SE Improvement

1. SES11
   1. Correct answer, green highlight is piano
   2. If wrong answer, red highlight + <https://www.youtube.com/watch?v=L0atHn_vPS4> (8 bit wrong answer 0:16)
2. SES11v2
   1. Write on blue (*IF*)
   2. Write on yellow *(Elsa Sings)*
   3. Write on orange ( *Play Piano ()* )
3. SES12
   1. Correct answer, green highlight is Guitar
   2. If wrong answer, red highlight + <https://www.youtube.com/watch?v=L0atHn_vPS4> (8 bit wrong answer 0:16)
4. SES12v2
   1. Write on blue bse2 up (*IF*)
   2. Write on yellow bse4e*(Elsa Sings)*
   3. Write on orange bse5e( *Play Piano ()* )
   4. Write on blue bse2 down (*IF*)
   5. Write on yellow bse4m*(Rapunzel Sings)*
   6. Write on orange bse5m( *Play Guitar ()* )
5. SES13
   1. Correct answer, green highlight is drum
   2. If wrong answer, red highlight + <https://www.youtube.com/watch?v=L0atHn_vPS4> (8 bit wrong answer 0:16)
6. SES13v1 (can be arranged in any sequence as long as it belongs to correct singer and correct instrument)
   1. Write on blue bse3 up (*IF*)
   2. Write on yellow bse4e*(Elsa Sings)*
   3. Write on orange bse5e( *Play Piano ()* )
   4. Write on blue bse3 down (ELSE - *IF*)
   5. Write on yellow bse4m*(Rapunzel Sings)*
   6. Write on orange bse5m( *Play Guitar ()* )
   7. Write on blue bse3 down (ELSE - *IF*)
   8. Write on yellow bse4y*(Mogley Sings)*
   9. Write on orange bse5y( *Play Drums ()* )
   10. Compile only appear once everything is in position
   11. Press Compile (button), animation would show, compile animation
7. SES11v1-13v1
   1. Game teach the player about if/else and be able to drag the blocks one by one just as seen in RES11
8. SES13v1
   1. If correct, proceed to SES13v2correctScene
   2. If wrong proceed to SES13v2wrongSequence
9. SES13v2correctScene
   1. If all correct scene, whichever block they put first, that character will appear first and disappear once song finished
      1. Annahappy and girl-playing-piano\_0 will appear and let it go song
      2. Mogleyhappy and girl-playing-drums\_0 will appear and I wanna be like you song
      3. Rapunzelhappy and girl-playing-guitar\_0 will appear and I see The Light song
      4. Then click NEXT
10. SES13v2wrongSequence
    1. Make sure everything is in correct position as seen in 9.) SES13v1. Otherwise whichever block they put first, that character would appear:
       1. If Anna sing and user put the guitar (ei):
          1. Play the ei audio while showing annaHappyei the rest HIDDEN
          2. At 11th second, Show annaangryei, hide annaHappyei
          3. Show qnMarkei
          4. Show REPORGRAM button and go back to SES13v1
       2. If Anna sing and user put drum
          1. Play the ew audio while showing annaHappyew the rest HIDDEN
          2. At 5th second, Show annaangryew, hide annaHappyew
          3. Show qnMarkew
          4. Show REPORGRAM button and go back to SES13v1
       3. If Rapunzel sing and user put piano
          1. Play the rl audio while showing rapunzelHappyrl the rest HIDDEN
          2. At 6th second, Show rapunzelangryrl, hide rapunzelHappyrl
          3. Show qnMarkexrl
          4. Show REPORGRAM button and go back to SES13v1
       4. If Rapunzel sung and user put drum
          1. Play the rw audio while showing rapunzelHappyrw the rest HIDDEN
          2. At 2nd second, Show rapunzelangryrw, hide rapunzelHappyrw
          3. Show qnMarkexrw
          4. Show REPORGRAM button and go back to SES13v1
       5. If Mogly sing and user put guitar
          1. Play the mi audio while showing mogleyHappymi the rest HIDDEN
          2. At 4th second, Show mogleyangrymi, hide mogleyHappymi
          3. Show qnMarkexmi
          4. Show REPORGRAM button and go back to SES13v1
       6. If Mogly sing and user put piano
          1. Play the ml audio while showing mogleyHappyml the rest HIDDEN
          2. At 6th second, Show mogleyangryml, hide mogleyHappyml
          3. Show qnMarkexml
          4. Show REPORGRAM button and go back to SES13v1
11. SES15
    1. After the dialogue finished, these objects will appear:
       1. Ariel (button) – finish the dialogue and then, once pressed, song will be heard (song can only be heard once the dialogue has finished)
       2. Blocks
12. v1 under choices will appear first
    1. Once pressed, song will be heard
    2. Only one block can be heard at a time
    3. The first time the block is played, it will play, the second time it will pause, and so on
    4. Able to drag under the gray condition
    5. After dragging it to the gray condition, the remaining 2 blocks will disappear
    6. v2 blocks will then appear
       1. Once pressed, song will be heard
       2. Only one block can be heard at a time
       3. The first time the block is played, it will play, the second time it will pause, and so on
       4. Able to drag under the gray condition
       5. After dragging it to the gray condition, the remaining 1 block will disappear
13. It’s like a quiz type, player will get to choose what kind of remix they will put under the ‘Ariel Is Singing()’ block
14. After choosing the two remixes, only then the endblock will appear for it to be dragged and then compile!
15. SES16
    1. After the user compile all the songs, Ariel will be pressed and the song will be played
    2. Here are the combinations of the songs, if:

|  |  |  |
| --- | --- | --- |
| V1 Choices | V2 Choices | Result |
| Euro | Euro1 | V2C22 |
| Euro | Pop1 | V2C21 |
| Pop | Euro1 | V2C42 |
| Pop | Pop1 | V2C11 |
| Trap | Euro1 | V2C12 |
| Trap | Pop1 | V2C43 |

1. SES17

Go back to 3-ChooseCharac