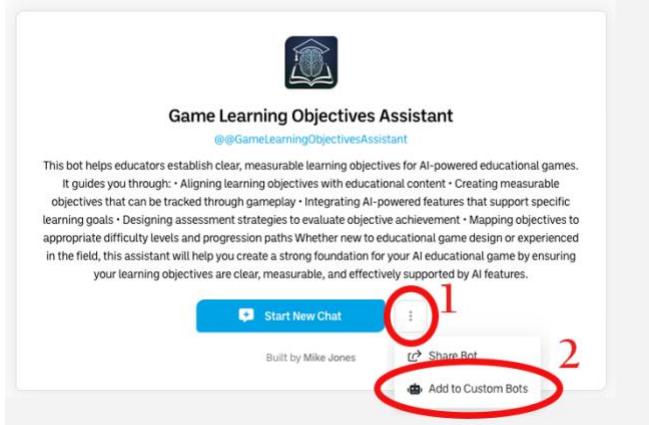


Custom Bot Process – Adding Your Assistant Bots

1. Game Learning Objectives Assistant Bot

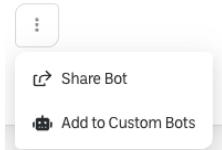
<https://box.boodle.ai/a/@GameLearningObjectivesAssistant>



Once you have added the bot, you can CLOSE its tab/browser window.

2. Educational Game Types Bot

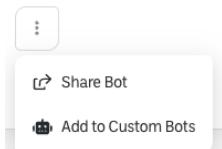
<https://box.boodle.ai/a/@EducationalGameTypesBot>



Once you have added the bot, you can CLOSE its tab/browser window.

3. Game Learning Assessment Assistant Bot

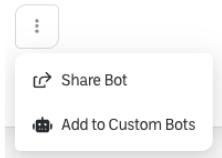
<https://box.boodle.ai/a/@GameLearningAssessmentAssistant>



Once you have added the bot, you can CLOSE its tab/browser window.

4. Game Implementation Assistant Bot

<https://box.boodle.ai/a/@GameImplementationAssistant>



Once you have added the bot, you can CLOSE its tab/browser window.

Finding and Using your Custom Bots

1. Refresh your Boodlebox window or log back in (<https://box.boodle.ai/launch/chat>) if you closed it.

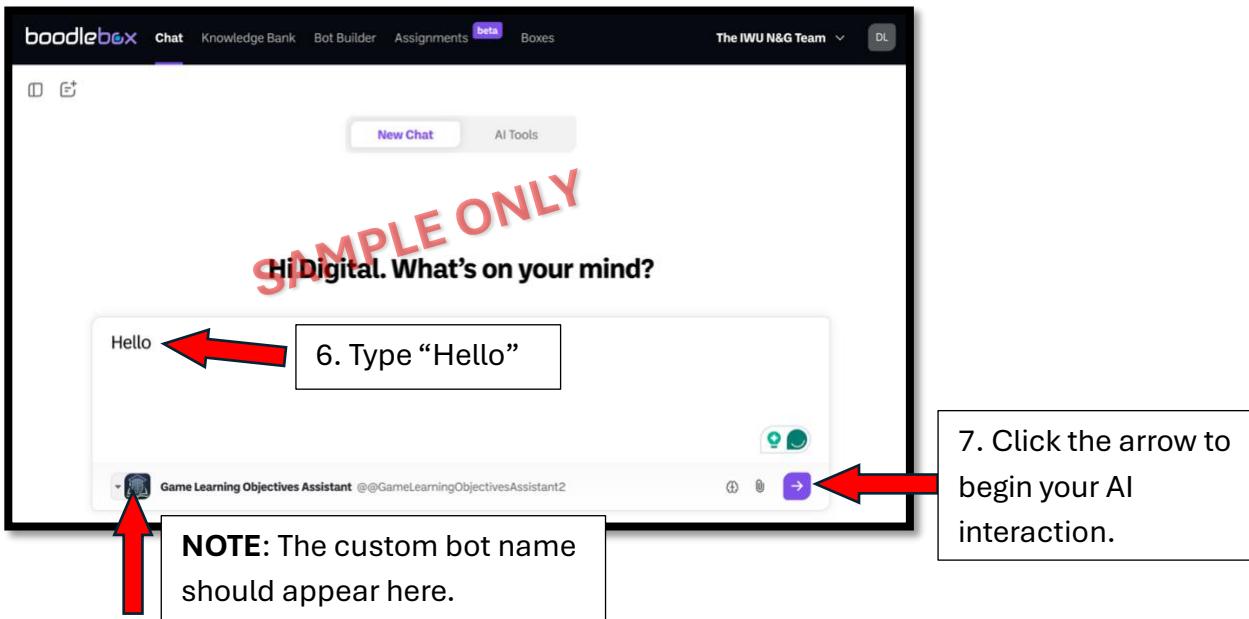
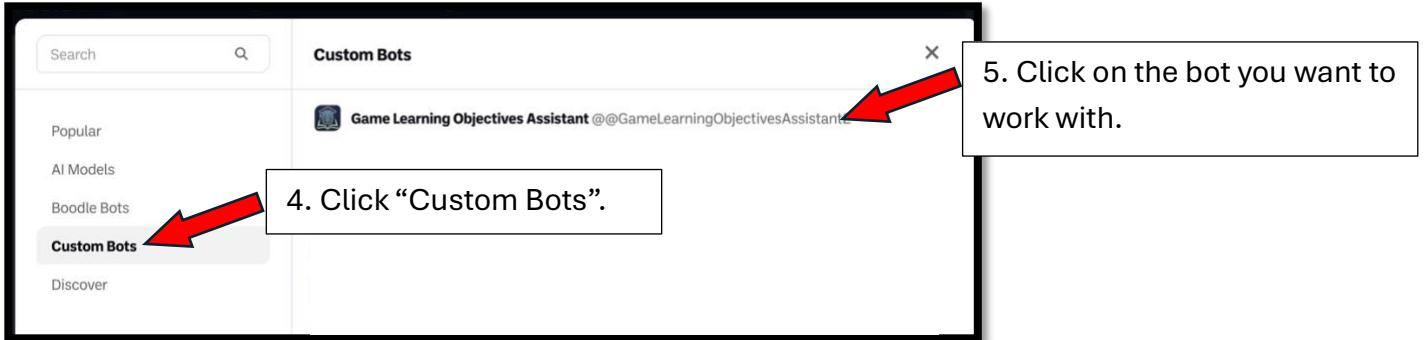
2. Ensure you have “Chat” selected.

Hi Digital. What’s on your mind?

Ask anything...

3. Click the chat model selector button.

A large red arrow points from the text "2. Ensure you have ‘Chat’ selected." to the "Chat" tab in the top navigation bar. Another red arrow points from the text "3. Click the chat model selector button." to the AI model selector dropdown button at the bottom of the chat interface, which is currently set to "Claude 4.0 Sonnet". A large red diagonal watermark "SAMPLE ONLY" is overlaid across the entire image.



Enter The Build Loop!

Once you have selected your learning objectives and placed them where you want them, follow the same steps, starting with step 3. This time, select the Game Types Assistant bot, and in step 6, tell the new bot which objectives you want it to use. Once you have a Game Type, then stack in the Game Learning Assessment Assistant bot. In step six, tell the bot to create your assessments using your selected LOs, Game Type. Finally, once you have your Assessments, follow the same steps to stack in the Game Implementation bot. In step six, tell the bot to generate your game components.

The **Game Implementation Assistant** bot will deliver the following:

1. Bot **Greeting**
2. Custom Bot **Instructions**
3. Bot **Knowledge Pieces** in the form of text you can cut and paste into a .txt format, save, and then upload as knowledge.
4. Boodlebox **Implementation Tips** for your new AI-led game.
 - a. Note that these tips may recommend external software for optimal implementation, but you can specify your parameters and limitations, and most of the time, it will find ways to implement your game idea under those conditions.
5. When you have a playable bot, share it so others can try it: [Bot Sharing Form](#)