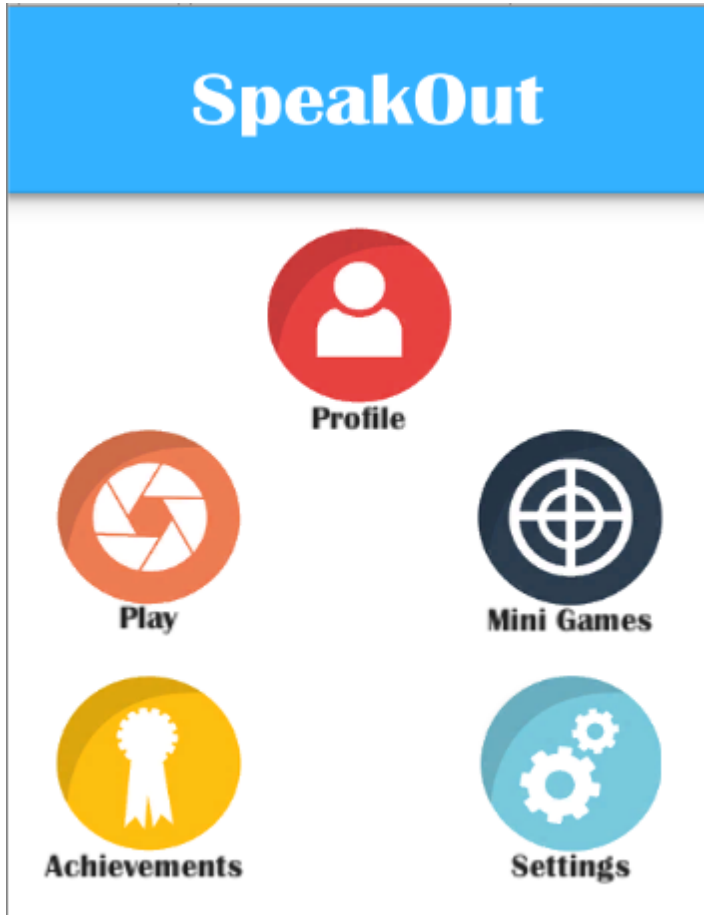
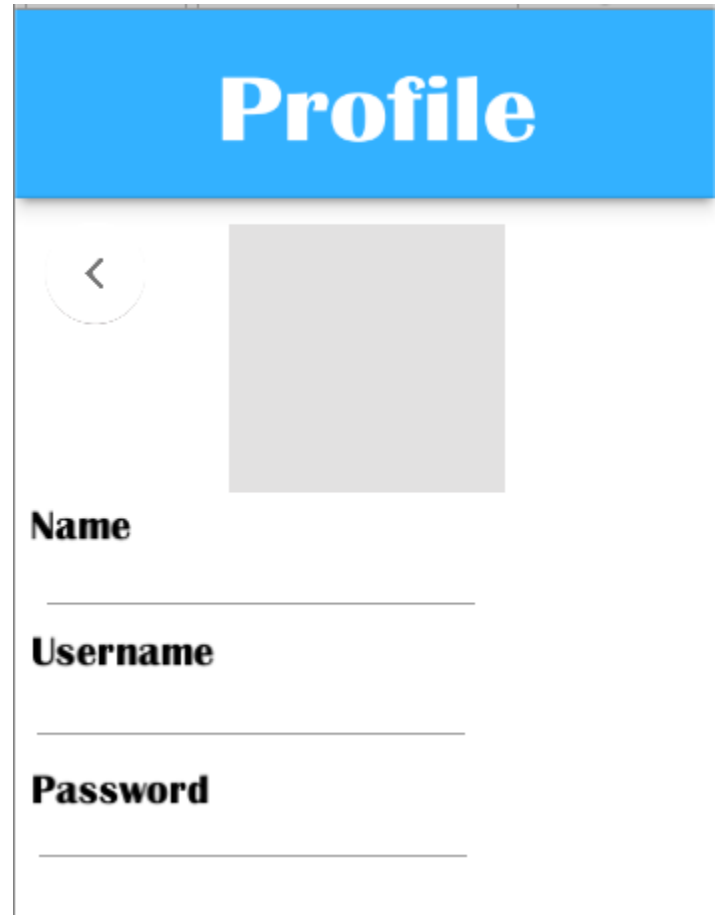


## SpeakOut Screenshots

Home Screen



Profile Screen



## Play Screen

# Play



**Create**



**Play**

## Mini-Games Screen

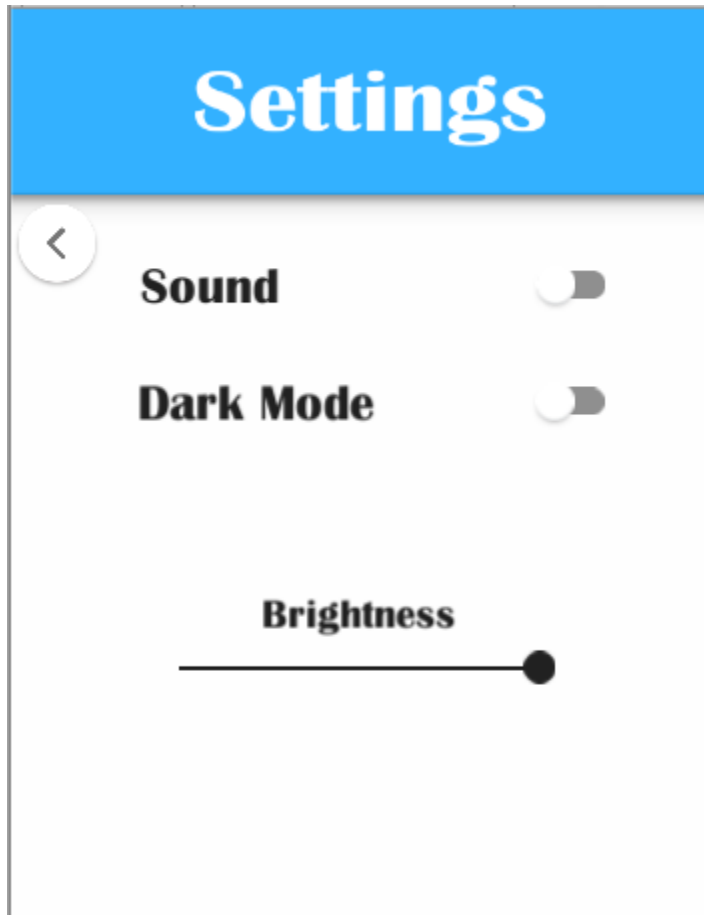
# Mini Games



**Predicting the Emotion**



## Settings Screen



# Good Morning!

**Rise and Shine! It is the first day of school! What are you going to do!**



**I will go late to school today**

**There is no point in going because there will be too much work to do**

**I am going to go to school because I am excited of all of the opportunities**

**I had a really late night last night, so I am going to go back to bed**

**This is one of the screens in the story that I created. It can be seen that each screen has a title, description, picture and potential decisions a user can make. Each story can have various different situations. This particular story revolves around the first day of school. The user is faced with different questions they must answer so they can navigate through the first day of school. This game is much like a text-based adventure game where the user's choices drive the plot.**

## SpeakOut (Story-Creating Editor) Screenshots

# Create Your Story

Browse Files

Welcome to "Create Your Story"

Using this editor, you will be able to create your very own stories to play and practice!

### How to Create Your Own Story

- 1) Write the title of screen.
- 2) Indicate the screen number.
- 3) Write the description of what is happening in the scene.
- 4) Write the possible decisions and indicate which screen they will go to if it is chosen.
- 5) Indicate which decision is correct.
- 6) Click 'Choose Image' and choose which image to use from your files.
- 7) Once finished the screen, press "Create New File". If you are updating a file that has already been created, press "Confirm Changes to Existing File".
- 8) Repeat all previous steps until your story is complete!

Title of Screen

Screen Number

Description

Decision One

To Node:

Decision Two

To Node:

Decision Three

To Node:

Decision Four

To Node:

Correct Decision

☐ Decision One

☐ Decision Two

☐ Decision Three

☐ Decision Four

Choose Image

Image Link

Create New File

Confirm Changes to Existing File

## SpeakOut: Text-Files Created using Editor

```
1  Good Morning!
2  0001.txt
3  Rise and Shine! It is the first day of school! What are you going to do!
4  I will go late to school today
5  0003.txt
6  There is no point in going because there will be too much work to do
7  0003.txt
8  I am going to go to school because I am excited of all of the opportunities
9  0002.txt
10 I had a really late night last night, so I am going to go back to bed
11 0003.txt
12 0002.txt
13 GoodMorning
```

**After the user inputs the information for their story the information for each screen is written to a text-file that can be read by the game engine in the actual SpeakOut application. This text-file includes all pertinent information including the title (line #1), the number screen it is on (line #2), the description of the screen (line #3), the first decision, followed by which screen it goes to if it is chosen (line #4 and line #5), the second decision, followed by which screen it goes to if it is chosen (line #6 and line #7), the third decision followed by which screen it goes to if it is chosen (line #8 and line #9) and decision four and which screen it goes to if it is chosen (line # 10 and line #11). It also includes which screen it will go to for the correct decision (line #12) and includes the name of the picture to show on the screen (line #13). All of these text-files are stored on the user's computer for now until an online marketplace is created which will allow users to download stories from the internet to play on their devices.**