

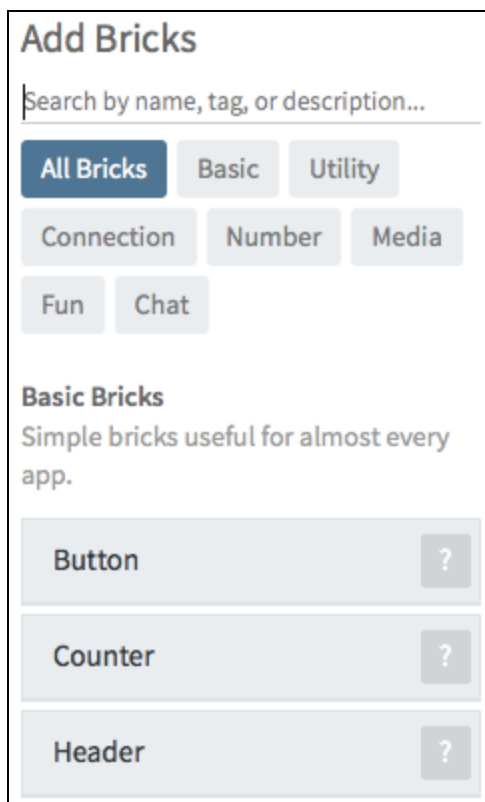
# Basic Chef Game

**GOAL:** To become familiar with AppMaker, particularly

- Adding bricks to your app
- Customizing bricks
- Connecting bricks
- Adding pages and what to use additional pages for
- How to publish and save your app

**STRUCTURE:** Two page app - a start button page, and a page with the with game, gamepad and counter.

## The basics



**Add Bricks**

Search by name, tag, or description...

All Bricks Basic Utility Connection Number Media Fun Chat

**Basic Bricks**  
Simple bricks useful for almost every app.

Button ?

Counter ?

Header ?

### Adding bricks

Bricks are listed on the left hand side of the screen. They are organized by type, or you can search for a brick by typing its name or description at the top of the Add Bricks section. Add a brick by clicking on it in the left column. They will be added to your app screen in the order that you click them.

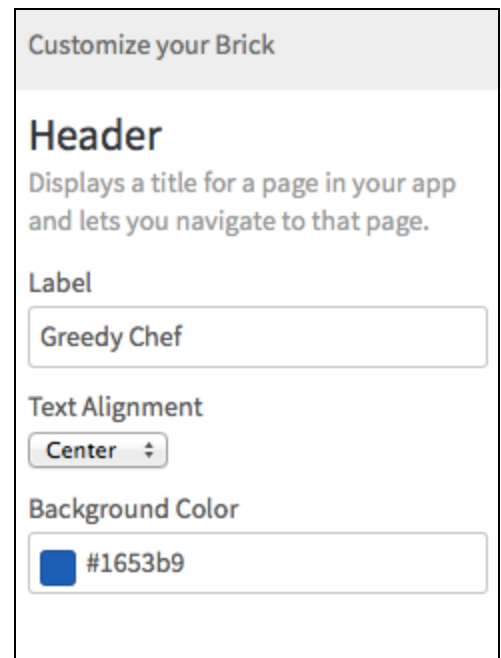
### Customizing bricks

Click on each brick and use the Customisation toolbar on the right to edit your bricks. Different bricks have different customizations. For example, you can change an image to whatever image you'd like, choose an app title, or customise the brick colours.

### Adding pages

Your app can have more than one page. In this app you will

have two pages - one for the start screen, and one for the game. To add a page, just click the plus sign (+) in the section near the top of the screen.



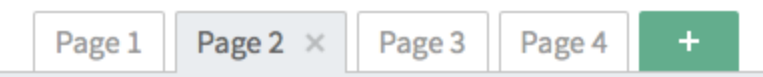
**Customize your Brick**

**Header**  
Displays a title for a page in your app and lets you navigate to that page.

Label  
Greedy Chef

Text Alignment  
Center

Background Color  
#1653b9



Page 1 Page 2 × Page 3 Page 4 +

### Connecting bricks

Connecting the bricks involves assigning bricks to a channel (A, B, C, D, etc.), and linking them to other bricks in the app. This step is what makes the app functional.

# Basic Chef Game

## Set up the app

1. **Open AppMaker.** On the first first page, add the following bricks in this order and customize them as you would like:
  - a. **Header brick,**
  - b. **Image brick,**
  - c. **Button brick.**
2. **Add a new page to your app.** Add the following bricks in this order:
  - a. **Counter brick** - The **Counter brick** will keep track of how many items you've picked up, and you can customise the units (pies, eggs, cats, etc).
  - b. **Chef Adventure brick** - The **Chef Adventure brick** is where gameplay will happen - more on how to customise this brick below.
  - c. **Game Controller brick** - The **Game Controller brick** is already edited to work in the most straight-forward way, so there's no need to customise this brick.

## More about the Chef Adventure brick

This brick offers you lots of options. You can change the floor, build walls, and add items for your chef to pick up. Click on the brick and you'll see the options shown in the image.

Select different floor/wall/item options to customise your game. Click on the erase box to make changes to what you've built. Play around with the different options until you're happy with the results.

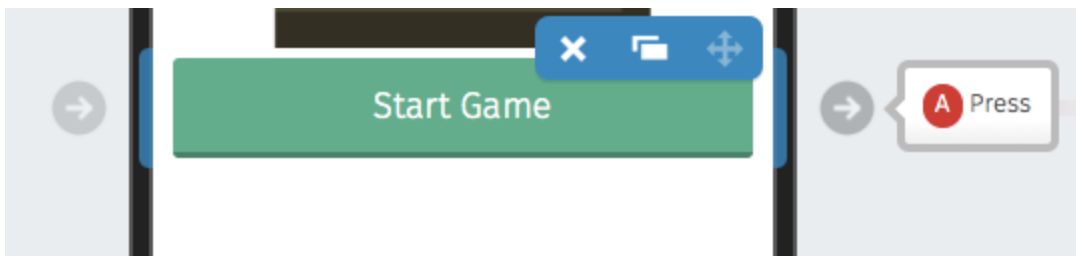
**Note:** Check out the chef in the top left hand corner of the image; this is where your chef is going to start the game, so be sure not to put a wall in his way!



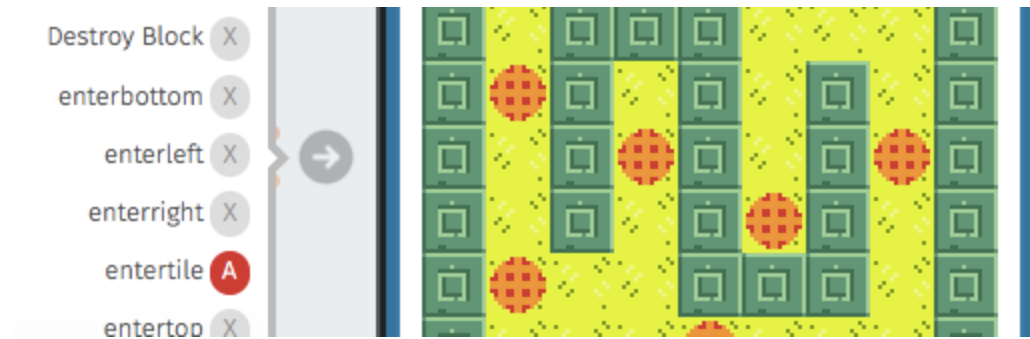
## Connect the bricks

1. **Connect the pages.** Click on your first page.

Only one brick on this page needs a channel: the "Start" brick. We want to click on this brick to initiate the game. Click on the output arrow on the right side of the brick, and assign it to **Channel A**. Open Page 2 of your app and select the Chef Adventure brick's input arrow on the left of the brick. Assign the 'A' channel to 'entertile' to ensure your chef enters the game.



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2. **Connect the rest of the bricks on page 2.** This looks complicated, but each step is explained below. We're almost there!

a. **Channel B:** This channel will alert the counter that a coin has been collected. Click on the output arrow on the right of the Chef Adventure brick. Assign 'B' channel to "An object stepped on." Click on the input arrow on the left of the Counter brick to connect it. Assign 'B' channel to "Count Up."

b. **Channel C:** Let's connect the game controller to the game. Click on the output arrow on the right of the game controller, and assign 'C' channel to "Any button pressed." Connect this brick to the game by clicking on the input arrow on the left of the Chef Adventure brick, and assign 'C' channel to "buttonpress."

c. **Channel D:** When the chef collects items, we need that item to be removed from the game. To do this, click on the output arrow on the right of the Counter brick, and assign 'D' channel to "Current Count." Connect this brick by clicking on the input arrow on the left of the Chef Adventure brick, and assign 'D' channel to "Destroy Object."

