

# Intramural Game Mode Tutorial















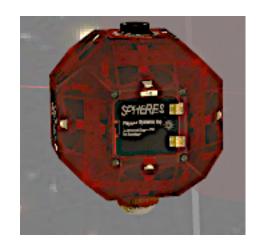


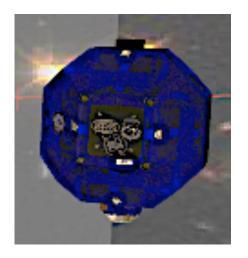






- In this tutorial you will learn:
  - How to share your program on the Zero Robotics website with your team
    - You need to complete this step before you can compete against a teammate
  - How to compete against a team mate





















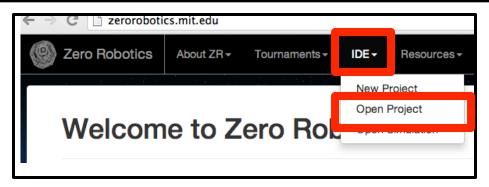


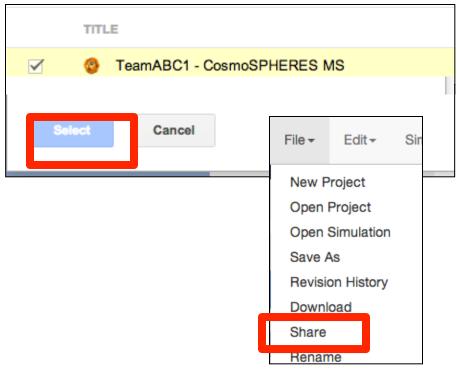


#### Sharing projects



- Sharing projects with your team allows:
  - Teammates to view and edit your projects
  - Teammates to save your project with a new name and develop it further
  - Teams to hold Intramural Competitions
- Click on the IDE menu on the top ribbon and Select "Open Project"
- Find the project you would like to share click the check box and then click "Select"
- Go to the File menu on the top ribbon and select "Share"























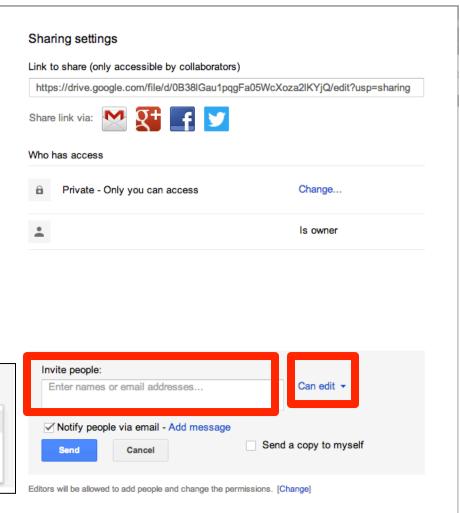


#### Sharing projects, continued



- Share by entering name or email address in the "Invite people" field
- Make sure that the sharing option is toggled to "Can edit"
- If desired click "Add message" link to add a message and then Select "Send"
- The "Invited people" will be added to the "Who has access" list in this window and will receive and email message with a link to the project

Enter names or email addresses			Car	n edit ▼
			~	Can edit
Notify people via	email - Add message	Send a		Can comment























### Sharing projects, continued



- The Invited people should:
  - Check their email
  - Click on the link in their email
- This will open the ZR IDE
- Click on "Open with app" when prompted
- The shared project will open in the IDE and will be added to their list of projects





















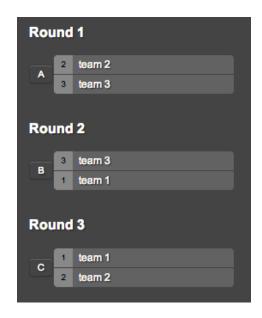




#### Sharing projects, continued



- Have each person competing in the intramural competition share their project with the group or their teacher.
- Create a plan for the order for the competition
  - Each team should play each other team at least once.
  - See example (shown) for a competition between 3 teams























#### Competing against a team member



- Open a project in the IDE
- Select Simulate
- From the Graphical Editor select "Simulate" from the top ribbon menu
  - Leave everything else "as-is" except opponent
  - Click "Select Opponent"
    - In the project window look for the shared project that you would like to compete against
    - Click the check box
    - Click on Select
- The Opponents name will appear on the Simulate settings window
  - Your code defaults to Blue satellite
  - Opponents code defaults to Red satellite
- Simulate and View Results























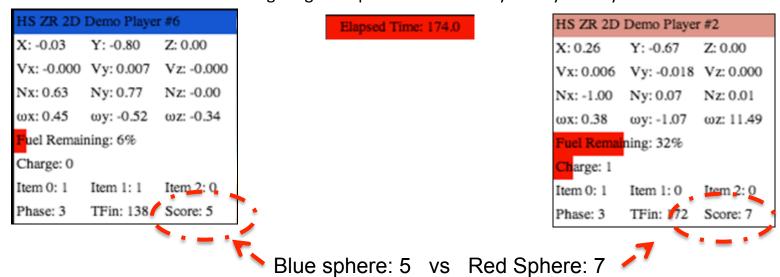


## Competing against a team member, continued



- Check the statistics in the scoring box for each SPHERES
  - The name of each team will show up at the top of their own scoring box
  - Review the game manual for scoring details
  - Record Score
- Run additional competitions to determine the winner!

Note: This image is game specific and will vary from year to year























#### Review



- Congratulations!
  - You have learned how to:
    - Share your programs with your team
    - Compete your code against a other teammates code
- Have fun in the Intramural Competition!

