

EventTable

Verb	Object
"logged-in"	"game (Physics Playground)"
"logged-out"	"game (Physics Playground)"
"initialized"	"game level"

"learning support"

	"affective support"
	"myBackpack"
	"affective support box"
	"replayButton"
	"module"
	"game object"
	"control panel"
"suspended"	"game level"
"resumed"	"game level"
"passed"	"game level"
"satisfied"	"achievement"
"moneyEarned"	"silverWin"
	"goldWin"
	"glossary"
	"definition"
	"formula"
"completed"	"game object"

EventTable

"restarted" "game level"
 "removed" "game object"
 "autoremove" "game object"
 "reached" "object count limit"

"Identified" "game object"
 "game level"
 "myBackpack"
 "module"
 "learning support"
 "affective support"
 "exited" "affective support box"
 "nudged" "game object"
 "resumed" "game level"
 "ballreset" "ball"
 "angryBall"
 "tennisBall"
 "basketBall"
 "baseBall"
 "footBall"
 "billiardSolidBall"
 "billiardStripeBall""golfBall"
 "volleyballBall"
 "beachBall"
 "game_bg_sky2"
 "game_bg_night1"
 "game_bg_night2"
 "game_bg_paper1"
 "game_bg_paper2"
 "Selected Music: 1"
 "Selected Music: 2"
 "Selected Music: 3"

"Selected Music: 4, Island Cafe (Source: Twisterium)"

"Selected Music: 5, Buddy (Source: Bensound.com)"

"Selected Music: 6, Cute (Source: Bensound.com)"

"Selected Music: 7, Funny Song (Source: Bensound.com)"

"Selected Music: 8, Jazzy Frenchy (Source: Bensound.com)"

"moneySpent" "Selected Music: 9, Ukulele (Source: Bensound.com)"

EventTable

"adjusted"	"control"
"play"	"params"

EventTable

Types

See the levels' names [HERE](#)

"physAnim_ramp"
"physAnim_lever"
"physAnim_pendulum"
"physAnim_springboard"
"physAnim_air resistance"
"physAnim_bounsiness"
"physAnim_puffer-blower"
"physAnim_mass"
"physAnim_
"hvideo"
"animation"
"glossary"
"game_tools"
"Definition"
"Hint"
"hintVideo"
"physicsfacts"
"helpBClicked"
"we_ramp"
"we_lever"
"we_pendulum"
"we_springboard"
"we_manipulation"
"MotivMsg"
"CogSupport"
"MiniGame"
"MotiveMsg"
"FunVideo"
"Music Store"
"Background Store"
"Store"

An int value which is the line object's ID

"silver"
"gold"
NA

"freeform"
"pin"

EventTable

"freeform"

"pin"

"freeform"

"pin"

"Weight"

"Ramp"

"Springboard"

"Pendulum"

"Lever"

If learning support is the object, refer to the types mentioned above. Same for affective support.

"ball"

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EventTable

"MassValueManipulator"
"Bounciness"
"AirResistanceValueManipulator"
"GravityValueManipulator"
"puffer"
"blower"

EventTable

Definition

Player entered a game level

Player opened a learning support

When player opened MyBackpack

When an affective support popup box triggered

Player click the replay button to replay the game level

Player entered a playground

Player started to create a new game object

The player clicked the sliders' panel to open it.

Player paused the level by pressing Ecap

Player resumed playing

Player solved a game level

Player earned a gold or silver coin

Player earned money (\$XX) from passing a level at the silver level

Player earned money (\$XX) from passing a level at the gold level

Player earned money by clicking on the Glossary learning support

Player earned money by clicking on the Definition learning support

Player earned money by clicking on the Formula learning support

Player finished drawing an object (i.e., a line, a weight)

Player finished placing a pin somewhere on the screen

EventTable

Player restarted the level

Player erased an object

When an object falls out of the screen

When maximum number of objects that can be drawn in a level is reached

The game engine identified an agent (e.g., ramp, pendulum, springboard, lever)

Player exited a game object; if it is a game level, that means the quit the level

Player clicked on the ball to nudge it (left or right)

Player clicked the "resume" button to continue playing

Player pressed B from keyboard to restart the Ball's position

Player spent money to buy something (background music, background image, ball face) from the store

EventTable

Player pressed "Play" in manipulation levels