# 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. ❑
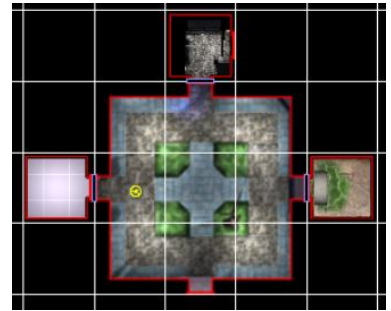
Add your three doors

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 riase. 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 …