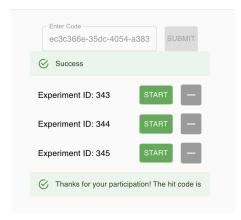
# **Block World Game Tutorial**

## Homepage

After opening the page, you will see such a page:

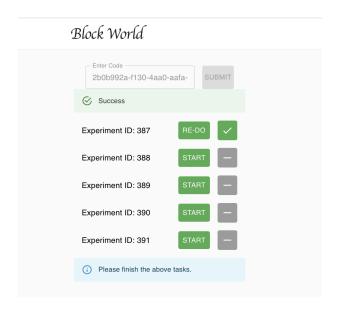
avaux	Block World	
Enter Code SOBMIT	Enter Code	SUBMIT

#### YOU NEED TO INPUT THE CODE provided.



Then you need to click "Start" to start each of the tasks. Then a pop window will appear and you need to complete the task. The guidance on the task will be available below.

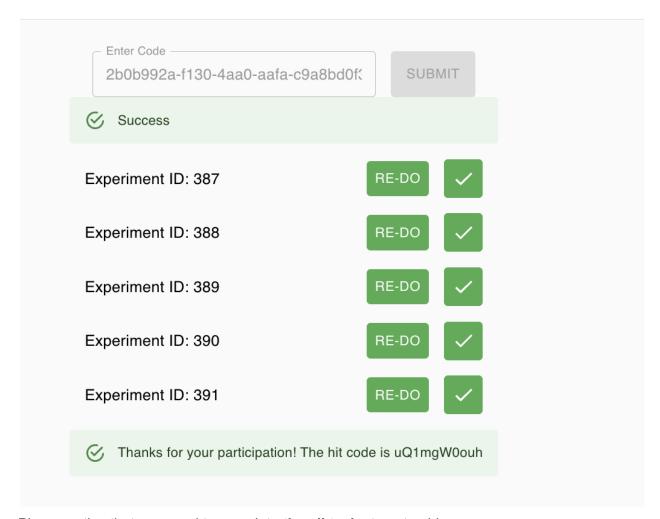
After completing the task, the rightmost icon will be green indicating the task is completed:



For example, in the above figure, the first task is completed. If you did not see the task completed, do not worry. The system can be slow sometimes and please try to wait or refresh. (Refreshing the page won't lose the progress, but please **do not change the browser.**)

If you completed the all the tasks, you will see a message as:

# Block World



Please notice that you need to complete the all tasks to get paid.

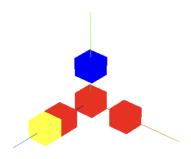
You can always re-do the task if you are not satisfied with the result or fail the task.

You need to input the *HIT code* shown in the message to the Mechanic Turk page. For example, in the above figure, the HIT code is uQ1mgWouh.

Below, we will give a tutorial on how to complete each of the tasks.

## **Block World Game**

The block world is a simulated environment where the blocks are placed in certain coordinates:



X-axis: red axis Y-axis: green axis Z-axis: blue axis

In the above example, the world has five blocks:

Block Color	X coordinate	Y coordinate	Z coordinate	Coordinates
Red	0	0	0	(0, 0, 0)
Red	2	0	0	(2, 0, 0)
Red	0	0	2	(0, 0, 2)
Yellow	0	0	3	(0, 0, 3)
Blue	0	2	0	(0, 2, 0)

In the game, your goal is to complete a target structure with an Al partner. You and your Al partner will perform the actions turn-by-turn. In each turn, you can only perform three actions. There are three supported action types, i.e., place, break, and chat. The details will be available in the video below.

## Game Interface

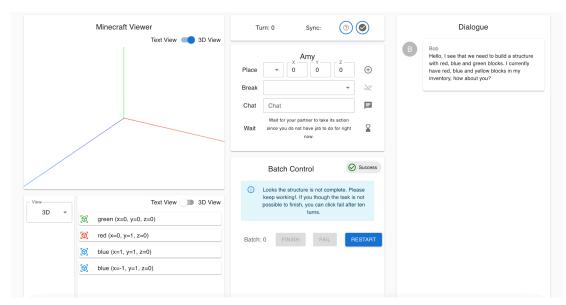
Please watch the video to learn how to use the interface:

https://drive.google.com/file/d/1FJKiwMnqZzuujCDdxUQq\_tt7TRgEtnsS/view?usp=sharing

After clicking the link in the task document, you can see the webpage as below:

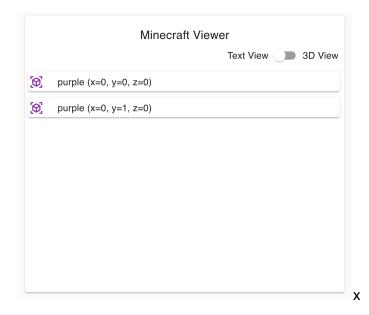
(If your page does look normal, please try to use Chrome or zoom in/out to adjust the viewpoint) Then, we will introduce each of the components on the page:

## Minecraft Viewer #1 (Top Left)

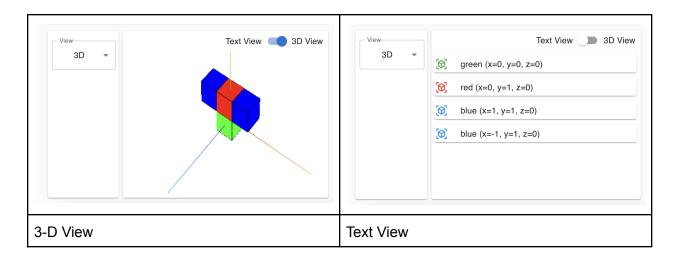


This is the world you need to work in. You can notice that there is nothing but the x/y/z axis. You and your AI partner will need to build a certain structure in the world. You can try to rotate and zoom in/out of the world.

You can also switch between the 3D view and text view.



Minecraft Viewer #2 (Bottom Left)



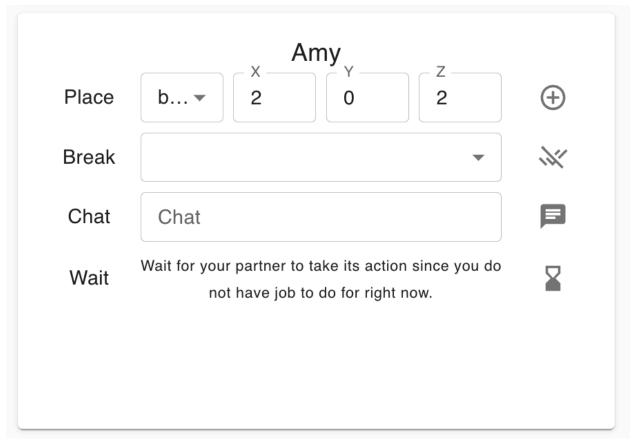
There is another viewer on the page, which shows the target structure you are going to build. For example, here is a sample tower structure with a black/blue/red structure. You can also rotate the structure to view it from different angles.

Please notice that your structure can be different from your partner's.

You can also switch between the 3D-view and text view.

You can also choose the different 2-D views for example the left view. Please notice that sometimes, the 3-D view will be not available and you need to recover the 3-D structure based on the provided 2-D views.

#### **Human User Interaction Panel**



On the top-middle, there is a panel named Human (Human User Interaction Panel). The panel is used to control the world by using three actions:

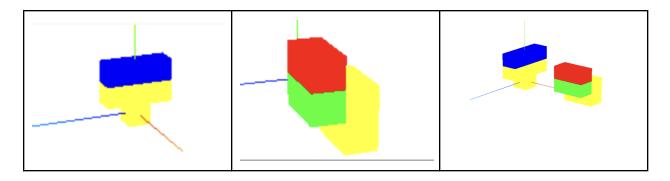
- 1. Place: place a block in a certain position in the world
- 2. Break: Break a block in the world
- 3. Chat: send a message to your Al partner
- 4. Wait: wait for the partner and do nothing in this turn.

Your actions will take effect and change the world shown on the left

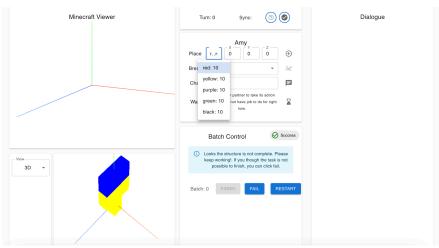
## **Example Case**

Sometimes you and your partner may have the different gaols and inventory. For example:

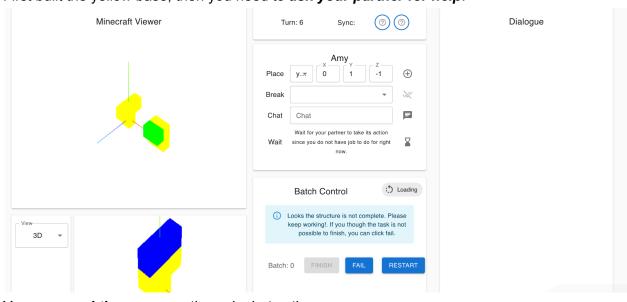
You	Partner	Complete structure
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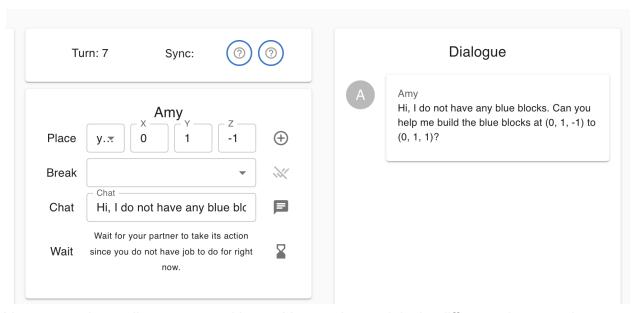
Opening the task, you can find you *lack the blue blocks*. But you can start with the yellow basement first.



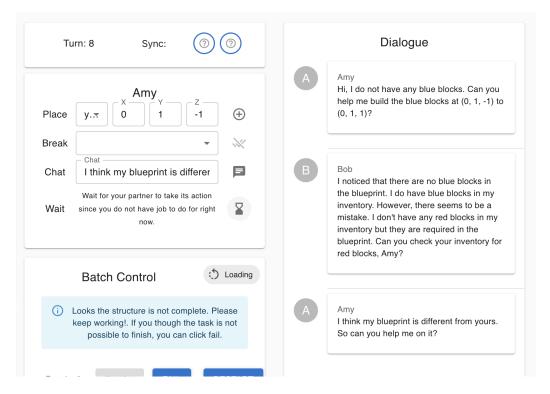
First built the yellow base, then you need to **ask your partner for help**.



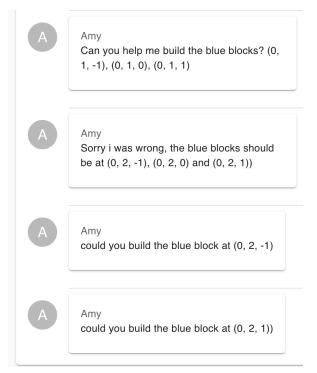
You can **send the message** through chat action.



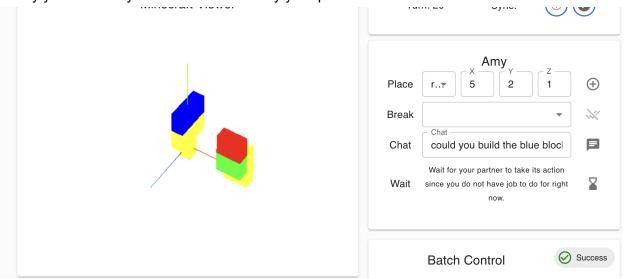
Your partner has a disagreement with you. You need to explain the difference between the blueprints of you and your partner.



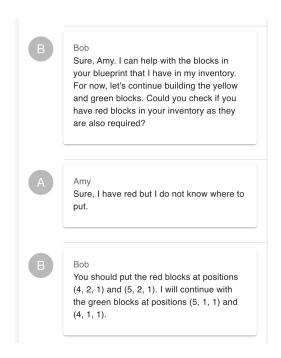
Your partner may not be so clever to follow the commands. Please try to continuously persuade them into doing it:



Finally you can see your structure is built by your partner:



Also please notice that the your partner may ask for your help. You need to also try to help them to finish the whole structure:

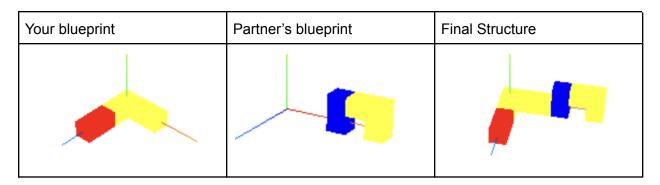


## **Special Cases**

Please notice there are some special cases you need to know.

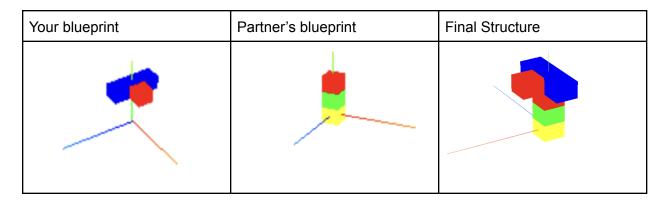
You and your partner may have different goals.

**Sometimes your blueprint is different from your partner's**. In this scenario, you and your partner should collaborate with each other to build the two structures together! An example is the following:



## Your structure is dependent on your partner's

Sometimes your structure depends on your partners. Our system requires that the blocks should be built *from bottom to top*. Sometimes, your blueprint is floating so you are not able to build the structure until your partner builds the base. An example is the following:

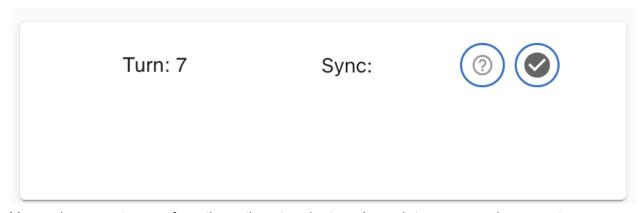


There are other cases. *Please keep in mind that you and your partner may have different blueprints*. So completing your blueprint does not necessarily mean that you have completed the whole structure. You need to discuss with your partner to figure out the correct structure based on your information and his.

#### You do not have the necessary blocks

Please notice sometimes you or your partner *do not have enough* blocks to build the structure. At this time, *you need to ask for your partner's help*.

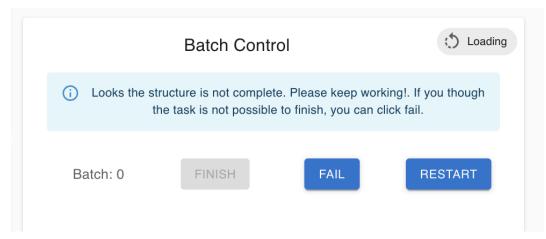
#### Collaboration Status



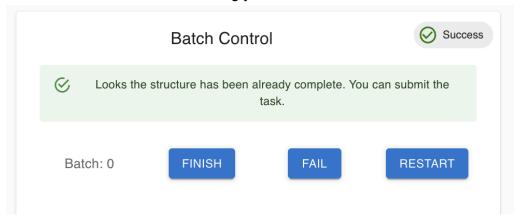
You and your partner perform the actions turn by turn. In each turn, you and your partner can perform one action. On the middle top, the two circles represent the action status of you and your partner (*the left circle* indicates if you have taken the action and *the right* is indicates your partner). For example, in the current turn, your partner has performed the action while you have not. Since you find your partner sent a message before, you can reply to his message. Then, the current turn is finished and the next turn starts immediately. You can immediately perform a place action, now you can see all the action buttons grey out because you need to wait for your partner to take his action. After your partner performs the action, you can perform the next action.

### **User Control**

On the bottom-middle, there is a user control panel allowing you to finish the task.



Initially, the button **FINISH** is greyed out because the task is **not** finished. Once the task is finished, it will become blue allowing you to click:



If you think it is not possible to complete the structure after 10 turns, you can click **FAIL** to submit the failed task result. Please notice that if the task can be completed when you click **FAIL**, you *will not* receive the payment.

## **FAQ**

If you cannot input -1, please first type 1 then type the *negative symbol*.

## Task Feedback Submission

After clicking **FINISH**, a window pops up for you to input the feedback. Please describe your experience and comments on the game and your partner.

## Feedback



CLOSE SUBMIT

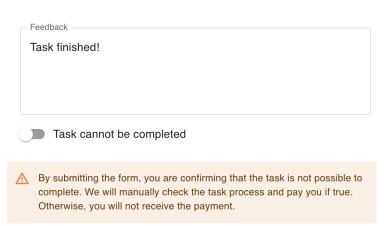


Submitted successfully. Please go back the home page!

After clicking **SUBMIT**, there will be a success message. Then you can close the window and go back to the **home page (the first page you opened)** 

If you clicked FAIL, a similar window will also popup for you to double check the result:

#### Feedback



CLOSE SUBMIT