

Moving Game X to YOUR Location

In this tutorial, you will **remix** Game X, making changes so it can be played in a location near you.

About Game X

Game X is about agency and civic engagement in the context of global climate change issues. The experience is designed to get kids (aimed at grades 5-7) thinking not just about how to change their own behavior, but how they can make a difference in their greater community. Although the narrative of Game X focuses on reducing reliance on gas-powered vehicles, the learning goal is for the player to feel more empowered and inspired to work for change in their own community around any issue.

To play Game X, players walk around a pre-determined real world town (suburban or urban) looking for signs of alternate forms of transportation, such as bicycling, mass transit, or electric vehicles. Players are challenged by “the Mayor” (a character in the game) to come up with bold ideas to have a positive impact. At various points along the way, players are prompted to choose among specific ideas about how they might advocate for greater adoption of these alternative forms of transportation. The players wrap up by presenting their favorite idea to the Mayor.

About Location-based Augmented Reality

Game X is a location-based augmented reality game created with the TaleBlazer game platform. Like Pokemon Go, the player’s GPS location is used to visit in-game locations or characters when the players walks around the real world. Unlike Pokemon Go, TaleBlazer games must be played in specific locations, as designated by the game designer. Game X is set in the town center of Lexington, Massachusetts.

Before You Begin

Pre-requisites

Familiarity with TaleBlazer

We strongly recommend that game designers gain having familiarity with the TaleBlazer editor software BEFORE beginning the remixing process. Before remixing Game X, you should:

- Understand TaleBlazer terminology such as *region*, *agent*, *action*, *trait* and *bump settings*
- Be comfortable specifying the real world location of a TaleBlazer region and the agents within it
- Know how to make a *sequential game* using **include/exclude blocks**
- Be able to manipulate images in TaleBlazer, including creating *custom map images*

If you need to brush up on TaleBlazer, we recommend following the **Getting Started** tutorials inside the TaleBlazer Editor as well as the **In Depth: About Maps** topic.

Access to a Town Center near You

Where will you be playing Game X? This game is designed to be adaptable to most pedestrian friendly town centers or other moderately urban walkable areas.

However, due to the current limitations of GPS technology, this game is not appropriate for narrow streets lined with tall buildings (higher than 4 or 5 stories).

About this Tutorial

Game-Specific Vocabulary – note that this terminology is specific to the design of this game. These terms are not used elsewhere in the TaleBlazer software.

Landmark – during Game X, players are asked to look for specific real world artifacts such as a bench, a bike path, a bus stop, and an electric vehicle charging station. In this tutorial, we will refer to these real world artifacts as **landmarks**.

Nodes – the content of Game X is divided into chapters or **nodes**.

Game X Nodes

Game X has 5 nodes:

- Tutorial Node – sets up the narrative and player goal
- Three content nodes
 - Bicycle Node – look for biking in the local area and think about ideas on how to get more people to bike instead of drive
 - Mass Transit Node – look for mass transit services in the local area and think about ideas on how to get more people to use mass transit instead of driving
 - Electric Vehicle Node – look for electric vehicles in the local area and think about ideas on how to get more people to adopt electric vehicles
- Wrap Up Node – allows the player to make a final decision

Game X is designed to be played with the tutorial node first and the wrap up node last. However, you can remix your game to play the three (middle) content nodes in any order. *Consider ordering the content nodes based on the locations of the real world artifacts you've chosen for your landmarks to make gameplay more convenient for the players.*

Moving Game X to a Location Near You!

Stage 1 - Planning

1. Play Game X (*Playing the game first to familiarize yourself with the game*)
 - a. Open the TaleBlazer Mobile app, then pick **Game Code** from the main menu
 - b. Enter the game code: **gdxynmi**

- c. Tap **Download** and then **Play**.
- d. Play the game
 - i. The first few screens in the game are 'bump next' agents and pop up automatically when the game starts.
 - ii. After that you may see a warning pop up about being too far away to play the game. Tap the X to dismiss.
 - iii. In the **Settings** screen accessible via the game (sandwich) menu:
 1. Turn ON **Tap to Visit** in order to tap on the agents to visit them
 2. Turn ON **Show Hidden Agents** to see the 'hidden' agents (if available)
 - iv. Tap the agent icons to play the game.
- e. The **landmark** agents are denoted with triangles. When you remix the game, you will edit these agents to
 - i. Refer to real world artifacts in your location.
 - ii. Be hidden on the map so that the player has to search for them in the real world.
2. Choose a location. *Game X is designed for a small town setting with a somewhat dense, pedestrian-friendly town center. Select an appropriate location for your game.*
3. Walk through your chosen location looking for the following real world places to incorporate into your game. *All real world artifacts should be in public areas that are safe and pedestrian accessible. They should also be distinct and relatively easy to see from a short walkable distance.* Take notes and snap photographs to use for game planning. Look for:
 - a. **Meeting area** - for the beginning and end of the game. This is especially important if you are planning to have a group meet and then play the game together.
 - b. **Tutorial Landmark** –real world artifact, such as a picnic table, bench, or statute, in close proximity to the meeting area.
 - c. **Bicycle Landmark** – real world artifact related to cycling such as a bicycle rack or bike path
 - d. **Mass Transit Landmark** – real world artifact related to mass transit such as a bus stop.
 - e. **Electric Vehicle Landmark** – real world artifact related to electric vehicles such as an EV charging station/spot.
 - f. **Extras** (optional) – to make your game feel more authentic, consider looking for other real world places or artifacts to incorporate.

Stage 2 – Remix and Review Game X

4. Remix Game X
 - a. Log in to taleblazer.org
 - b. Pick **Remix** from the **Games** menu.

- c. Enter the game code: **gdxynmi**, then click **Find Game**. 'Game X' should come up.
 - d. Click the **Remix** button.
5. Explore Game X in the Editor to become familiar with the layout. Note that the agents are in the approximate order as they appear while playing the game. Each content node follows the same pattern. *Follow below and/or see the Flow Chart on the page after this one.*
 - a. The tutorial and content nodes each encompass two regions
 - i. Main Content Region (Tutorial Node, Bike Node, Mass Transit Node, EV Node)
 - ii. Landmark Region (Tutorial Landmark, Bike Landmark, Mass Transit Landmark, and EV Landmark)
 - b. The content nodes each encompass the following pattern of agents
 - i. Start Agent (Cyclist, Pedestrians, Driver): cues the player on the topic of the node and to look for the landmark
 - ii. Landmark Hint (Bench Hint, Bike Path Hint, Bus Stop Hint, EV Charging Station Hint): a 'tap to visit' agent always visible on the Landmark map to provide hints on where to find the landmark
 - iii. Landmark Agent (Bench, Bike Path, Bus Stop, EV Charging Station): a 'hidden' agent referring to a real world artifact that is related to the topic
 - iv. Observation Prompt (You Wonder...): cues the player to look around as they play the game

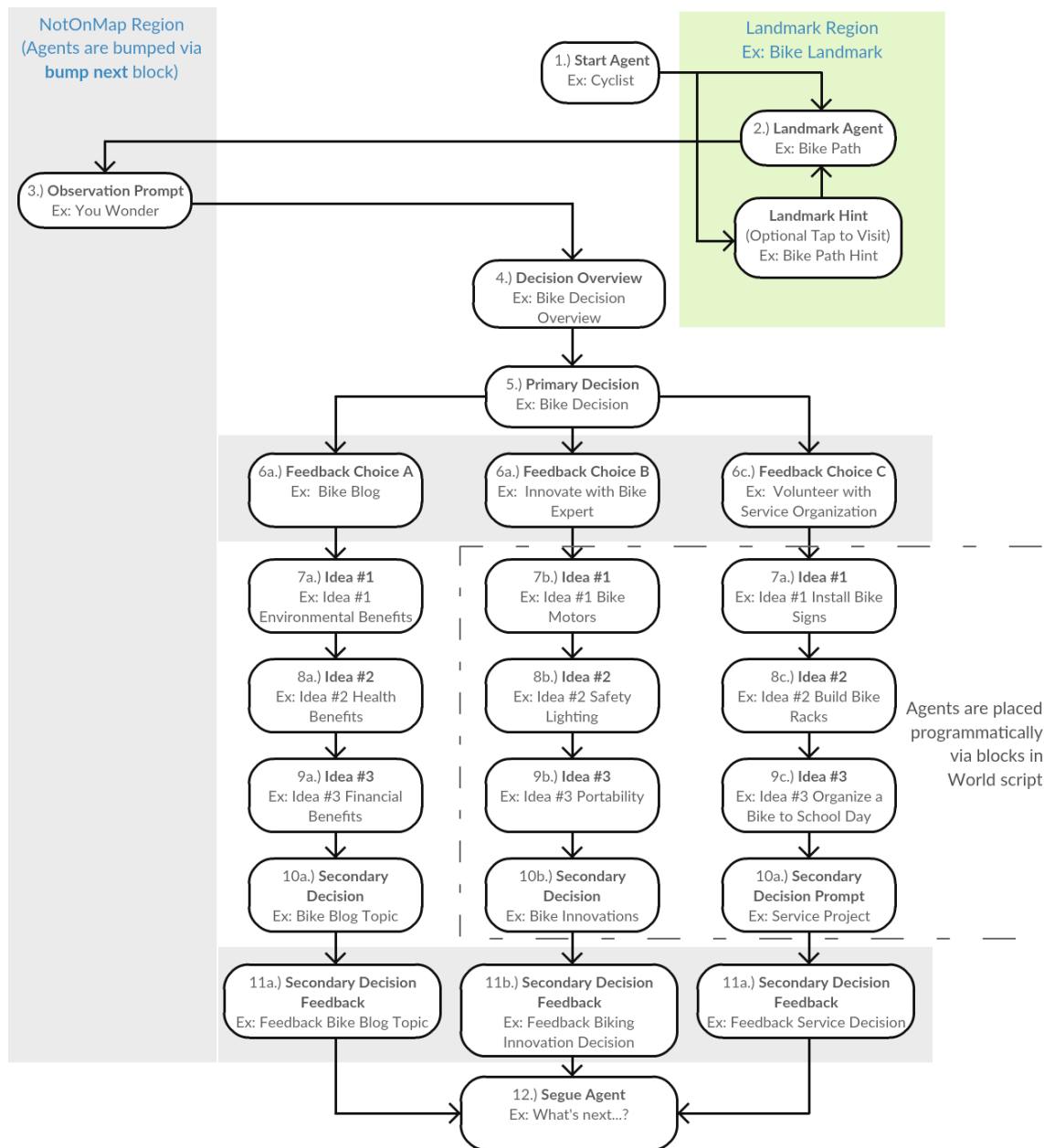
Decision related agents (three branches for each content node)

During each content node, the player is first asked how they would like to help and are given three possible choices (i.e., write a blog, innovate with bike technology, volunteer with a cycling organization). We'll call this the Primary Decision. The game then branches for each choice. Specifically, if the player decides to blog about bicycling, then the next agents they visit will be related to blogging. The player gets immediate feedback about their decision to go with blogging, then they see three possible ideas for what to blog about, then they are asked to pick one of these ideas. We'll call this the Secondary Decision. After making the secondary decision, the player gets feedback on that decision. Finally, the branches merge back together and all players meet the same segue way agent, which transitions to the next content node.

- v. Decision Overview
- vi. Primary Decision – How do you want to help? [Game BRANCHES after this agent into paths A, B, C]
- vii. Feedback on Choice – A, B, or C
- viii. Idea 1 – A, B, or C
- ix. Idea 2 – A, B, or C
- x. Idea 3 – A, B, or C

- xi. Secondary Decision – A, B, or C: Which idea will you use to help? [Specific to Primary Decision]
- xii. Feedback on Secondary Decision – A, B, or C: for each choice the player might have made for Primary Decision, there is only one agent that gives feedback on the Secondary Decision. The blocks change the name and description of this agent to give the player the appropriate feedback.
- xiii. Segue Agent (What's Next) [Branches merge back together]

Below is a flowchart outlining the flow of a content node. *This chart is populated with the agent names for the Bicycle Node. All the agents on the white background are located in the "Bicycle Node" region.*



Stage 3 – Move Game X to your location

6. Move the Tutorial Node Regions

The tutorial region should fully encompass the meeting area and the real world locations of all tutorial agents. The tutorial region can cover a smaller area than the other regions to make it easier for the player to navigate. However, do not make the tutorial region smaller than a football field or the innate inaccuracy of the GPS will be distracting to the player. Leave room at the top or bottom of the map to add text to your custom map to give the player directions about gameplay.

- a. Select the 'Tutorial Node' region

- b. Select **use a dynamic map**

Map Type

☒ use a dynamic map (requires a data plan)

☐ use a custom map

- c. Uncheck the **Lock Map** checkbox

- d. Type in the address of the *meeting area* you selected during the planning phase, then hit Enter or click the search icon, then click the **Move Game to Here** button

☐ Lock Map

☒ Preserve Agents X/Y ☐ Preserve Agents Lat/Lng

☐ Lock Agents

Andover, MA



Move Game To Here

- e. To fine-tune the placement of the map, drag the map itself or the bounding blue corner squares

- f. Repeat the same process for the 'Tutorial Landmark' region

- i. Note – creating custom maps will be easier if you make the area covered by the regions identical. Once you have moved the 'Tutorial Landmark' region to the same general area, copy and paste the lat/lon coordinates from the 'Tutorial Node' region to the 'Tutorial Landmark' region so they are EXACTLY the same.

7. Drag the agents in the tutorial region around the map to position them

Note - The player will visit the 'Director', then the player changes to the 'Tutorial Landmark' region and must search for the tutorial Landmark agent (whose map icon will be hidden on the map). Then the player returns to the 'Tutorial Node' region and visits the 'Mayor' and then the 'Call to Action' agents. *Try to place the Director agent far enough away from the real world position of the Tutorial landmark so that the player won't automatically bump into it immediately after the Director, but close enough so that the player can look around and see it.* To make agent placement easier:

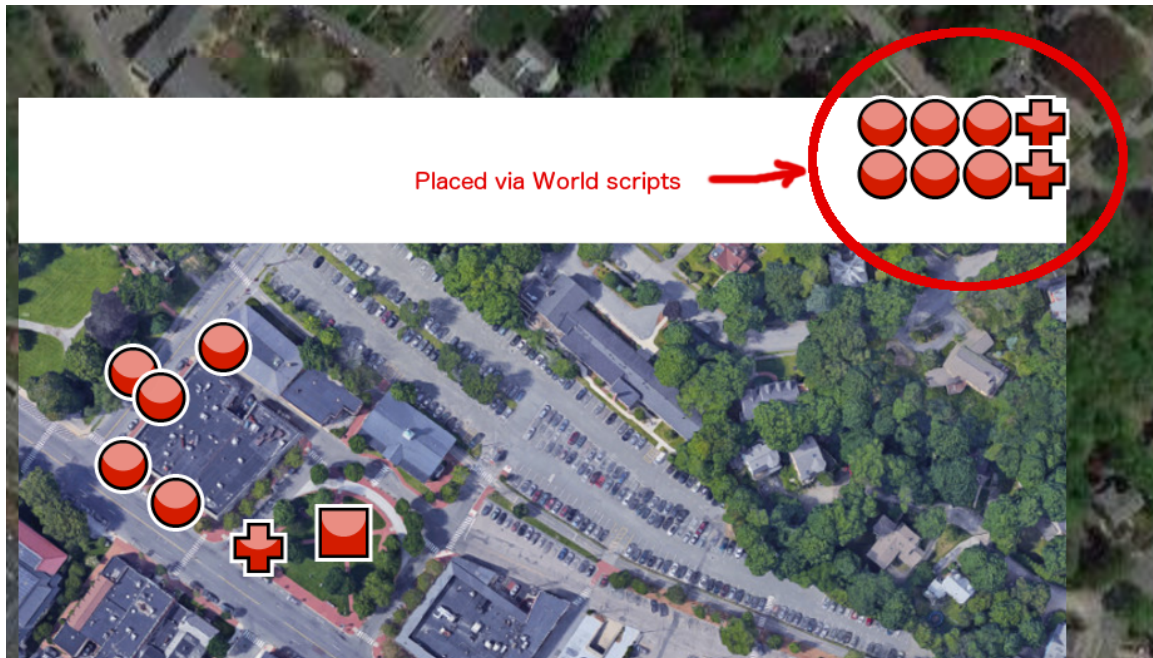
- a. Consider placing the landmark agent first
- b. Place the remaining tutorial agents in sequence leading from the meeting area toward the landmark area for the first content node

8. Repeat this process for each of the other nodes

- a. You do NOT need to edit the NotOnMap region or the The End region.

- i. The NotOnMap region contains agents that are visited via **bump next** blocks.
 - ii. TheEnd region is an indoor region that denotes the end of the game.
- b. Consider planning your game so that the remaining regions (Bike Node, Bike Landmark, Mass Transit Node, Mass Transit Landmark, EV Node, EV landmark, Wrapup Node) are all located at the exact same geographical location as each other – perhaps a slightly larger area than the tutorial node.
 - i. This makes your job easier since you can start with the same custom map for each one
 - ii. This makes it easier for the player to navigate as the map stays constant through the game
 - iii. Remember to leave room in your region to add text to the top or bottom of the map. In other words, choose a taller area than necessary so you can overlay text onto the custom map that won't intersect with agent locations or player walking paths.
 - iv. DO NOT CREATE CUSTOM MAPS YET! Test your game first to make sure you are completely happy with the position of the regions and agents BEFORE you create custom maps.
- c. Position the agents

About the decision agents In each content node, there are three branches each containing several different agents. We made the design decision in this game to have each player follow the same physical path in the real world to visit these agents regardless of which choice they made for the “Primary Decision”. In other words, each player visits different agents, but these agents are located in the same spots. Part of our rationale was that the physical location of our version of this game does not have branching pathways for the players to walk. With so many agents, the placement of overlapping agents became very confusing very fast. We decided to place the first branch of agents and then use scripts to move the other branches to those same locations. You will notice that the agents in the first branch of each content node are positioned within the walkable areas of the map, while the agents in the other branches are in the upper right corner of the map. *See image next page.*



- i. To keep the current design and have each player follow the same physical path regardless of player choice, for each of the main regions in the content nodes (Bike Node, Mass Transit Node, and EV Node), adjust the positions of the first set of branching agents and leave the agents from the other branches in their current locations in the upper right corner of the map.
 - ii. To change the current design and have each player follow different physical paths based on player choice, adjust the positions of all the agents in each content node AND delete the blocks from the world script editor that move the agents around. Note that there is a separate stack for each content node.
9. Test your remixed game!
 - a. Now it's time to head outside and test your game!
 - b. The goal of this test is to fine-tune the positions of the agents and the regions
 - c. You will also gauge whether the player be able to find the landmark agents if they are hidden on the map
 - d. TIP – turn ON **Show (x, y) coordinates** and take notes of the x,y coordinates of locations where you'd like to reposition agents.
10. Adjust the placement of the agents and the regions
 - a. TIP – you can directly enter the (x,y) coordinates on the Agent tab instead of dragging the agent's map icon on the map tab. Do this BEFORE adjusting the placement of the region.

Location

Tutorial Node	⌵	X	72	Y	118
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- b. TIP – to adjust the placement/size of the region WITHOUT changing the lat/lon positions of the agents, turn ON **Preserve Agents Lat/Lng** BEFORE moving the map.

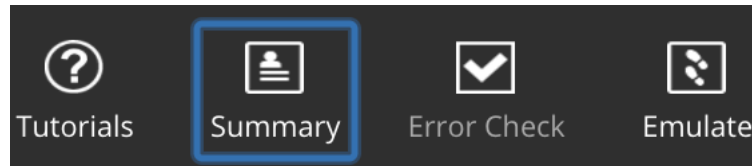
☐ Lock Map ☐ Preserve Agents X/Y ☒ Preserve Agents Lat/Lng

11. Repeat testing and tweaking until you are satisfied

Stage 4 – Edit the Text Content

Once you're satisfied with the placement of the regions and agents, now it's time to adjust the text to be specific to your location.

- 12. Edit the game text as desired to customize your game
 - a. At a minimum, you will need to change the names and descriptions for the Start Agents, the Landmark agents and the Landmark hint agents.
 - b. Note that some of the text in the game is contained in the script editor inside **set <description> to** __ blocks.
 - c. TIP – the summary feature allows you to review all text in the game at once.



Stage 5 – Tweak the Images

- 13. Upload new agent images as desired to customize your game
 - a. At a minimum, you will need to change the images for the Landmark agents and the Landmark hint agents.
- 14. To reduce player confusion and to avoid reliance on a data connection, we recommend using annotated custom maps for your regions instead of keeping the dynamic maps
 - a. Follow the **Getting Started | Add a Custom Map** tutorial inside the Editor to create and add custom maps to your regions. Consider annotating your maps to
 - i. include help text where it might be helpful to the player
 - ii. highlight main streets or large buildings to help the player orient themselves better.

Stage 4 – Adjust the Bump Settings

- 15. The landmark agents should be hidden on the map.
 - a. For each landmark agent (previously known as Bench, Bike Path, Bus Stop, and EV Charging Station) click the bump settings then turn OFF **Show agent** for the **Map Tab**.

Stage 5 – Test and Deploy

- 16. Test your game fully before deploying. If you'd like to make your game accessible via the Home Page on TaleBlazer Mobile, contact us at support@taleblazer.org and ask to register as an official TaleBlazer Place.