

# Customizing Chapter V

## Important General Note:

To customize the game, remember that there are 2 different versions of the game, which are Chapter V: Begin (in the folder ChapterV\_Begin) and Re: Chapter V (in the folder Re\_ChapterV). **A change in one version does not affect the other version.**

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# Customizing Topics

The topics for this game can be changed, added, or removed depends on the need.

1. Go inside the game folder (either *ChapterV\_Begin* or *Re\_ChapterV*)
2. Go inside *Javascript* folder
3. Open *write\_prompt.js* in TextEdit (Mac) or Notepad (Windows)
4. Edit the file using the format below
5. Save the file

In the file *write\_prompt.js*, there will be two parts: the top one is for the topic title and the bottom part is the description of the topic. The format of the code can be seen in Figure 1.

<pre>var prompts = [ ... ... ]  var promptDesc = [ ... ... ]</pre>	The '...' are where the topics and descriptions can be filled.
--	--

Figure 1

To make the code easy to be read and edited, use the format below when editing the prompts.

- For all the topics **other than the last one**:  

/\* x. \*/ "Write topic/description here",

  
The 'x' at the beginning can be changed to any number. **Please pay attention to the comma after the second quotation mark.**
- For the **last topic** only:  

/\* x. \*/ "Write topic/description here"

  
Note that there is **no comma** after the second quotation mark.

To be clear of the format, see the example on the next page.

Example:

```
var prompts = [  
/* 1. */ "Topic A",  
/* 2. */ "Topic B",  
/* 3. */ "Topic C"  
]
```

Note that there is no  
comma at the end

```
var promptDesc = [  
/* 1. */ "Description of Topic A",  
/* 2. */ "Description of Topic B",  
/* 3. */ "Description of Topic C"  
]
```

Note that there is no  
comma at the end

**Important stuff to note:**

- **All topics** need to have descriptions, and they have to be in the **same order**!
- Do **NOT** use double quotation mark (i.e., "")! If there is a need to use quotation mark inside the description, use single quotation mark (i.e., ') instead.  
For example: "The student may say **'This lesson is not important!'**"
- Make sure that the overall format looks like figure 1 (there are [ and ], etc.)

# Customizing Drawing Time Limit

1. Go inside the game folder (either *ChapterV\_Begin* or *Re\_ChapterV*)
2. Go inside *Javascript* folder
3. Open *timer-drawing.js* in TextEdit (Mac) or Notepad (Windows)
4. The basic format of the code you will see will be:

```
// Time Ends Scene Countdown
function coolDown()
{
    .....
    .....
}

// Time Drawing Countdown
function countDown()
{
    .....
    .....
}
```

5. In the bottom part, under **function countdown()** and `{}`, there will be a line that says `var timeLimit = 10; //in seconds` or `var timeLimit = 60; //in seconds` depends on the game version.
6. Change the number on that line to any number. Please note that the time will be counted in seconds. (For example, if it is changed to `var timeLimit = 30; //in seconds`, the time limit will be changed to 30 seconds.)
7. Save the file after editing

## Important stuff to note:

- Please make sure the format of the line does not change. There should be a **semi-colon right after the number**.
- In the file, there are 2 lines with the same formats, the first one is at the fourth line from the top, and the second one is at around the middle of the file. Make sure you **change the one at the middle** of the file!

# Customizing End Game Score

This customization change the minimum score needed to win the game.

1. Go inside the game folder (either *ChapterV\_Begin* or *Re\_ChapterV*)
2. Go inside *Javascript* folder
3. Open *score-manager.js* in TextEdit (Mac) or Notepad (Windows)
4. The **second line** of the file will be `var maxScore = 45;`
5. Change the number to the intended score.
6. Save the file

## Important stuff to note:

- Please make sure the format of the line does not change. There should be a **semi-colon right after the number**.