

# TaleBlazer Tutorial One - Introduction

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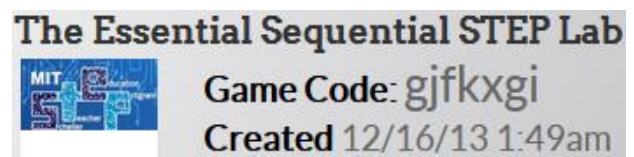
## Play “The Essential Sequential STEP Lab”

“The Essential Sequential STEP Lab” is an introductory game.

1. Play the game in the TaleBlazer mobile app on your phone by tapping on the *My Games* button, then the *Game Code* tab. Enter the game code **gjfkxgi** and tap *Submit*.
2. If you are not playing the game on location at MIT, turn on *Tap to Bump* via the *Settings* tab in the TaleBlazer mobile app and tap on the agents to visit them.

## Remix a Game


3. If you have not already done so, register for a new account on <http://taleblazer.org>.
4. Login to <http://taleblazer.org>
5. Browse to <http://taleblazer.org/profile/demo>
6. Click on ‘The Essential Sequential STEP Lab’. The game will open in the TaleBlazer Editor.



## Modify the Game


7. Next to the *Save Game* button, type a new name for your game.
8. Type a description for your game by clicking on the arrow to the right of the name field.

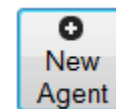
## Save the Game

9. Save your game by clicking the *Save Game* button.  Do this often!
10. Test: now when you are logged in, you should be able to see your new game by clicking on *My Games* from the TaleBlazer home screen.

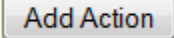
WARNING: Occasionally, you may be automatically logged out and see errors when you try to save. To rectify, open a new tab in the same browser, go to [taleblazer.org](http://taleblazer.org) from the new tab and log in. Then resume using the TaleBlazer Editor on the original tab.

## Make a New Agent

11. On the *Agents* tab, add a new agent by clicking the *New Agent* button
12. Upload an image by clicking on the question mark
  - a. Put yourself in the game by uploading a picture of **you**
13. Type a name and description for your new agent
14. Change the icon for the agent by clicking on the icon dropdown 



## Make an Action for the Agent

15. Make a new *text action* by clicking the *Add Action* button in the *Actions* box 
16. Click on “Action1” in the *Name* column to change the name of your new action to “Hello”
17. Click on the blue box in the *Content* column and type in the text for your agent to show when the player clicks the ‘Hello’ button.

## Place the agent

On the *Map* tab, your new agent will be to the upper left. Hover over the new agent with your mouse until the name comes up to make sure you found the right agent!

18. Drag your agent onto a walkable area near the building.

## Play the Game

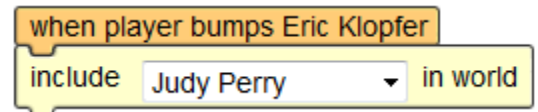
19. To play the game, first *save* it in the Editor by clicking the *Save Game* button
20. On your device, open the *TaleBlazer* application and tap the *My Games* button
21. Tap the *My Games* tab, and log into TaleBlazer with your username and password. All the games in your account should appear.
22. Tap the game you just created, then tap *Play* to download and play the game.
23. Go outside and play the game to see your changes!

NOTE: invite others to play your game by giving them the *game code*.  
You can find the *game code* on your *My Games* page

## Force the New Agent to be First

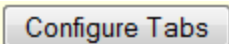
Notice that multiple agents were showing simultaneously when you played the changed game.

24. (This change does NOT affect the game play, but will make your job easier) On the *Agents* tab, drag the agents on the agent ribbon to reorder them into the order you want the player to see them
25. Pick the first agent and make sure that the *Agent is included at start* radio button is SELECTED  
 Agent is included at start
26. For the rest of the agents, make sure that the *Agent is NOT included at start* radio button is SELECTED  
 Agent is NOT included at start
27. For each agent except the last agent, make sure they have a *bump script* that shows the “next” agent like this:
  - a. From the *Control* drawer drag out the *when player bumps* block
  - b. From the *Movement* drawer, drag out the *include* block and attach it under the *when player bumps* block
  - c. Pick the “next” agent from the dropdown



## Test the Game Using Tap to Visit

It's not efficient to go outside every time you want to test your game. To test your game without having to walk around, you can use the *Tap to Bump* feature.

28. In the Editor, on the *World* tab, click the  button in the *Mobile Tabs* box
29. Check the *Settings* checkbox to make the *Settings* tab show during game play.
30. Save the game
31. On the mobile software, find your game on the *Saved Games* tab and tap on it. Press the *Start Over* button. You should be prompted to *Update* the game. Tap *Yes* to download the changes to the mobile.
32. When the game starts, tap on the *Settings* tab and then turn ON the *Tap to Bump* checkbox

## Experiment!

Make some more changes to your game. Remember to click the *Save* button before testing your changes.