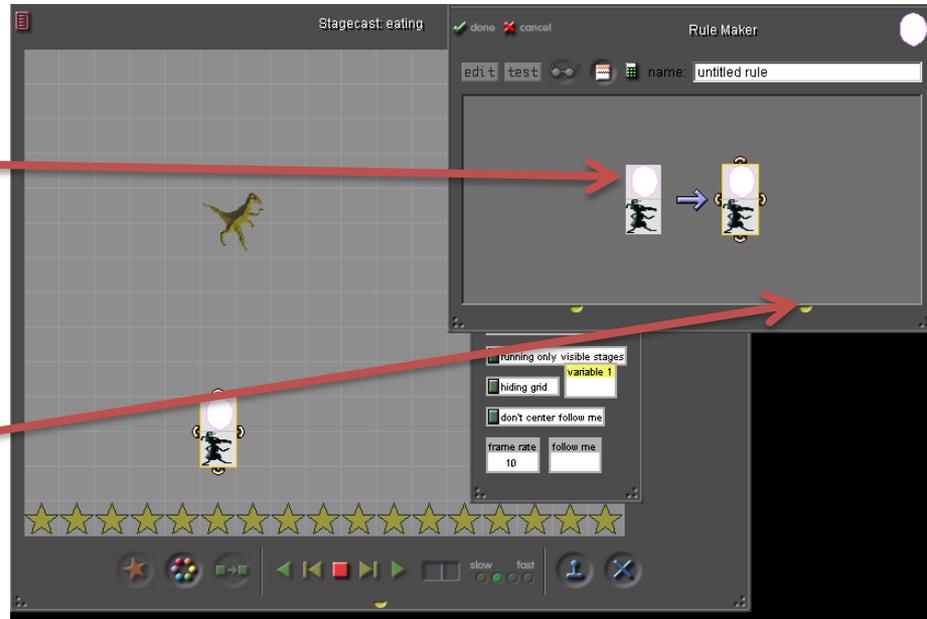
Bombing an object to get points

Step 4: Create a new rule and highlight the bomb and the object being bombed.

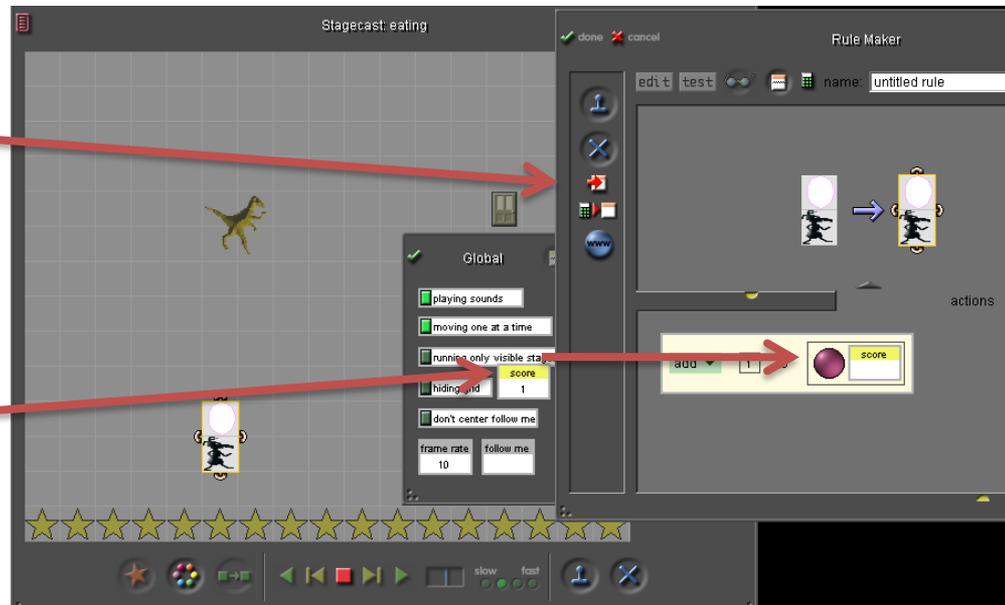
Step 5: Click on the action tabs to open the action window.

Step 6: Click on put tool. This will open a box with two empty boxes.

Step 7: Drag the variable in the global into the box on the right.



Don't forget to rename the rule!



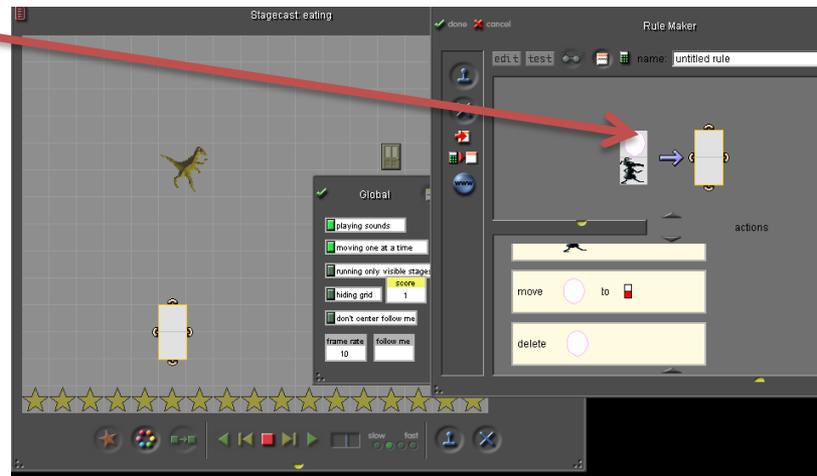
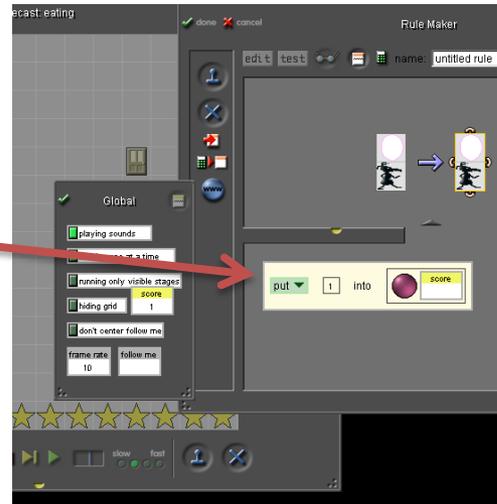
Bombing an object to get points

page 3 of 5

Step 8: Type 1 into the other box.

Step 9: Make the rule that the character gets bombed. Delete the character and the “bomb.”

Step 10: Click Done



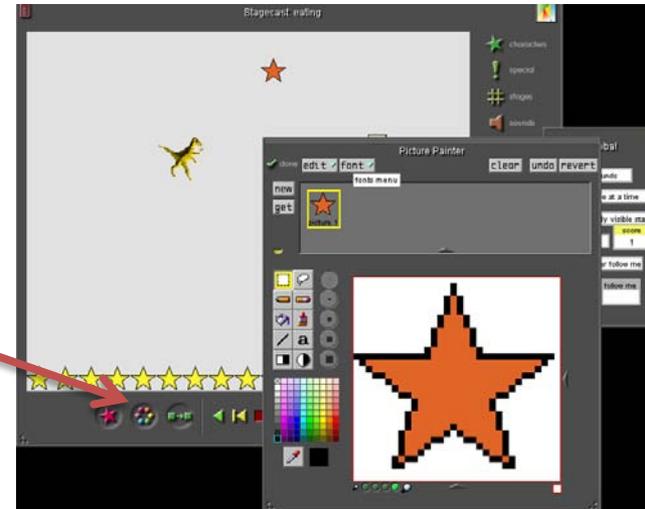
Bombing an object to get points

page 4 of 5

Step 11: Create a new character and open the paint tool.

Step 12: Click clear.

Step 13: Drag the score variable into the character paint window.



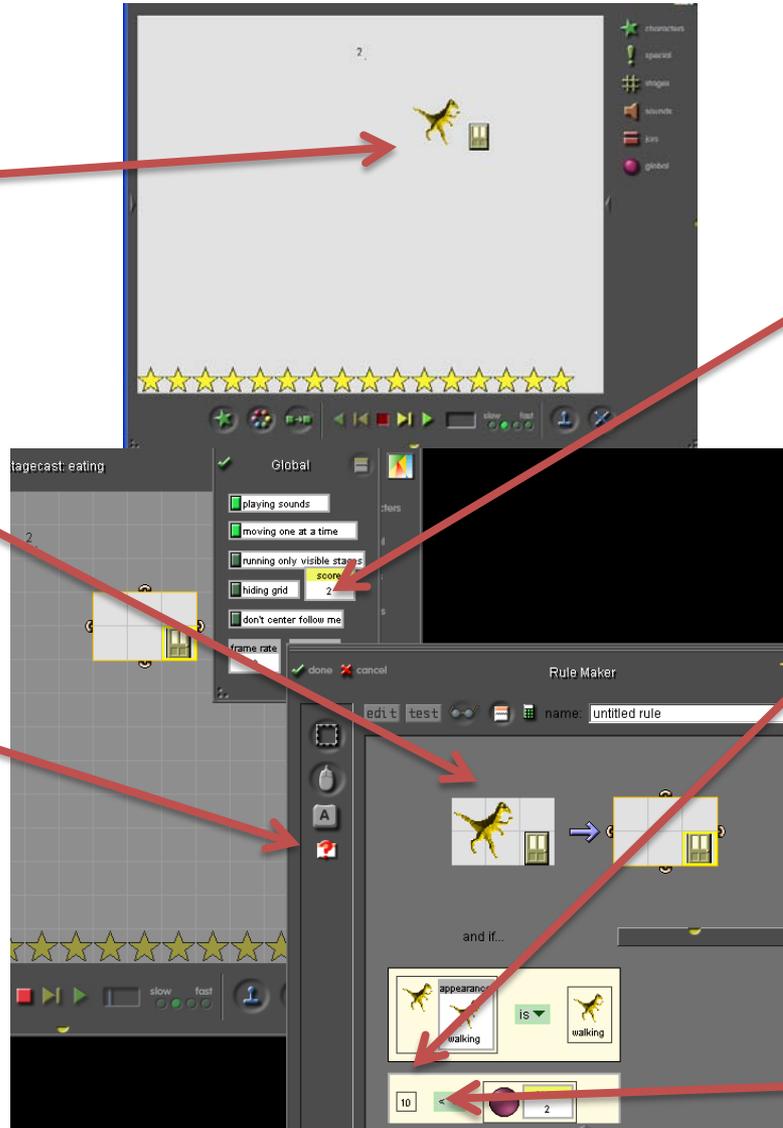
Bombing an object to get points

page 5 of 5

Step 14: Bring in your character and place it near the door.

Step 15: Make the a rule that allows your character to walk through the door.

Step 16: Click the “and if” button.

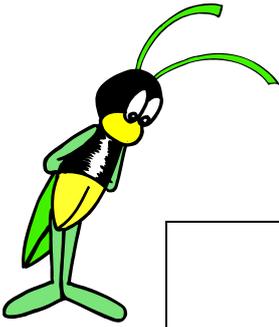


Step 17: A new box will appear. Drag the “score variable” from the global drawer into the Right box.

Step 18: Type the number 5 into the box on the left. *You can make this any number that you want the score to have to be before the character can walk through the door.

Step 19: Choose the “greater than symbol” and click done.

Feedback Form



What do you like about the game?

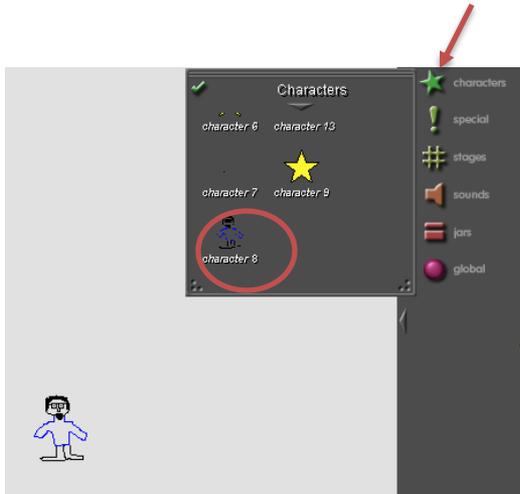


What might improve the game?

Peer Signature: _____

Peer Signature: _____

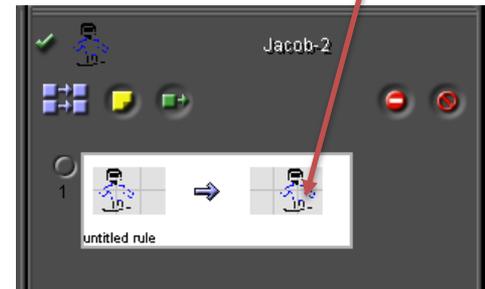
Rename a character



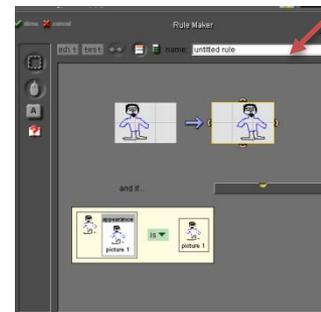
Handout 22.1

Rename a rule

Step 1: Open the “rule list” for a character and double click on it.



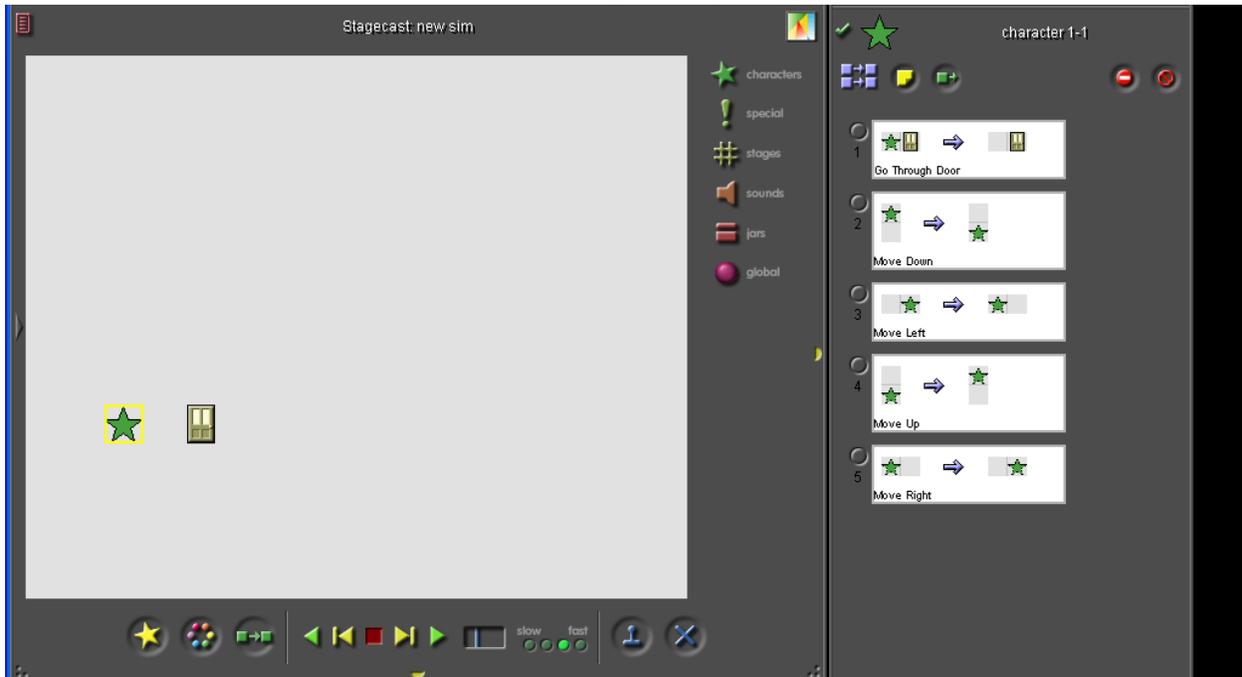
Step 2: Type the name of the rule in the “name box.” Make sure you choose a name that will describe the rule.



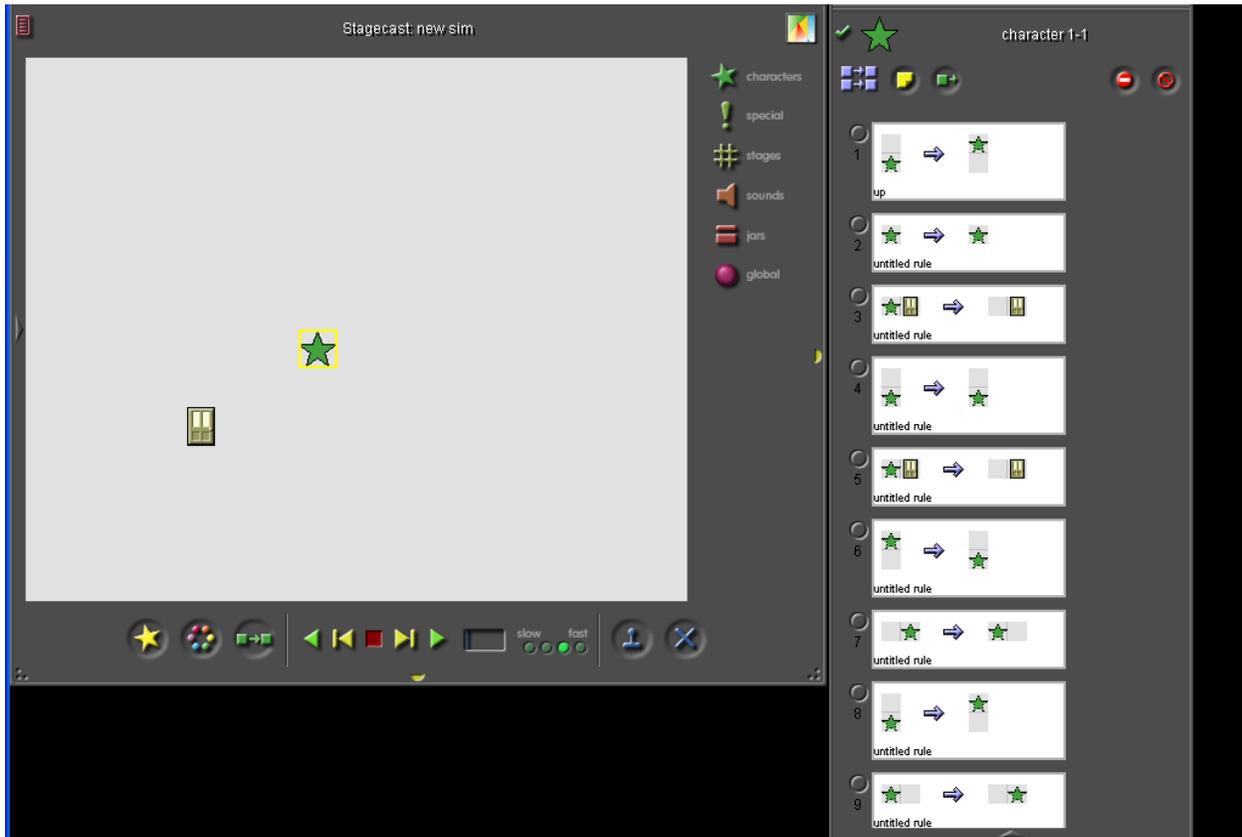
Step 3: Click done!

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“Clean List” of rules to move character and have it go through the door.



“Dirty List” of rules to move character and have it go through door.



Trivia Game Rubric

Introduction Page

	3 points=Very Clear	2 points=Clear	1 point=Not Clear	0 points=none
Directions for player				
Introduction of Topic				
	3 points=no mistakes	2 points=1-2 mistakes	1 point= 3-5 mistakes	0 points=6+ mistakes
Grammar and spelling				
	3 points=Very attractive and inviting	2 points=Somewhat attractive and inviting	1 point= not attractive or inviting	
Appearance				
	1 point= True	0 point=Not True		
Title is present				
Stage is no larger than width=24 height=16				

Game Playing stage

	1 point=true	0 points=not true	
At least 10 questions that increase in difficulty			
Each stage is no larger than width=24 height=16			
A wrong answer notification			
A working reset button at each wrong answer stage			
Main character successfully moves from one stage to the next			
The player has to use the mouse, arrow keys or other button to make something happen or uses a scoreboard.			
	3 points=Very true	2 points= Somewhat true	1 point=Not true
Goal for each stage is clear			
Game is fun to play			
Questions are challenging			
Player has an opportunity to learn from the questions			

Credits Page

	1 point=true	0 points=not true
There is a "win" notification		
Stage is no larger than width=24 height=16		
First names or Whyville names of developers present		
"Start over" or" Reset "button that goes to the Introduction page		

Rule List

	5 points=Very true	3 points=Somewhat true	1 point=Not true
Rules are labeled with a name			
The rule list is clean (no duplicate rules or rules that never fire)			
Characters are labeled with a name			
Rules fire correctly			
Comments are added to rules to help explain them			

Bonus Points

	5 points=true	0 points=not true
Questions are based on a topic that is being taught in their class		
Questions address a concern in the community		
Player can earn points for each question they answer correctly.		

Trivia Game Topic Ideas



Write down 3 ideas for a trivia game and get feedback from another pair to see which one they like.

For example:

Idea #1: Trivia game about Watsonville facts.

Idea #2: Trivia game about volcanoes.

Idea #3: Trivia game on fractions.

Your ideas

Idea #1

Idea #2

Idea #3

Trivia Game Topic Ideas



Write down 3 ideas for a trivia game and get feedback from another pair to see which one they like.

For example:

Idea #1: Trivia game about Watsonville facts.

Idea #2: Trivia game about animals that live in water.

Idea #3: Trivia game on fractions.

Your ideas

Idea #1

Idea #2

Idea #3

TRIVIA GAME

Question and Answer Sheet

Your Name: _____

Name of Game: _____

Question 1: _____

Correct Answer: _____

Incorrect Answer: _____

Incorrect Answer: _____

Where did you find the correct answer (check box)?

Internet (write web page): _____

Other(write where) _____

My Brain: _____

Question 2: _____

Correct Answer: _____

Incorrect Answer: _____

Incorrect Answer: _____

Where did you find the correct answer (check box)?

Internet (write web page): _____

Other(write where) _____

My Brain: _____

Question 3: _____

Correct Answer: _____

Incorrect Answer: _____

Incorrect Answer: _____

Where did you find the correct answer (check box)?

Internet (write web page): _____

Other(write where) _____

My Brain: _____

Question 4: _____

Correct Answer: _____

Incorrect Answer: _____

Incorrect Answer: _____

Where did you find the correct answer (check box)?

Internet (write web page): _____

Other(write where) _____

My Brain: _____

Question 5: _____

Correct Answer: _____

Incorrect Answer: _____

Incorrect Answer: _____

Where did you find the correct answer (check box)?

Internet (write web page): _____

Other(write where) _____

My Brain: _____

Question 6: _____

Correct Answer: _____

Incorrect Answer: _____

Incorrect Answer: _____

Where did you find the correct answer (check box)?

Internet (write web page): _____

Other(write where) _____

My Brain: _____

Question 7: _____

Correct Answer: _____

Incorrect Answer: _____

Incorrect Answer: _____

Where did you find the correct answer (check box)?

Internet (write web page): _____

Other(write where) _____

My Brain: _____

Debugging Worksheet (Trivia Game)

Creator of Game _____

Tester _____

Did you find any doors that didn't work properly? If yes, which stage and what is the problem?
(Use back of sheet if necessary)

Stage _____

Problem _____

Stage _____

Problem _____

Stage _____

Problem _____

What did you like about the game? What did you think was cool?

Did you find any bugs (words not spelled correctly, rules that didn't work, etc...)

Adventure Game Rubric

Introduction Page

	3 points=Very Clear	2 points=Clear	1 point=Not Clear	0 points=none
Directions				
Back Story				
Topic of game				
	3 points=none	2 points=1-2 mistakes	1 point= 3-5 mistakes	0 points=6+ mistakes
Grammar and spelling				
	3 points=Very attractive and inviting	2 points=Somewhat attractive and inviting	1 point= not attractive or inviting	
Appearance				
	1 point= Title present	0 point=no title		
Title				
Total possible points = 16points				

Game Playing stage

	1 point=true	0 points=not true	
At least four stages of game play that increase in difficulty			
A working reset button in each stage where you can be defeated			
Multiple appearances for at least one character			
Main character successfully moves from one stage to the next			
The player has to use the mouse, arrow keys or other button to make something happen.			
There is text in the story between characters			
	3 points=Very true	2 points= Somewhat true	1 point=Not true
Goal for each stage is clear			
Game is fun to play			
Storyline is unique			
Game is challenging but not impossible			
There is clear beginning, middle and end of the game			
Total possible points=21			

Credits Page

	1 point=true	0 points=not true
There is a "win" notification		
First names or Whyville names of developers present		
"Start over" or" Reset "button that goes to the Introduction page		
Total possible points= 3		

Rule List

	5 points=Very true	3 points=Somewhat true	1 point=Not true
Rules are labeled with a name			
The rule list is clean (no duplicate rules or rules that never fire)			
Characters are labeled with a name			
Rules fire correctly			
Comments are added to rules to help understand them			
Total possible points= 25			

Bonus Points

	5 points=true	0 points=not true
Each stage is no larger than width=24 height=16		
There is a timer or scoreboard that adds to the game experience		
There are at least 3 original characters		
There is at least one instance where multiple characters have rules set to fire at same time		
Jars are used to organize rules		

There are 3 different sounds in the game		
Total possible points= 30		

Adventure Story Design Sheet

What is the topic of the game?

6th grade <ul style="list-style-type: none"><input type="checkbox"/> ancient Egypt<input type="checkbox"/> ancient China<input type="checkbox"/> Pangaea & plate tectonics	7th grade <ul style="list-style-type: none"><input type="checkbox"/> medieval China<input type="checkbox"/> medieval Japan<input type="checkbox"/> medieval Europe	8th grade <ul style="list-style-type: none"><input type="checkbox"/> Industrial Revolution	Any grade <ul style="list-style-type: none"><input type="checkbox"/> multiplication & division<input type="checkbox"/> decimals, fractions & percents<input type="checkbox"/> reading comprehension<input type="checkbox"/> nonviolent social change<input type="checkbox"/> Other _____
---	---	---	---

Who is the player character?

Describe where the story takes place (beginning)?

What is the problem the character has to overcome (Middle)?

What happens after the player overcomes the problem (end)?

Character and 1st Play Stage Design

Your Name: _____

What is the name of your player character? What does it look like?

Draw the Character or write a description

Name: _____

What are the names of other characters in your game? What do they look like? Are they villains or friends?

Draw the Character or write a description

Name _____

Circle one: Villain Friend

Name _____

Circle one: Villain Friend

Name: _____

Circle one: Villain Friend

Name: _____

Circle one: Villain Friend

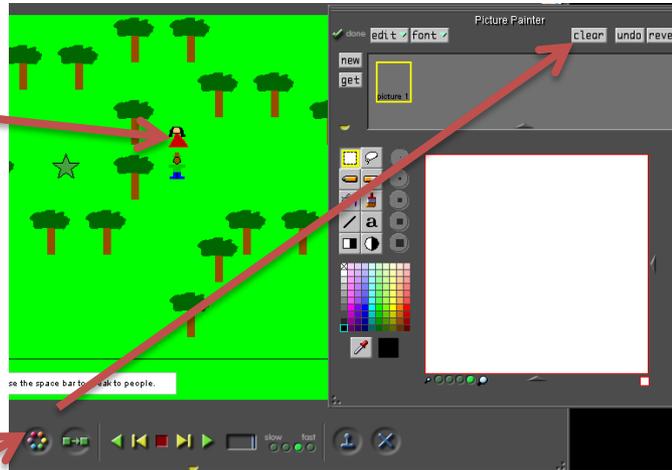
Use the grid to draw how you want your 1st play stage to look in Creator.



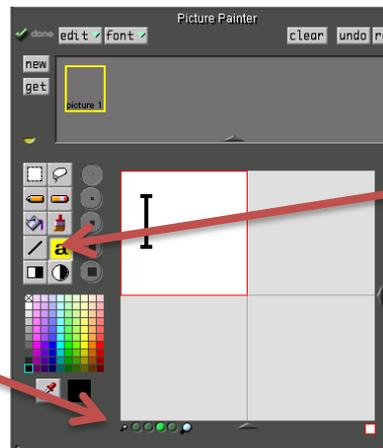
Creating Text Between Two Characters

Step 1: Move the player character next to the character you want it to talk to.

Step 2: Drag a new character on to the screen, use the paint tool to edit it, and clear it by clicking “clear”



Step 3: Use the zoom out tool to give you more space to write.

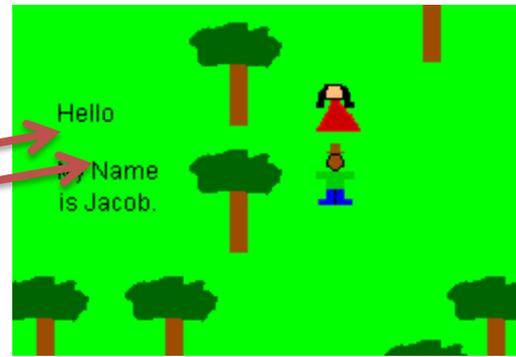


Step 4: Choose the “text tool”

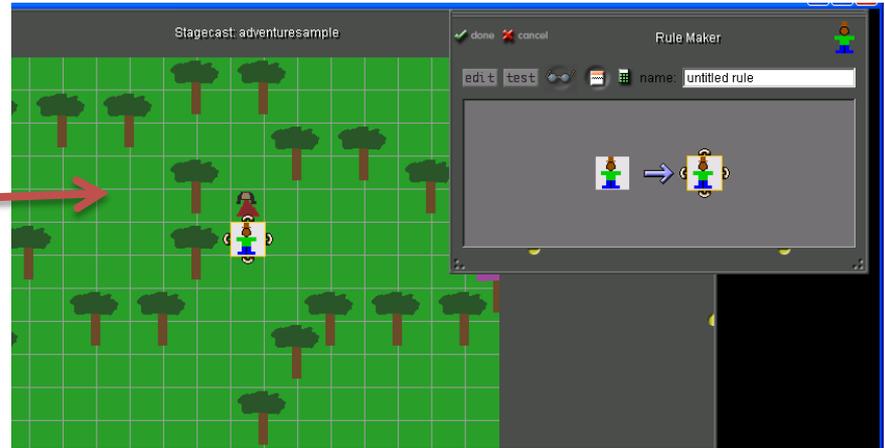
Step 5: Type the text you want to appear and click done.

Step 6. Follow steps 2-5 to create the next text you want to appear.

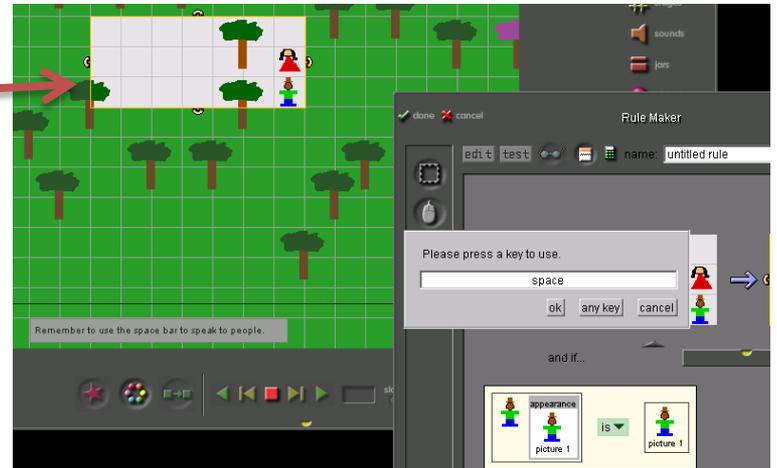
Step 7: On your screen you will have both sets of text.



Step 8: Delete both sets of text and create a rule for your player character



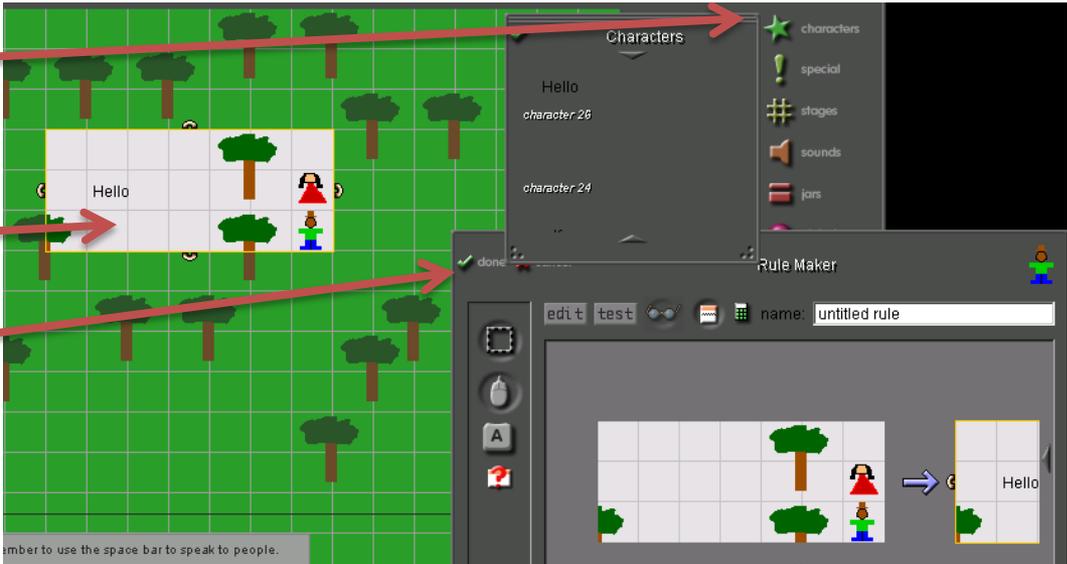
Step 9: Stretch the rule window over the character the player interacts with and where you want the text to appear.



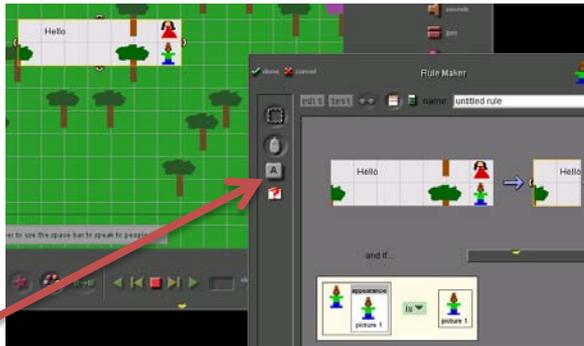
Step 10: Open the "and if" tab and choose the "A" key. Choose a key that will cause text to appear (Spacebar in my example)

Step 11: Open the “character” window and choose the text you want to appear and drop it in the open space.

Step 12: Click done



Step 13: Create another rule for the player character and stretch it over the character you are talking to and the text.



Step 14: Choose the “A” key and choose the same key board command, click done.

Step 15: Delete the old text and insert the new text. Click done.



Step 16: Save your work!

Step 17: Continue to follow steps 13-15 to insert more text.

Helpful hints:

Hint #1: You may want to change the colors of the text, so the player knows how is talking.

Hint #2: You can also create an area in the bottom where all the text appears (see Elliot's Duck).

Hint #3: You may want to first write your text in Microsoft Word and spell check it to avoid Typos

2nd Play Stage Design

Your Name: _____

Are there any changes in your story from your original back story?

What are of any new characters? What do they look like?

Draw the Character or write a description

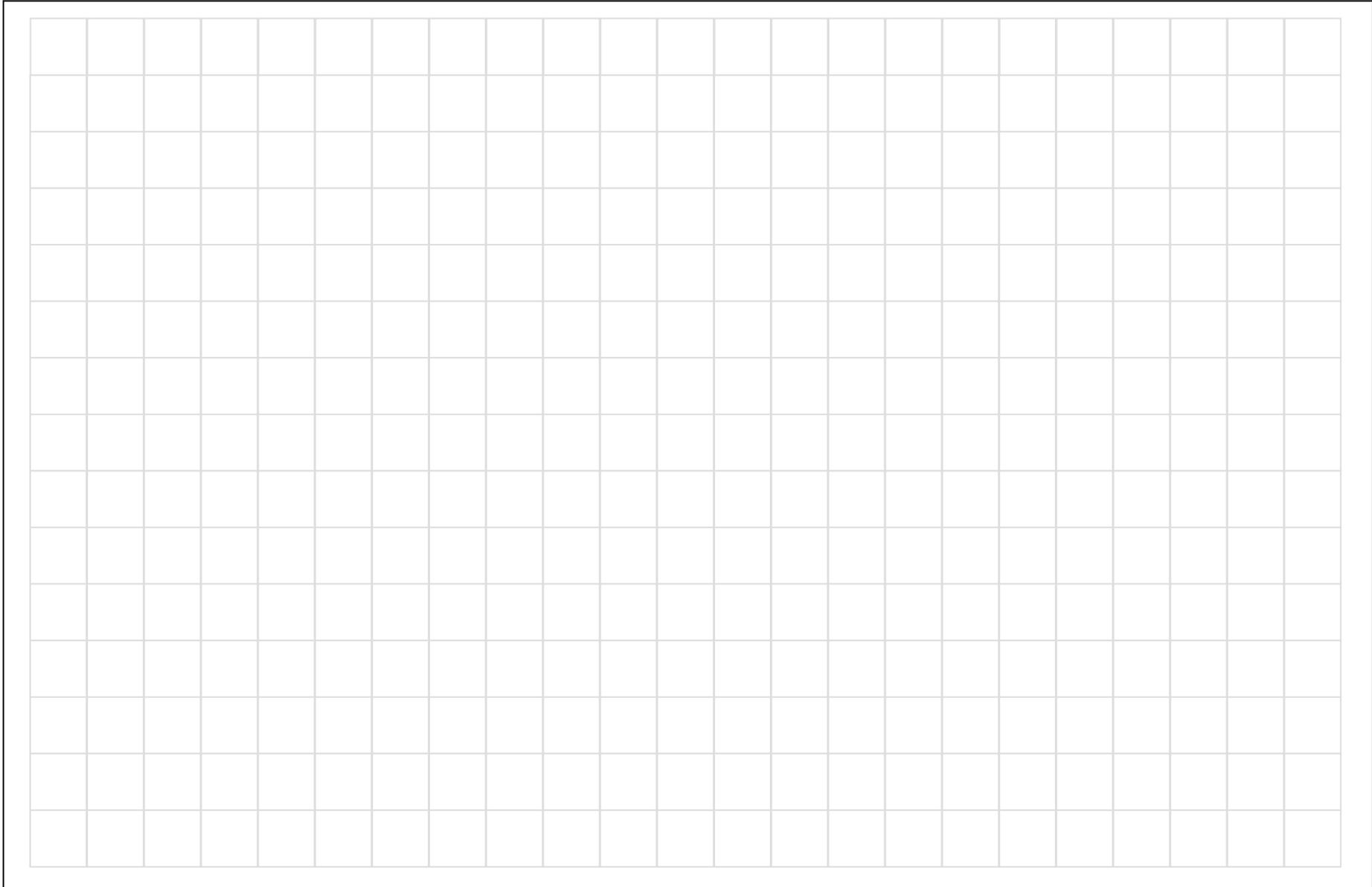
Name _____
Circle one: Villain Friend

Name _____
Circle one: Villain Friend

Name: _____
Circle one: Villain Friend

Name: _____
Circle one: Villain Friend

Use the grid to draw how you want your 2nd play stage to look in Creator.



Debugging Worksheet (Adventure Game)

Creator of Game _____

Tester _____

Did you find any doors that didn't work properly? If yes, which stage and what is the problem?

Stage _____

Problem _____

Stage _____

Problem _____

Stage _____

Problem _____

What did you like about the game? What did you think was cool?

Did you find any bugs (words not spelled correctly, rules that didn't work, etc...)