

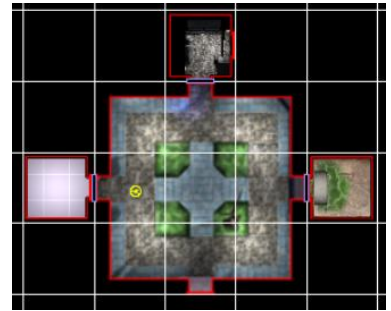
Task and Instructions

This week you are going to create a game that has three doors that open using different **TRIGGERS**.

A **TRIGGER** is the action that makes the event happen.

Your first task is to build your world

1. MissionMaker – NEW – Edit ...
2. Choose a starting tile with at least three doorways.
3. Add three more tiles so that they connect to the starter tile.
4. Click on the blue box to build your world. Check that the rooms interconnect easily.



Add your three doors

1. Choose a different type of door for each entrance.

TRIGGER 1 Object Clicked (a one step rule)

1. Click on the door (or go to the MY GAME menu doors and select the door) to bring it into the editing pane.
2. Click on the **Actions** tab.
3. Click on **Open**. Click on the **yellow arrow** at the end of the line.
4. Click **Object Clicked** and the **arrow** at the end of the line.
5. You will be asked to **select an object** to click. Click on the door (or use the MY GAME menu)
6. Check the rule at the bottom of the screen: If X door is clicked X door opens. If this seems right click on the tick to accept the rule.
7. Now go into your game and test that the rule works. Click on the arrow to play game.



TO DELETE A RULE:

1. Go into the MY GAME menu and select rules
2. Click on the rule you want to delete
3. Click on the bin.

TRIGGER 2 State Trigger (a two step rule)

Step One – Make the Active Prop Change State

1. Go to your second door. From the NEW menu select **Active Prop**.
2. Add the **Lever, Plunger** or **Power Switch** to your game, near to the door.
3. First you need to make the **Active Prop** switch on and off/plunge and raise. Click on the prop and then **Actions**. Now click **Toggle State** and the **yellow arrow**. *Toggle means to move between the two states.*
4. Click **Object Clicked** and the **Active Prop**. *This means that every time you click the prop it will change state.*

Step Two – Open and Close the Door

5. Click on the door (or go to the MY GAME menu) and **Actions**. Click **Open** and the **yellow arrow**.
6. Choose **State Trigger** and click on the **yellow arrow**. You will be asked to **select an object from your game with more than one state**. Click on your **Active Prop**.
7. Now choose the state it needs to be in to open the door (**On** or **Plunge**).
8. To close the door. Click the **Door** and **Actions**. Click **Close** and the **arrow**. Select **State Trigger** and your **Active Prop** and this time the **State** should be **Off** or **Raised**.
9. Read and accept your rule, then play the game to check it works.

TRIGGER 3 Spatial Trigger (a three step rule)

Step One – Add the Spatial Trigger

1. Go to your third door. Select Trigger Volume from the NEW menu.
2. Add the Cylinder Trigger. Use the arrow to raise it and the spot to move it. To make it taller click and drag the top edge (*click and drag to scale height*). To make it wider click and drag the side (*click and drag to scale radius*). Locate the Cylinder Trigger precisely to cover your door.

Step Two – Adding a Pick-up

3. Go to **Pick-up** in the NEW MENU and find a key. Add it to your game near to your third door.
4. In **Properties** you'll see the **Description** 'Key'. Change this to say Key to ... and then describe the door it opens. *When the Player looks at this in the inventory, this is what he or she will see.*

Step Three – Open the Door

5. Your door is hidden in the Cylinder Trigger so select it by going to **Door** in the MY GAME menu and clicking on it there. Click **Actions** and **Open** then the **yellow arrow** at the end of the line.
6. This time you want to select Spatial Trigger.
7. You will be asked to **select a location from the map or an existing trigger volume**. Click on the **Trigger Volume** you have just added.
8. This will bring up the **Activator** screen. You want your key to open the door, so click on **Specific Object**. You will now be asked to **select a Pick-up, Prop or Active Prop from your game**. Choose the key by clicking on it.
9. Read the rule at the bottom of the screen and if it seems right click on the **tick** to add it to your game. Play the game to check that it works.

You can find video instructions to help you make a game at:

<http://www.immersiveeducation.eu/index.php/downloadspg/missionmaker-downloads-page/missionmaker-guides>

Look in particular at: **Building Rules, State Trigger** and **Spatial Trigger**

Homework Evaluation

My game

... has three doors leading from a central starter tile

In my game

... one door opens when I click on it

... one door opens when I click on an active prop and closes when I click that prop again

... one door opens when I throw a key near it

Using the videos to help you, see if you can add sounds to the doors when they open and a special effect. Tick if you manage to do these things.

Add a sound when the door opens

Add a special effect when the door opens

Copy the following statements onto paper and add your thoughts. Staple your work to this sheet.

I found it easy to ...

I need more practise with ...

I would like to know how to ...