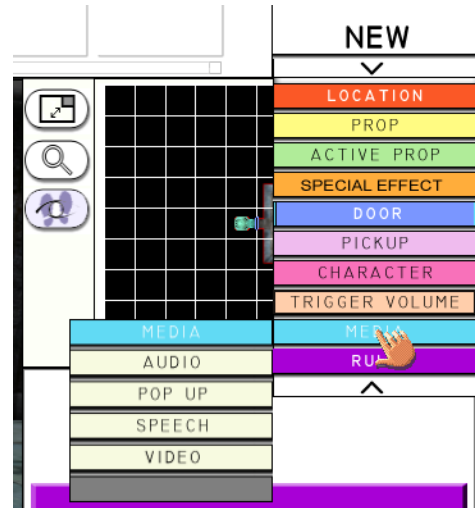


# Using Media in your Game

This week you'll see how different media can add to the atmosphere and enjoyability of your game. You will:

- add audio to your doors (and other active props)
- create pop ups so that Players know what to do at the start of the game and when they enter different rooms
- insert a character who will speak to the Player
- add a short video.



## Adding Audio

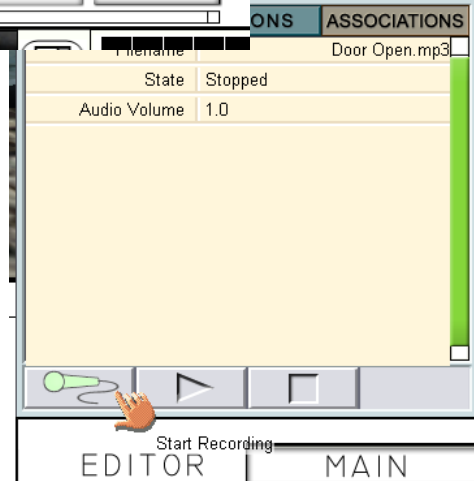
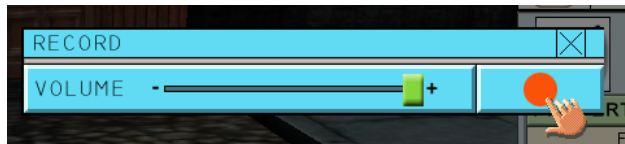
Go to the **NEW** menu, select **MEDIA** and then **AUDIO**.

### In PROPERTIES

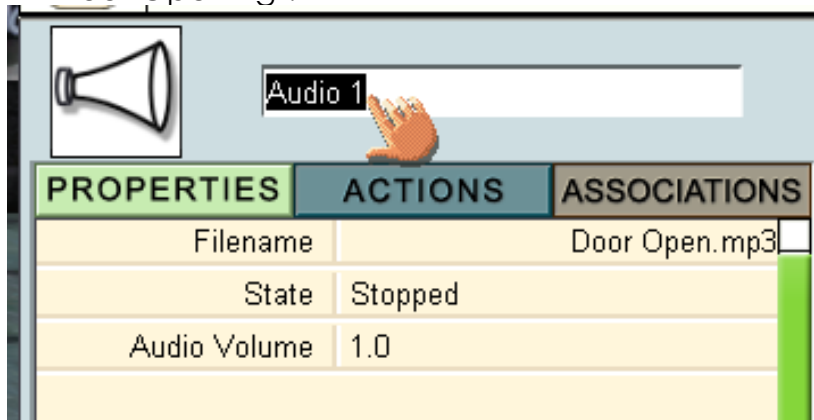
1. Select the sound you want by clicking on the icon in the selector bar at the top of the screen.



2. Alternatively, you can record your own sound effect by clicking on the start recording button at the bottom of the editor. Click on the red round button to start and on the red square button to stop.



3. Overtyping 'Audio 1' and giving your file a name that will help you find it later, for example, 'Victorian Door Opening'.



## In ACTIONS

4. Click on **ACTIONS** and **Play**. There are a number of triggers you could use to add a sound to the door opening, but the most reliable is State Trigger. Select the door that the sound will be attached to and then choose **Open** as the state. The rule should read: 'If ... door's state becomes open, (audio 1) plays.'
5. Accept the rule and test that it works. Save your game.

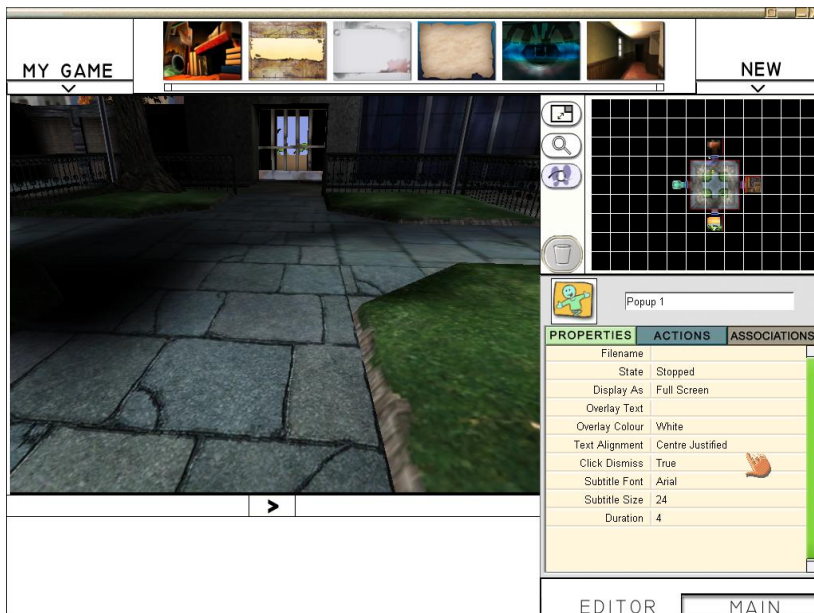
Add a different audio file to all of your doors and any other moving/active props in your game.

## Adding Pop Ups

Add a Pop Up with instructions at the start of the game. Add another Pop Up in each room telling your Player what to do in each space.

Go to the **NEW** menu, select **MEDIA** and then **POP UP**.

### In PROPERTIES



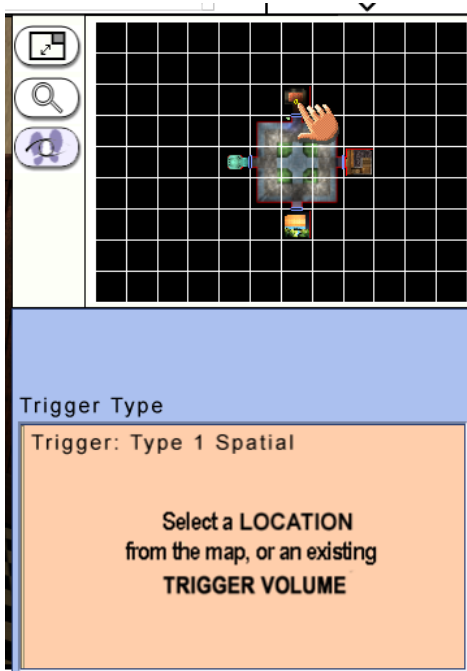
1. Select a background from the tiles at the top of the screen. Its name will appear in the **Filename** line. This is vital. *Without a background the Pop Up will not play!*
2. Overtyping 'Pop Up 1' with a more useful title, such as, 'Instructions at Start of Game'.
3. Decide whether you want the Pop Up to be full or part of the screen by clicking on the **Display As** line and choosing from the drop-down menu.

4. In the **Overlay Text** box, type what you want the Player to read.
5. Decide on the **Colour** (it needs to show up on the background you have chosen), **Alignment**, **Font** and **Size**.
6. It's probably sensible to leave **Click Dismiss** as **True** because this means that if the Player reads the text more quickly than you have guessed they can click and get on with the game.
7. In **Duration** choose how long you will allow the text to stay on the screen, The default is 4 seconds.
8. Check that your Pop Ups work and **SAVE** your game.

**Remember, if your rules don't work, you can check them in the MY GAME menu under RULES. Read through to see if they make sense.**

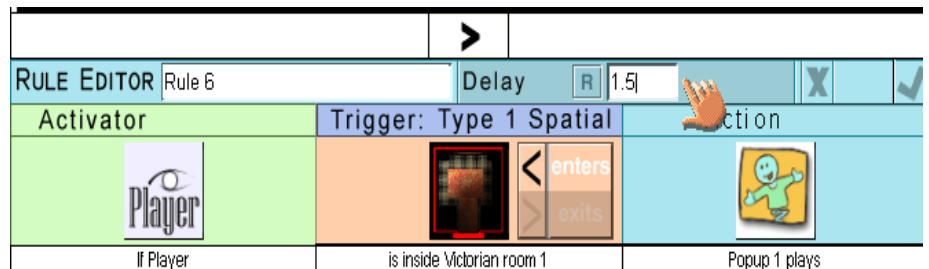
## In ACTIONS

9. Choose **Play** and for the first Pop UP select **Global Trigger** and **Start of Game**.



10. For Pop Ups that play when a Player enters each room, choose Spatial Trigger and when you are asked to Select a LOCATION or TRIGGER VOLUME, choose the room the Player will enter then the Player as the Activator.

11. Add a short delay to give the player chance to look around.



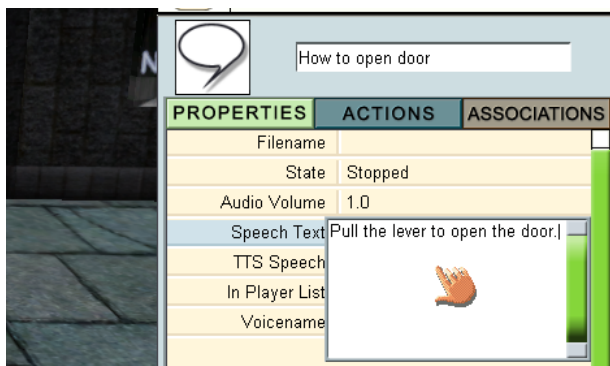
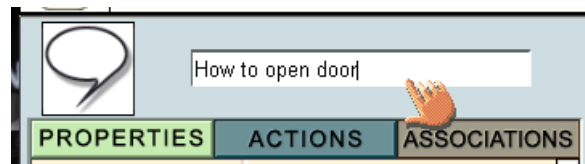
## Adding Speech

Add a Character and make them stand outside one of your doors. This character will tell the Player how to open the door. To make the character stay at the door, click **ACTIONS, Stop, Global Trigger** and **Start of Game**.

Now to add the speech. Go to the NEW menu, select MEDIA and then Speech.

In PROPERTIES

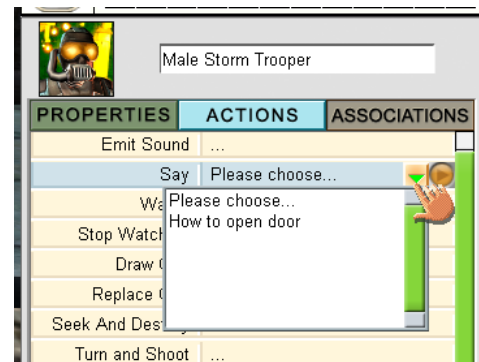
1. Overtyping the title of the speech so that you can find it easily later.



2. In the Speech Text box, type what you want the Character to say. You can now either use TTS Speech (this is an electronic voice) by leaving the TTS Speech as True or you can make this False and record your own voice by clicking on the microphone.

3. Now click on the Character and in ACTIONS, click Say and choose your speech from the drop down menu. Click on the arrow at the end of the line to choose the trigger. Decide which trigger you want to use and complete the rule.

4. Check that your rule works and SAVE your game.



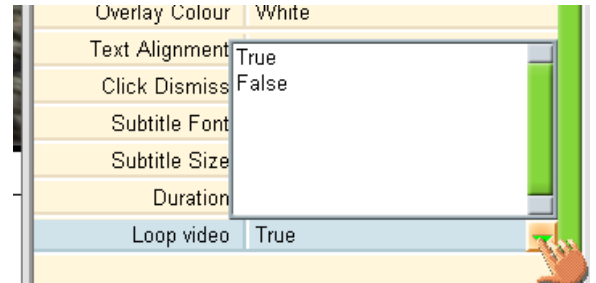
## Adding Video

Add a TV or console from the active props. They are right at the end.

Go to the **NEW** menu, select **MEDIA** and then **Video**.

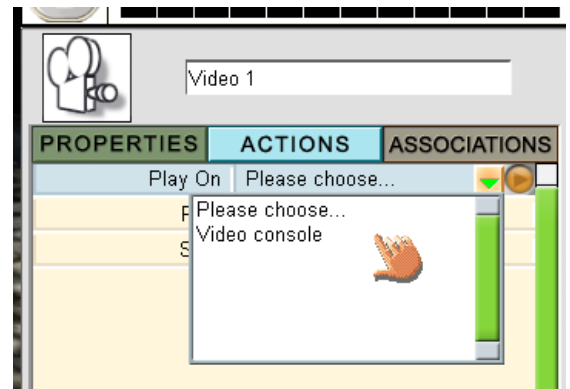
### In Properties

1. Click on one of the videos at the top of the screen. You can add your own AVI files too. Use one in the software just to learn how it works.
2. Decide whether you want the video to loop or not, by clicking on the drop-down menu.



### In Actions

3. Click Play On and the drop down menu. This will list all of the editable active props that you have put into your game. Choose the screen on which the video will play.
4. Click the arrow at the end of the line, select the Trigger and write your rule.
5. Test the rule and SAVE your game.



## Homework

Make sure that you have managed to put each medium into your game at school or one you have made at home.

Make a note of where you get stuck, so that you can ask a classmate or teacher for help in the next lesson.