

# USER MANUAL v1.2

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# Introduction

Games represent a very effective way to engage users. Clearly, games can't neither be too serious neither addressed to a niche target or linked to academic content. Firstly, games must be pleasant.

One of the most relevant requirement a game designer must take into account is the product's target. Below are collected some targets among museums' visitors and some respective examples of engaging features.

- **families:** the easiest way to engage families are the GAME HUNTERS, full of various difficult levels of enigmas to solve. This represents a good compromise to involve all the family's members at the same time.
- **children:** (8-14 y.o. or schoolchildren): they need mainly "arcade" games so they have a time limit to finish a trial and this mechanism highly increases the challenge feeling, but in an educational context.
- **average visitors:** what they expect is mostly an interactive aid during the visit, such as more info about artefacts or some curious stories even if they don't buy the audioguide.
- **elderly visitors:** usually they don't look for games. Furthermore, some of them do not feel comfortable with electronic devices. So, a simple but effective solution is a voice synthesis (o mp3 files) which provides easily accessible info.

Below are listed some of the best practices to design and develop an engaging game, highlighted as outcomes of the several pilot:

- **storytelling:** the secret is to create a story and not a game. Indeed, the user feels more involved, as if he were a character in the game and not just an external observer.
- **rewards:** to increase the participation, it's also suggested to give some rewards, e.g. the best players, or the winner of a daily museum challenge... Just to mention, the rewards can be a discount on some tickets, a sale at the gift store...
- **freedom:** *"Man only plays when in the full meaning of the word he is a man, and he is only completely a man when he plays."*, **Friedrich Schiller**. The player wants to feel free especially when he plays, so the game should not be very strict. He wants to imagine the story.
- **entertainment:** clearly, every game must contain a leisure component, for its deepest meaning. So, it is necessary to develop nice/ funny features.
- **challenge:** there are several alternatives to set a challenge. Among others: challenges based on the photo with the highest number of likes on the social network (Facebook, Twitter), challenges based on the time to complete a trial, challenges based on the score collected at the end on the exhibition...

# Contents

This section sums up the contents of the manual. So how to read it. This manual is though to help you through the whole creation of your game. You can always refer to this document during each stage of the work. We suggest you envisioning your idea at the beginning of the work and then, trying to exploit these tools.

The section Game Type describes how to activate your games. This is the first choice you need to deal with.

In Game Building section you'll find all you need about the kind of trials (trials type) and how to combining them to create the game in terms of time (trials timeline).

The Collaborative Games section contains another interesting feature of this toolkit: the chance to play among more visitors. If you want a deep knowledge of more complex games, refer to the section Advanced Games, which include the description of other interactive games.

Finally, the User Interface section shows the app aesthetics. You can also find some examples as an annex.

## Game Type

The first thing to know is how the games can be activated by the game creator. There are three possible ways to activate the game.

### Search

The user navigates on the PLUGGY platform and he looks for various games, among the one available.

### Geolocation

As the game contains the GPS coordinates, the 10 nearest events are shown to the player. And he can decide which one to use.

### QR Code

There also the chance to download a script directly from a QR code link. By this way, it's easy to set a QR code either at the museum entrance or on books or brochure (but this is open to more solutions) and the game is automatically activated.

QR code feature is suitable if you want your game to be played only in the museum.

Otherwise, geolocation is for those who want more accessible games.

The game creator chooses one of these three possibilities, depending on his requirements; moreover, he can decide to let unlock the game through all the previous ways.

WARNING! Photos / Images size

# Game building

Here you can find all the possible features your game can have. Please remember that these are only assets but you have great flexibility while building your games; once you come up with the idea which best suits for your museum, you can go on with the development.

The trial types represent all the "tasks" which can be submitted to the end-users, while the trial timeline deals more with the temporal sequence in which the trial can be shown.

Actually, the final game is exactly the combination of trial types in a specific order. For example, to create a new game, you can either just set the same trial types in a different sequence, or maintaining the same timeline but changing the types of trial.

## Trial Type

### Suggestion 1

The trials need to be pleasant for the users. the user needs to be engaged and encouraged to get on with the required actions of the play. In this way, she can perceive the cultural activities within the museum as intriguing and appealing. The main suggestion for the game ideator is to create mainly stories and adventures, in which people feel immersed in an "unreal", engaging word which stimulated the fantasy. Moreover, the app for a museum should be an added value both for the museum and the user. So the effective narrator should be the visitor not whom who invented the game itself. The concept is that the player is the main character of the app.

### Suggestion 2

The users don't want texts that are too long to read, prefer "emotional" images, as in today's social networks.

It is useful to remember that people use smartphones, which have small screens, and use it with one hand.

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- Photo trial

During the testing, one of the main outcomes is that the trials based on the photo are the most appreciated by the end users. The main advantage of these trials resides on the

simplicity because they do not require a deep knowledge of specific topics, and they are easily accessible for every user, independently from the age.

## Suggestion

When creating this kind of trial, it's highly recommended to think of something appealing and funny for the task description. this means not only writing "take a picture of the artefact" but also "ask a stranger to take a picture of you while imitating the subject of the painting". On the second hand, it's also really welcomed by the end users if they are asked to take a selfie. Again, the goal is to create a pleasant task. Furthermore, it's interesting (and tested during pilots with impressive outcomes) to set team trials, which involve more than one person. Clearly, it's better if the task is very engaging and challenging. Just an example "take a picture where you and your team simulate the restoration of the bronze in front in this room".

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## ● Photo Share

Another common and really appreciated trial is the one where people have to share a funny picture on social networks. This kind of trial is also of "dissemination" interest because the museum will appear in several pictures on social networks. Moreover, it's also useful because it shows that people can enjoy also in a museum environment, which is often considered as boring.

## Suggestion

Sharing pictures on social networks is a very effective way to generate engagement. Just to mention an example, let's imagine a photo contest

Just to mention, we can imagine a small photo contest where people have to share a pic taken in the museum. The pic which receives more likes wins the contest and respective player gains a free or discount ticket for the following exhibition.

Furthermore, it's necessary to underline that the average end user does not read captions/explanations for more than 2 minutes while visiting a museum. So the usage of images and visual engagement is extremely relevant to promote cultural activities.

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- Video

Videos contain great potential for various purposes. They are often more intriguing than pictures. However, videos bring also some issues to deal with: their dimension is one of them. It's hard to upload heavy videos; on the other hand, if videos are very small their content is of low quality.

**NOTE: at this stage of the project, videos are not supported by the PLUGGY platform**

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- Info

The info trial is thought to provide certain info to the visitor. They are "read-only" trial, so they are completed when read.

### Suggestion

These trials can be adopted either to simply provide info or to activate other trials in succession. Just to provide an example: once the info trial has been completed, a QRcode trial starts automatically. The info trial can contain some suggestions about the artifacts to collect. Another application of the info trials is of the bond within the story chapter. Clearly, they can just contain cultural info, may be connected with the QR code or sensors in the near environment.

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- Link

The link trials aim to provide useful info to the visitor through the browser (also questionnaires, forms, videos, web pages, PLUGGY pages...). These are read-only trials, so they are completed once the browser becomes active.

### Suggestion

Link trials are useful not only to give info to the user but also to activate various trials in succession. Moreover, these are a good instrument to compile the questionnaires, because the user gains points after activating the Google form (NOTE: from the app, it's not possible to monitor whether the Google form has been effectively sent or not). Another functionality of these link trials is to start videos containing the task and instructions necessary to complete the game.



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- Quiz

The quiz trials are used to get answers from the user with multiple-choice quizzes (max 4 answers). It is possible to insert max 8 answers to create a greater uncertainty in the questions.

### Suggestion

Quizzes are very important to create a path inside the museum or museum site, which can involve and entertain the visitor, putting him to the test, and perhaps creating a sort of "game-challenge" with other visitors.

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- Quiz Open

In this kind of trials, the user will directly answer to the question (he/she doesn't choose among different answers) typing with the keyboard.

### Suggestion

The open quiz are useful to gather direct info from the end-users. The answers need to be concise and clear (even one single word can be fine) to avoid typos.

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- Quiz Photo

The photo quizzes are trials that create multiple-choice quiz where the answers are represented by pictures.

### Suggestion

The photo quiz are useful to interact with children or to submit quizzes that require a visual support (painting, artifacts, locations...).

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- QRCode

The QR code Trials are thought as "search games", where the player should find the QR code associated with the secret word. When one finds this word, the trial is completed.

## Suggestions

These QRcode games are very pleasant, especially if set with an engaging game timeline (e.g. a time constraint to complete the game).

Note: One single QR code can activate a single game, or more than one. It's a creator choice. While framing the QR, a link automatically activates a script. In this way there is a great flexibility when building up the QR code trials.

- QRCode Collection

As the name suggests, these are similar to a collection game, where the player must look for the QR codes which contain the collected words. The trial is completed when the user has collected all the words required.

Here you have an example

Task. Collect: Gioconda, Oil, Paint

There are several QR codes within the museum, or inside the room. Each QR code contains various words, such as

QRCode1 : gioconda, da vinci

QRCode2: oil, brush

QRCode3: sculpture, marple

QRCode4: paint, landscape

In order to complete the collection, the user must collect all the QR codes.

It's possible to set more than one Collection Trials at a time: for example, if there is another collection with "brush, landscape", when I find the QR code for the first collection, the system will automatically save this word also for the other collection.

## Suggestions

This trial is very engaging, especially if combined with a nice timeline. From our experience, we suggest avoiding many trials like this, because they might make the user to get lost and annoyed by the several words.

- QRCode Pair

The QRCode Pair Trials are similar to a "memory game": the idea is to play with couples of QR codes, and the user must find the matching ones, in order to complete the game. More specifically, the first QR code activates a trial and the second one completes the trial.

## Suggestion

This kind of game could be very effective for children engagement because it's very dynamic. As an example, the first QR code generates some questions; their answer can either be found inside the museum or chosen among several answers. The main advantage of this trial is that the technology is not invasive at all, because the real focus is on real artefacts. Moreover, children can enjoy the fact to discover the museum and to look for an answer about cultural heritage in an engaging way.

See Advanced Games section

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## Conclusion






One of the most appealing features about the Game Building resides on the possibility to obtain a significantly different versions of the same game, by modifying only a few parameters. As an example, diminishing the duration of the trial, it becomes more "arcade" and the user experience is dramatically switched.

## Trials Timeline

Here you can find some info about the time aspect of the game.

In order to design a dynamic story, the trials can be composed in various combinations. In this way, the player has to complete the requested actions following a temporal sequence, generated by the designer.

**Note:** here we are proving only some examples but the possible combinations are almost infinite. Indeed, the game creator can decide to mix together as many trials type as he/she wants. Also the creation of the sequence is very flexible, because one can choose to start a trial after a certain amount of time while another trial can start when the user has reached a certain score.

				
Trial 1	Trial 2	Trial 3	Trial 4	Trial 5
On Start	On Start	On Start	On Start	On Start






In the above example, all the trials are activated at the start of the game, so the player can choose both the first trial and the order to follow.

## Suggestion

*Very strict trial's order is not effective because of their content of obligation. One can feel forced to complete trials in a certain sequence and she may leave the entire game.*

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## Temporal activation

				
Trial 1	Trial 2	Trial 3	Trial 4	Trial 5
On Start	On Time 10	On Time 15	On Time 30	On Start

In the above example, the user will see only Trial #1 and #2 already active, while trial #2 will appear after 10 minutes, trial #3 after 15 min and trial #4 after 30 min.

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### Score activation

				
Trial 1	Trial 2	Trial 3	Trial 4	Trial 5
score 50	score 20	score 10	score 100	score 1000
On Start	On Start	On Score 50	On Score 60	On Score 180

In this example, the score is the parameter which discriminates the activation of the trials. At the beginning of the game, only trials #1 and #2, are visible.






In order to unlock a trial, the player needs to gain 50 points. So one can decide whether to complete trial #1 alone (50 points) or trial #2 and then #1 (70 points in total) to gain at least 50 points.

To unlock trial #4 the player needs 60 points; so the user can finish trial #1 and, then, complete one among #2 and #3.

On the other hand, to activate the trial #5, the user must complete all the previous ones.

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### Sequential activation

				
Trial 1	Trial 2	Trial 3	Trial 4	Trial 5
after complete activate 2	after complete activate 3	after complete activate 4		after complete activate 3
On Start				On Start

Here, the player will see only trial #1 and #5. If she completes trial #1 first, then trial #2 is unlocked. Once trial #2 is done, then trial #3 becomes visible and so on. This trial is useful to develop new paths within the game itself, also including the "hidden" functionality.

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## Multiple paths activation

					
Name	Trial 1	Trial 2	Trial 3	Trial 4	Trial 5
activated	after complete activate 2	after complete activate 3	after complete activate 4		after complete activate 3
deactivated	if complete trial 5				if complete trial 1
	On Start				On Start

Similarly to the previous example, completing a certain trial before another one, affect the following sequence. If the user chose the trial #1, he activates trial #2, then #3 and #4, while trial #5 will be missed.

On the other hand, if she chooses trial #5, trial #3 and #4 will follow subsequently (she will skip trial #1 and #2).

## Activation of multiple time-based paths





					
Name	Trial 1	Trial 2	Trial 3	Trial 4	Trial 5
activated	after complete activate 2	after complete activate 3	after complete activate 4		after complete activate 3
deactivated	if time more than 5 minutes			if time more than 15 minutes	if time more than 5 minutes
	On Start				On Start

In the above example, the player must proceed in a temporal base. In this case, in the beginning, only trial #1 and #5 are already active. Both trials are turned down if not completed. Clearly, if both are deactivated, the trial will end. Trial #4 is deactivated after 15 minutes if not completed. The user can choose to start from trial #1 or #5, and the path will change accordingly (if the user takes trial #5, the path will be shorter).

One could wonder what's this managing about. Try to imagine a fictional setting where the user must defuse a device before all the artifacts inside the museum are destroyed. Clearly, the temporal requirement adds a thrilling factor to the whole story.

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## QR code activations

					
Name	Trial 1	Trial 2	Trial 3	Trial 4	Trial 5
qrcode		Trial 2	Trial 3	Trial 4	
type	info	photo	photo	photo	info
	On Start				On Start

Here, the user must find some QR codes inside the museum. Linked to the QR code there are some words which unlock the trials. In this example, only trial #1 and #5 are visible, while all the others are unlocked by the QR code, which contains the keyword related to that trial. This is the format to include the keyword within the QR code:

@PLUGGYACTIVATE=Trial 1








The player will see trial #1 and #5, where he will find the instructions to look for the QR codes necessary to unlock the trials.

This kind of trial is simply switched on only through the QR code: this means that the QR code makes the trail visible to the user but it does not mean the trial is completed. In the above example, once the trial is unlocked by the QR code, another photo trial is automatically activated.

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### QR codes collections activation






					
Name	Trial 1	Trial 2	Trial 3	Trial 4	Trial 5
collected		2 picasso	1 cat	2 landscape	3 oil
	On Start				

In this trial, the user must collect some QR codes, near which they find some words: in this example, the keywords are hello, cat, dog. @PLUGGYCOLLECTED=1,hello,cat,dog

The player will see trial #1, where she will receive info about the kind of QR codes collect. Based on the amount and kind of words collected, the trials will be respectively completed.



## Repeat a trial if failed

				
Trial 1	Trial 2	Trial 3	Trial 4	Trial 5
Quiz 1 - first attempt	Quiz 1 - second attempt	Quiz 1 - third attempt	Quiz 1 - fourth attempt	Info
score: 100	score: 75	score: 50	score: 25	
aftercomplete: execute trial 5	aftercomplete: execute trial 5	aftercomplete: execute trial 5	aftercomplete: execute trial 5	
afterfailed: execute trial 2	afterfailed: execute trial 3	afterfailed: execute trial 4	afterfailed: execute trial 5	

In some cases it is necessary to repeat a trial (for example if the user gives an incorrect answer).






The procedure is quite simple: it is enough to clone a trial and modify the field "afterfailed->execute" by entering the number of the trial to be performed in case of wrong answer.

In this examples, the user start with the trial number 1, if he/she enter the correct answer execute the trial number 5 ( an info trial ), if he/she enter the incorrect answer execute the trial number 2 ( a clone of the first trial, with a lower score ).

## Suggestion

It is possible to reduce the number of possible answers (for example from 4 to 3 and then to 2) or to give suggestions.

## QR codes collections activation

					
Name	Trial 1	Trial 2	Trial 3	Trial 4	Trial 5
collected		2 picasso	1 cat	2 landscape	3 oil

	On Start				
--	----------	--	--	--	--

In this trial, the user must collect some QR codes, near which they find some words: in this example, the keywords are hello, cat, dog. @PLUGGYCOLLECTED=1,hello,cat,dog

The player will see trial #1, where she will receive info about the kind of QR codes collect. Based on the amount and kind of words collected, the trials will be respectively completed.

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# Collaborative Game

Each game can be executed independently or concurrently with others. The choice resides on the game creator user, who can decide which approach suits better. This functionality allows quite a flexibility; it's worth mentioning that one can create several games for single users or groups, through the same script. The concept of "collaborative" means that it is possible to create a team and a unique code, accessible and editable by all the member, in order to better develop the game. The aforementioned feature allows the trials to be completed by a different team member.

NOTE: in the previous testing version it was possible for the user to work together only sequentially

Trial 1 => user 1

trial 2 => user 2

trial 3 => user 3

trial n => user n

...

This mechanism is quite valid on theory. However, during the testing, some relevant issues have been underlined; as an example, if an user cannot join his trial (low battery, mobile doesn't run well, health issues...) all the other team's members are forced to interrupt the game.

# Recovery Mode

To improve the gaming experience, in case of application crashes, phone shutdowns, etc., you will be able to use the... The app has a recovery system that allows the user to recover the game.

The system is automatically activated with each completed/failed trial.

Game times are not reset to prevent users from turning off the app to complete a trial without wasting time.

So if the player plays 10 minutes, turns off the phone for 5 and then reactivates the game, the game will have been played for 15 minutes.



## Advanced Games

The advanced games are more complex than the previous ones. They are though for some special events, or a specific target (e.g. people with visual impairments). The main added value is that they require interaction with physical objects.

### A Card Game

One of the funniest games which can be created through Games Hunter is a Card Game. It consists of real cards, printed for a particular event (they can be even sold as gadgets).

Just to mention one of the hundreds of possibilities, think of a cards bunch with various levels of difficulty. A school class can be divided into collaborative teams. In turn each team

draws the card, read the question and the members must find the answer in the museum, through the associated QR code.  
That team which collects more points wins the challenge.



Example of a game card with the descriptive caption of the trial and the QR code.

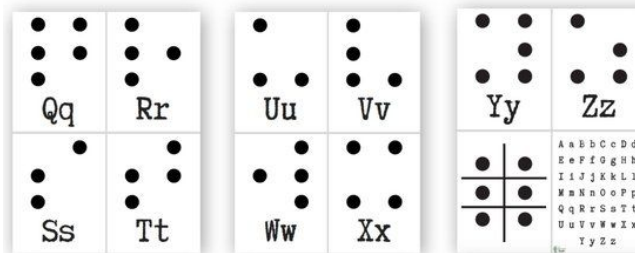
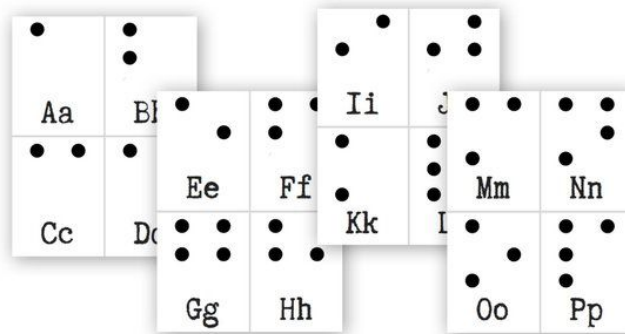
Another idea is based on the collection games (e.g. Magic The Gathering, Pokemon etc..) coupled with nice graphics and an educational but dynamic game.

In this scenario, the game becomes a challenge between two players. So the museum can also sell various cards bunches, where every card has a QR code on it. Each of them shows a little "monster/animal/fantastic character" associated with a specific value of strength/ power/defence...Using a combination of more than one card, one can also evoke legendary/more powerful characters.

From an educational point of view, the team members can make the cards, through scratches etc.. and start a challenge against another class.

## A Card Game for blind people

A supplementary and useful way to use the cards addresses to blind people. Indeed, if the cards are printed with Braille codes on them, these will let blind people to play as well.



## Interactive ARG

An alternate reality game (ARG) is an interactive networked narrative that uses the real world as a platform and employs transmedia storytelling to deliver a story that may be altered by players' ideas or actions.

This is a very interactive as well as demanding game to develop. It requires also an intensive collaboration between en- users and game creators to achieve a nice outcome. The basic idea is to develop some "adventures" involving both real world (museum, artefacts, exhibition, cities...) and social networks (PLUGGY platform, Facebook, Twitter...) and Collaborative Games app.

The above-mentioned adventure will be unfolded through chapters, each of them will be unlocked after solving various enigmas. The player will find some tasks and clues through the social networks (in a video, pictures and so on), while another section could be played with the app (e.g. inserting QR codes in a Facebook post) and the real Point of interest (museums, monuments ...) are the means to solve certain enigmas.

## A Board Game



It's also possible to develop real board games where the players interact with game maps, thumbnails, dices etc.

More than others, the “goose game” is one of the favourites among children. Each player, in turn, rolls the dice and, depending on the associated box, the player has to perform some actions. Moreover, it's also possible that the action will activate a trial on the app through the QR code.

Ex. BattleShips, Crosswords (this can be collaborative or not).

**Monopoly:** this is suitable for almost all children beginning from the primary school. This is the typical Monopoly game, except for the aim of the game: each player should collect more artifacts as possible. In this scenario, the tenders are extremely realistic. The game can be created ad-hoc for the single museum in order to highlight the pieces of art within the single museum (maybe providing the entire multimedia catalogue of the artifacts, through the app, possibly with a link directly activated by the QR code on the game box) . Another possibility would be to create the Monopoli envisioning a wider collection of artifacts: for example, the paintings to buy and sell might come from different museums, and the multimedia catalogue contains all of them (this is easier and more feasible for those museums which have more than one headquarters all over the world).

## Book



It's also interesting to interact with QR code inside books pages. The trial type (especially quiz) will depend on the page topic.

The book can be a gadget for children visiting the museum, for example.



Another idea could be the adoption of Coloring books with tablets: while browsing the book's pages, one can focus on the QR code and the it will show how to color the drawing. Here you can find some ideas about this kind of interactive games.

### **Artistic Doodles**

Children of all ages generally like to draw, reproduce what they imagine or portray what they see. They can be watching a painting (but this is not mandatory) and the task is to imagine to be the artist who painted the artifact. So the children should portray the subject as similar as possible to the real painting.

A second way is to convince children to reproduce a painting using as much as imagination as possible. For example, the child is standing in front of the "*Le bar aux Folies-Bergère*" by Edouard Manet, and focusing on the QR code, his tablets will display the following task: draw on the screen what this painting makes you feel.

Find the differences: children are in front of an artefact while they bring a tablet or a phone with them. The same artefact will appear on the screen; however, this virtual one is a bit different from the real one. The user must find these differences touching (with fingers or a touch pen) the areas of the screen where he thinks the two paintings differ from each other. For every correct found spot, he will see a green tick. On the other hand, a red cross will appear, and he can try other times.

### **Frescos-Books**

An activity addressed to secondary school students can be called the Frescos-Book. The book given at the entrance of the museum contains certain photos of the frescos or paintings which a student should recognize (e.g. the title and the author). If one recognizes it, the app interacts with him/her in AR modality. For example, the figure of the author in AR is superimposed and this starts speaking about the artefact. Another simpler concept is that, once the student recognizes the artefacts, the app will show an interactive tour inside the museum, leading the student through certain rooms related to that while he can also read info about it on the phone.

## **Brochure**

This is given at the museum entrance, for example. It contains the museum itinerary and for each room, in the associated page, the user finds a QR code which shows some Alternate Reality Info regarding a certain artifacts in a specific room. So you scan the QR code and the phone will superimpose some description over the suggested painting for example.

This is suitable also for adults.

Another possibility to achieve engagement is to set a series of ibeacons next to a certain artifact (e.g. the most interesting in a room), which will activate as soon as the visitor steps in

the room: at activation, the visitor will be in front of the author of the work itself, who will describe what he created, through targeted information or curiosities that will arouse interest in the user.



## Exploitation

*Those called here as "Advanced Games", which interact with PLUGGY, allow deep exploitation of the platform because they also open the possibility to new sectors of the market.*

.

XTeam is an entertainment company, focused on developing video games and gamification for mobile phones, desktops and consoles. PLUGGY will give XTeam the opportunity to expand its commercial offering and streamline the production process.

That's why we decided to design and create for PLUGGY games that can entertain, entertain and engage visitors to a museum or archaeological site, or any other cultural asset.














All in function of the simplicity, immediacy, attractiveness regarding the recreational aspect but also the cultural and educational importance of the game itself, in relation to the focus of

this project, namely to bring citizens closer to the European cultural heritage, and at the same time help them to convey the culture and the importance of the common cultural heritage, making sure that users feel a fundamental part of the history of Europe, promoting inclusiveness, commonality and the exchange of values and knowledge.

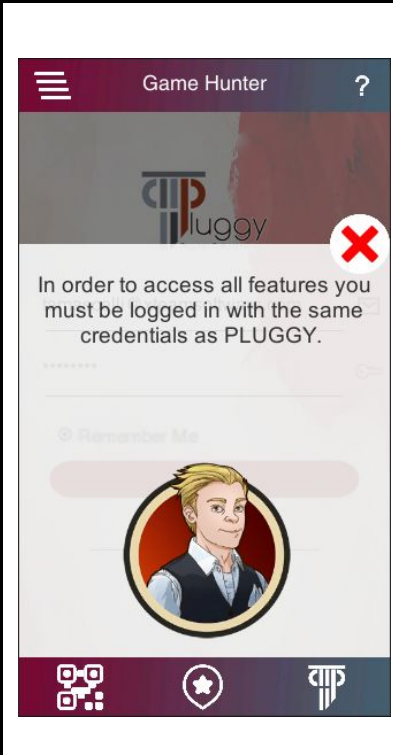
A collaborative game, in which participants will work together to compose a complete story on a specific cultural heritage theme. This game will be distributed on mobile phones and will use their cameras and processing power to implement an Augmented Reality or Virtual game.

## Application UI

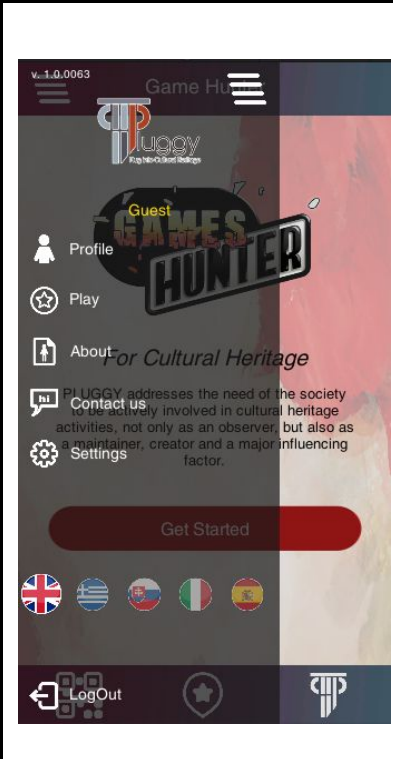
### Start screen

	<p>In the main screen there are some icons, which are fixed.</p> <table border="0"><tr><td></td><td>Left side menu</td></tr><tr><td></td><td>QRCode Reader</td></tr><tr><td></td><td>Googlemaps</td></tr><tr><td></td><td>Pluggy web-site</td></tr></table>		Left side menu		QRCode Reader		Googlemaps		Pluggy web-site
	Left side menu								
	QRCode Reader								
	Googlemaps								
	Pluggy web-site								


## OnLine Tutorial

	<p>It Is present a on-game tutorial system.</p> <ul style="list-style-type: none"><li>• Start</li><li>• Login</li><li>• Play</li><li>• Trials</li></ul>
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## Side Menu

	<p>It Is present a Side Menu, with the main functionalities of the application:</p> <ul style="list-style-type: none"><li>- User Profile</li><li>- Play game</li><li>- About</li><li>- Contact us</li><li>- Settings</li></ul> <p>is also possible to change the language : English, Italian, Greek,Slovakian and Spanish</p>
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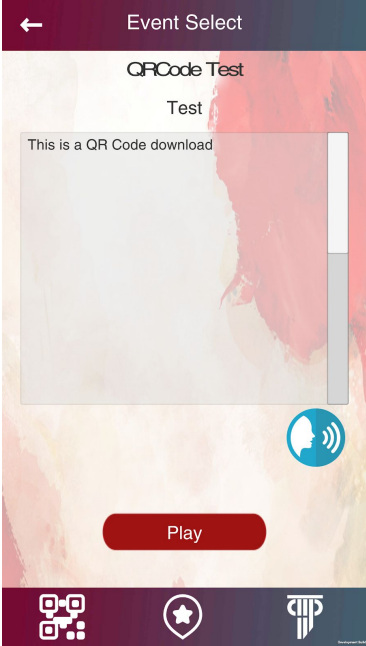
## Login ( PLUGGY )

	<p>The user can log in with Pluggy account to save the score, manage the team's play, get the event and use the PLUGGY assets.</p>
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## Main Menu

	<p>In the main menu are present some icons:</p> <ul style="list-style-type: none"><li>• Events</li><li>• Play</li><li>• Profile</li><li>• Login</li></ul>
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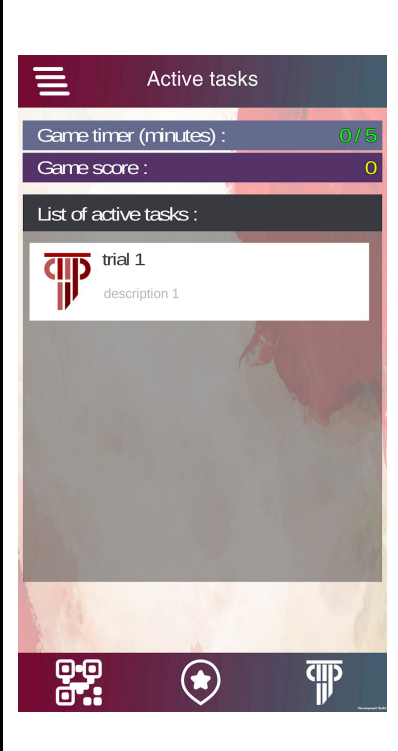
## Current Event Selected

	<h3>Event Select</h3>
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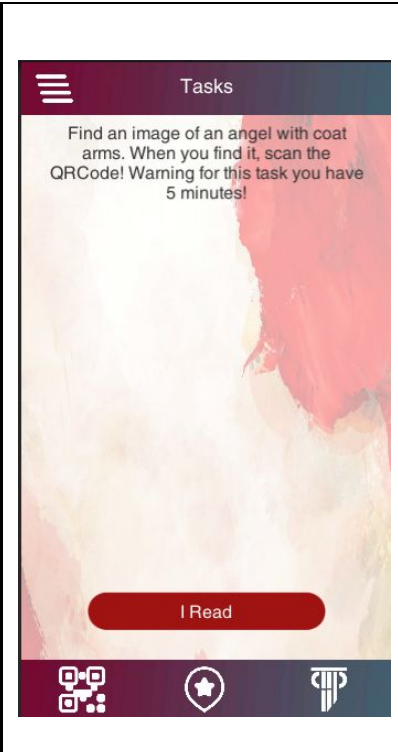
## Play Alone or with a Team

	<p>Select if play a game alone or with a team.</p> <p>Is possible create a team or insert the team name. With the correct team name, all the member of the team can collaborate to the game.</p>
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## Active trials

	<p>The game time and time limit to complete the game</p> <p>The game score</p> <p>The main list of active trials</p>
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## Info Trial

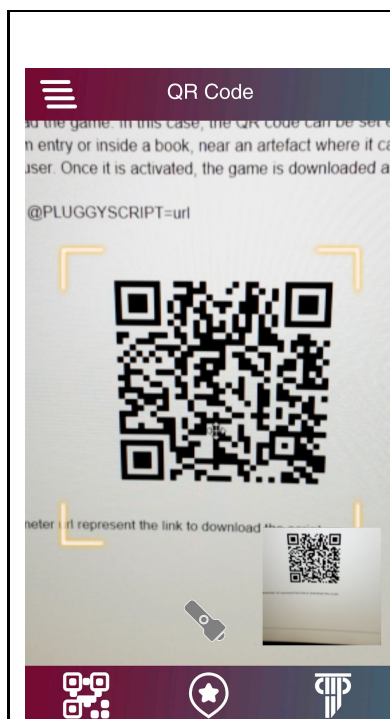
	<p>Info-trials are trials that are used to explain situations or provide more information</p>
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## Quiz Trial



The quiz trials are used to get answers from the user with multiple-choice quizzes.

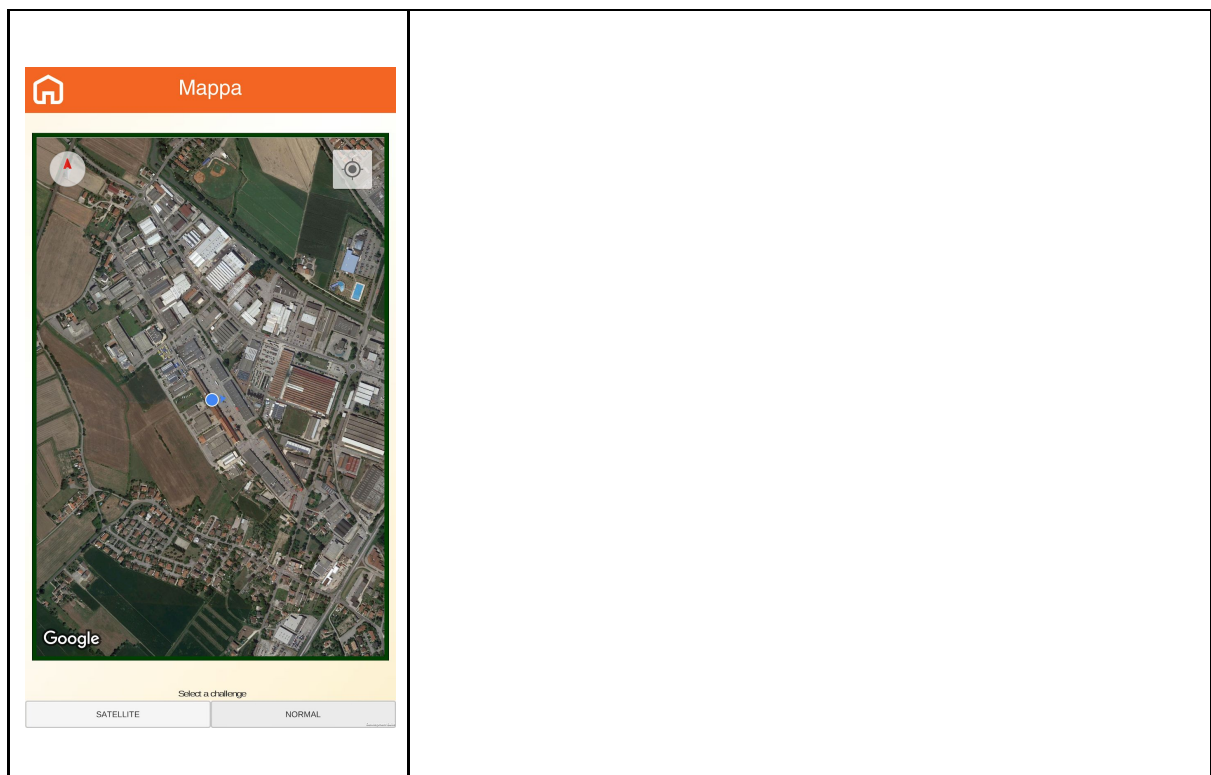
## QRCode



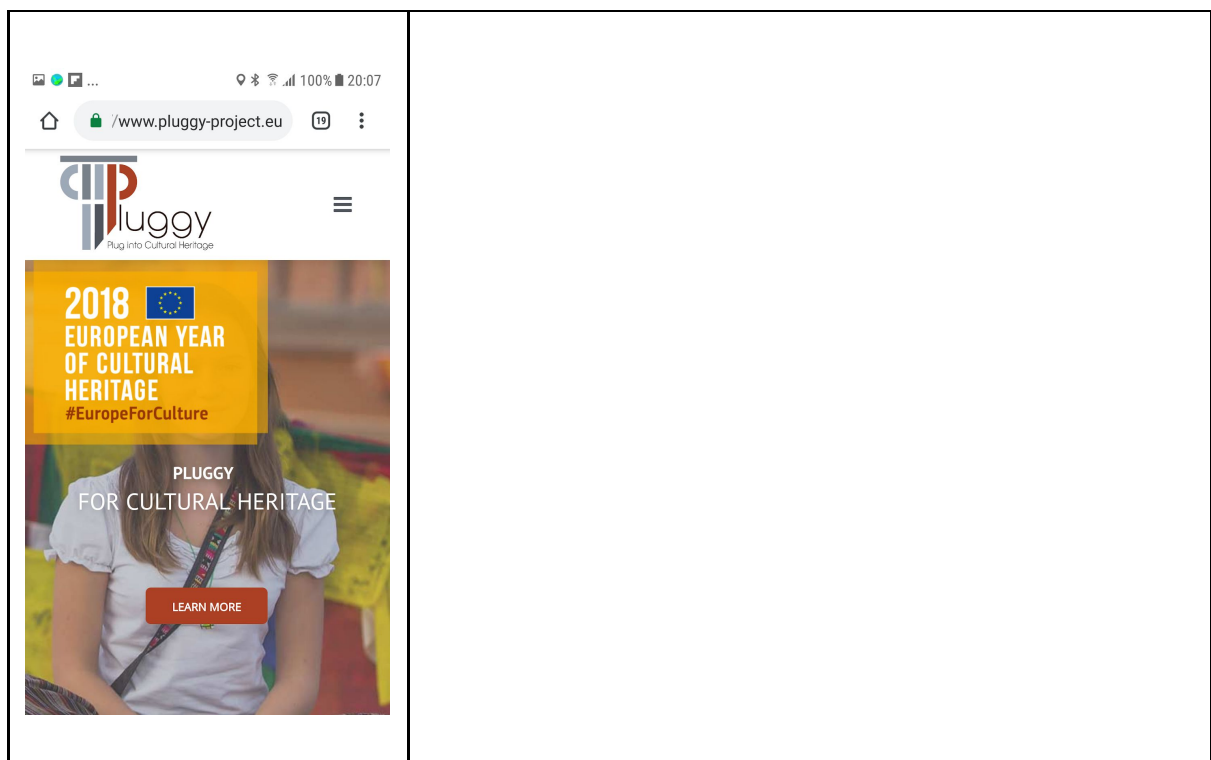
The QR code Trials are thought as "search games", where the player should find the QR code associated with the secret word. When one finds this word, the trial is completed.



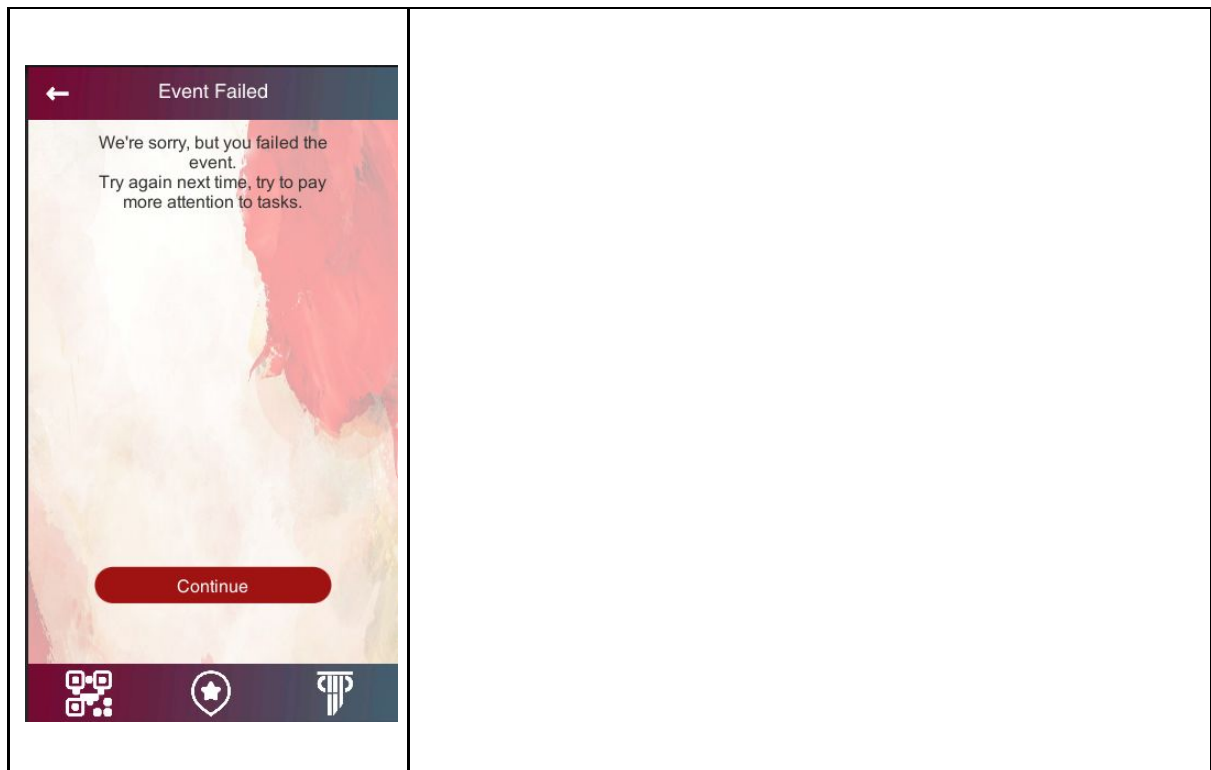
## Google Maps



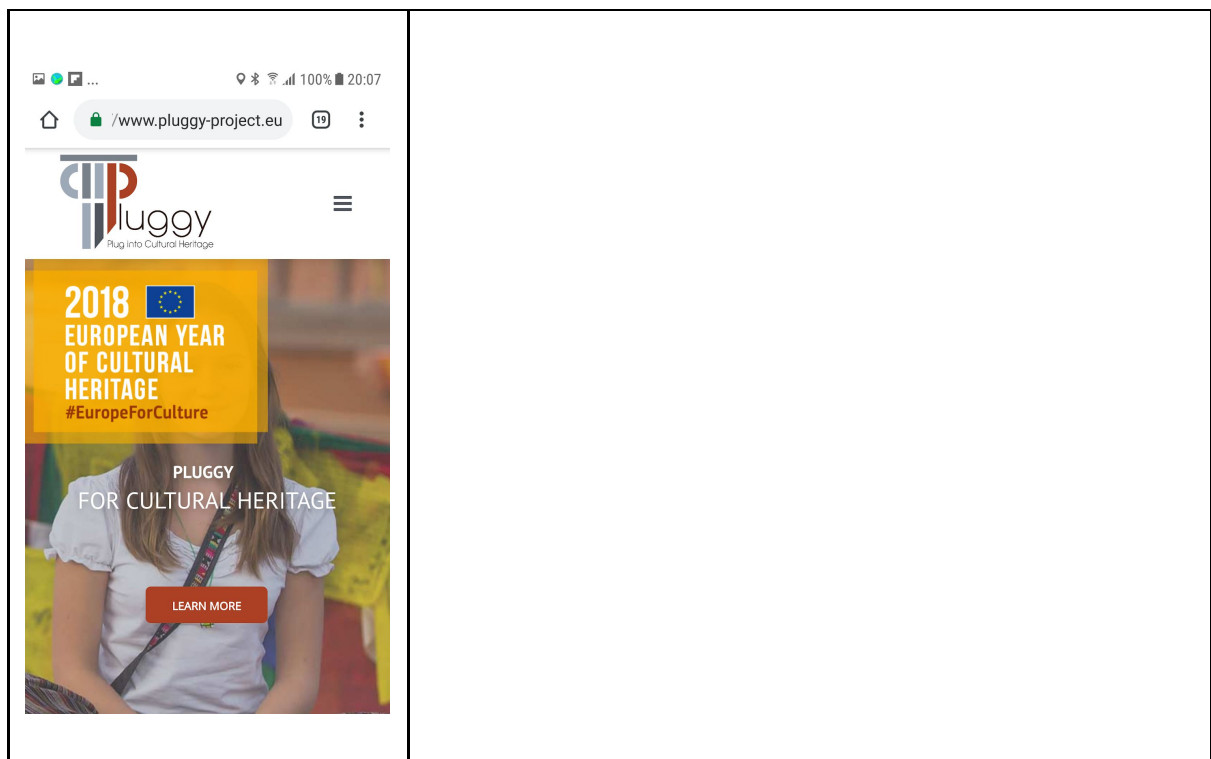
## Event Completed



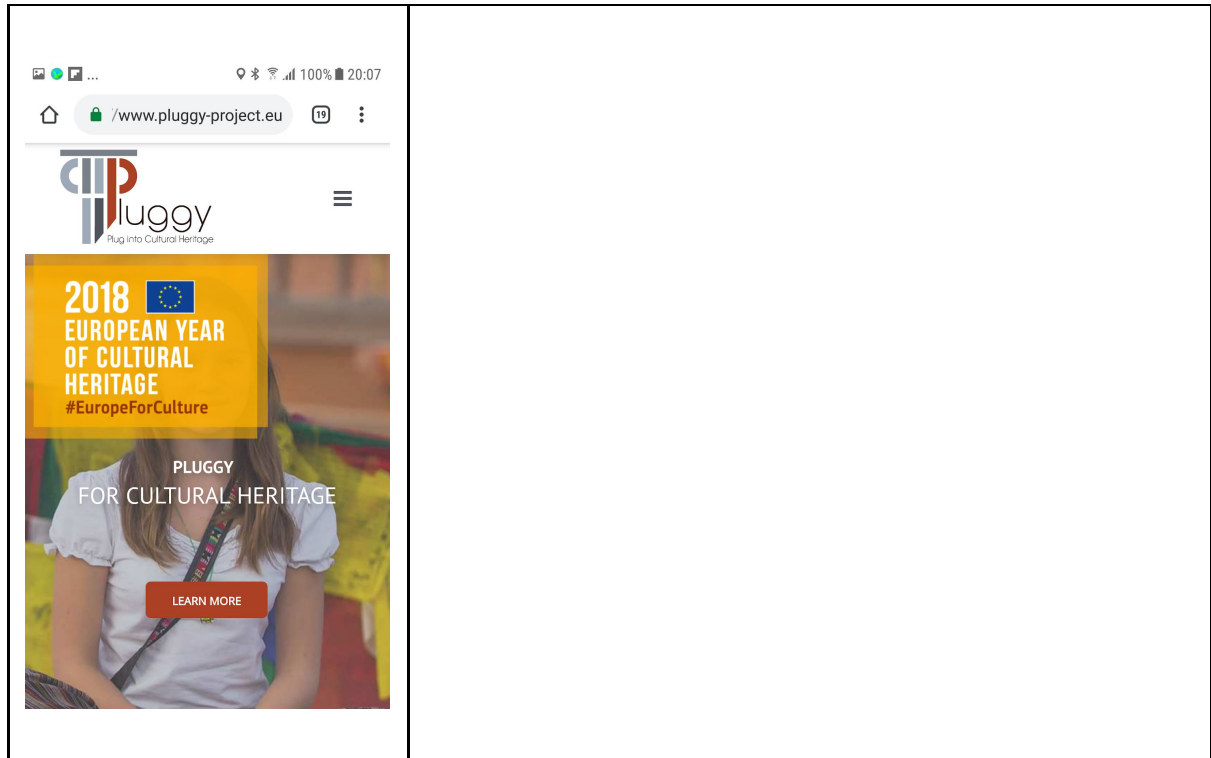
## Event Failed



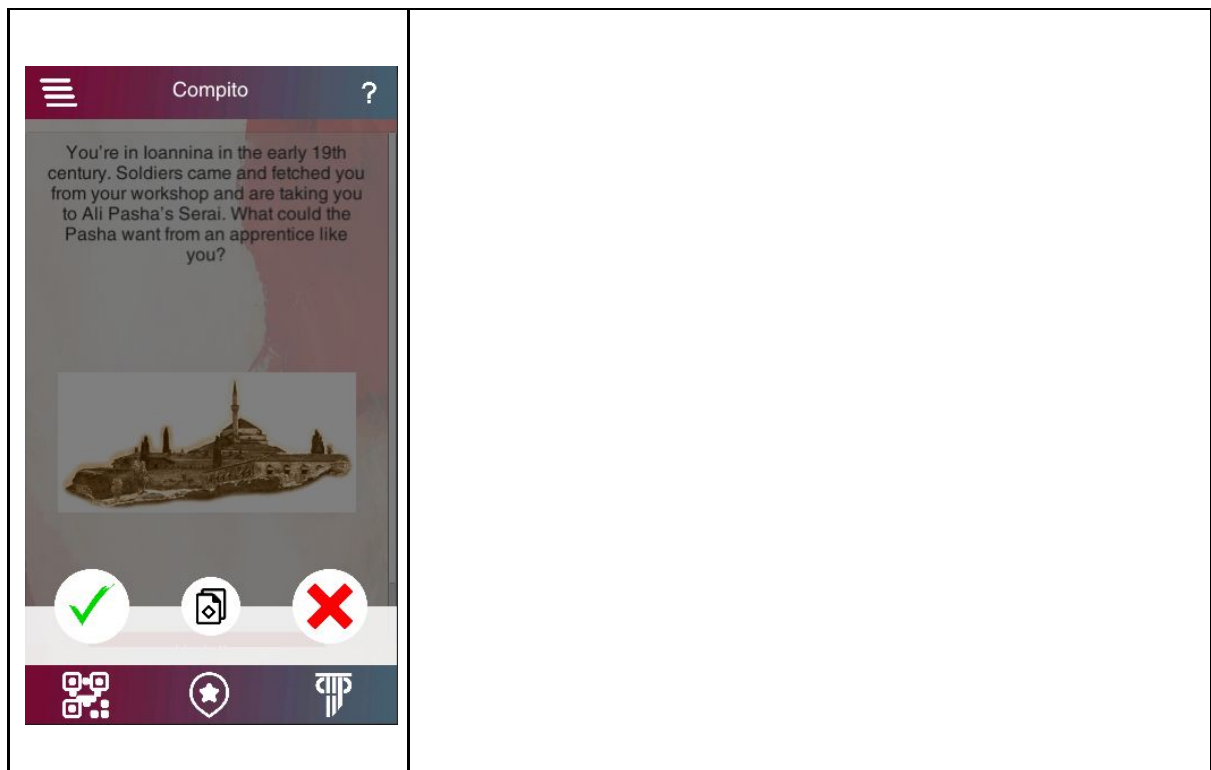
## External Browser



## Internal Browser

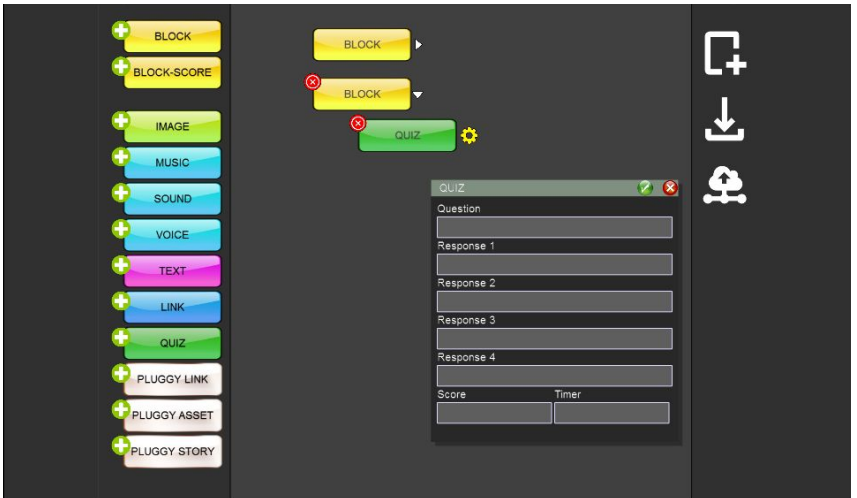
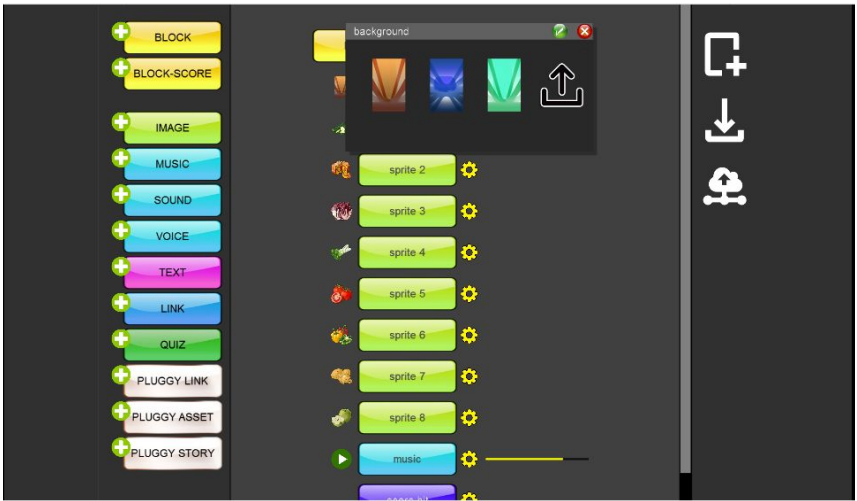


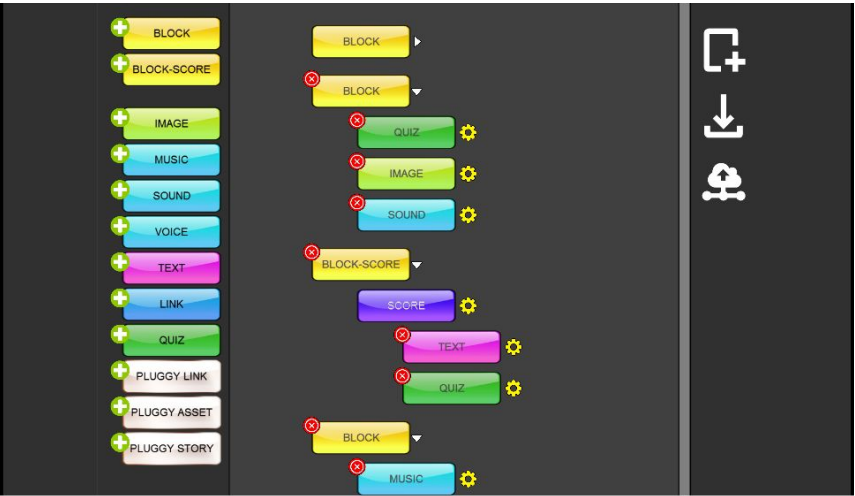
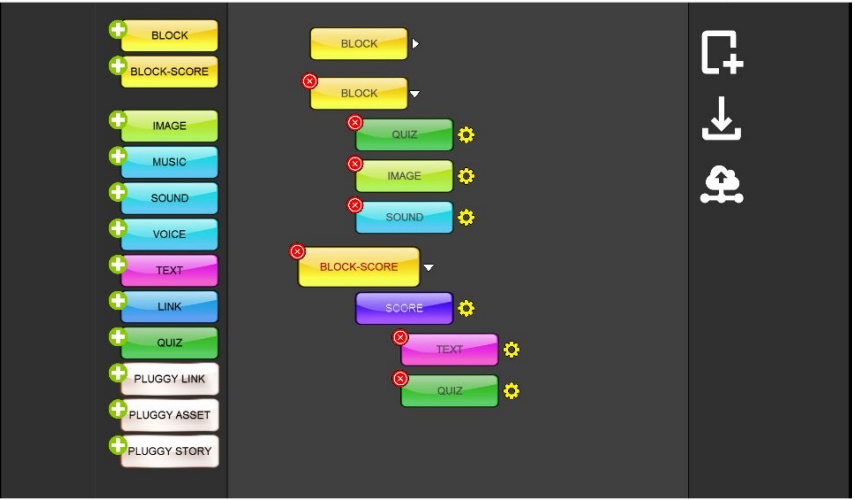
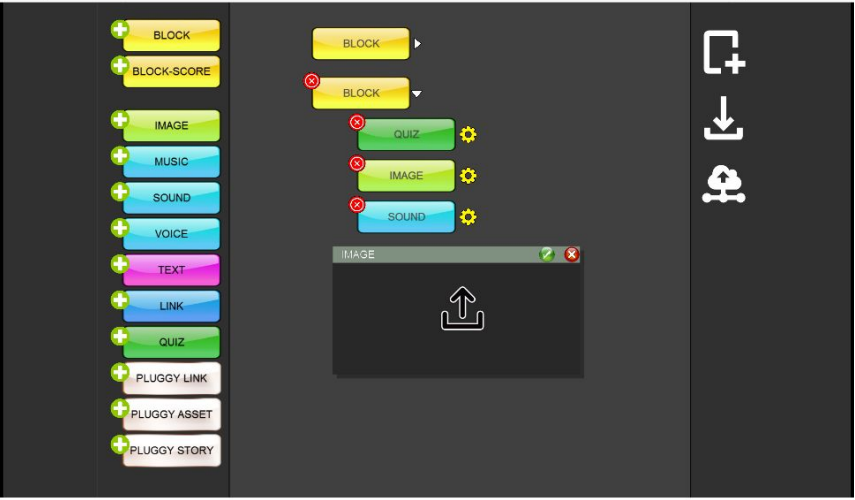
## Debug Mode





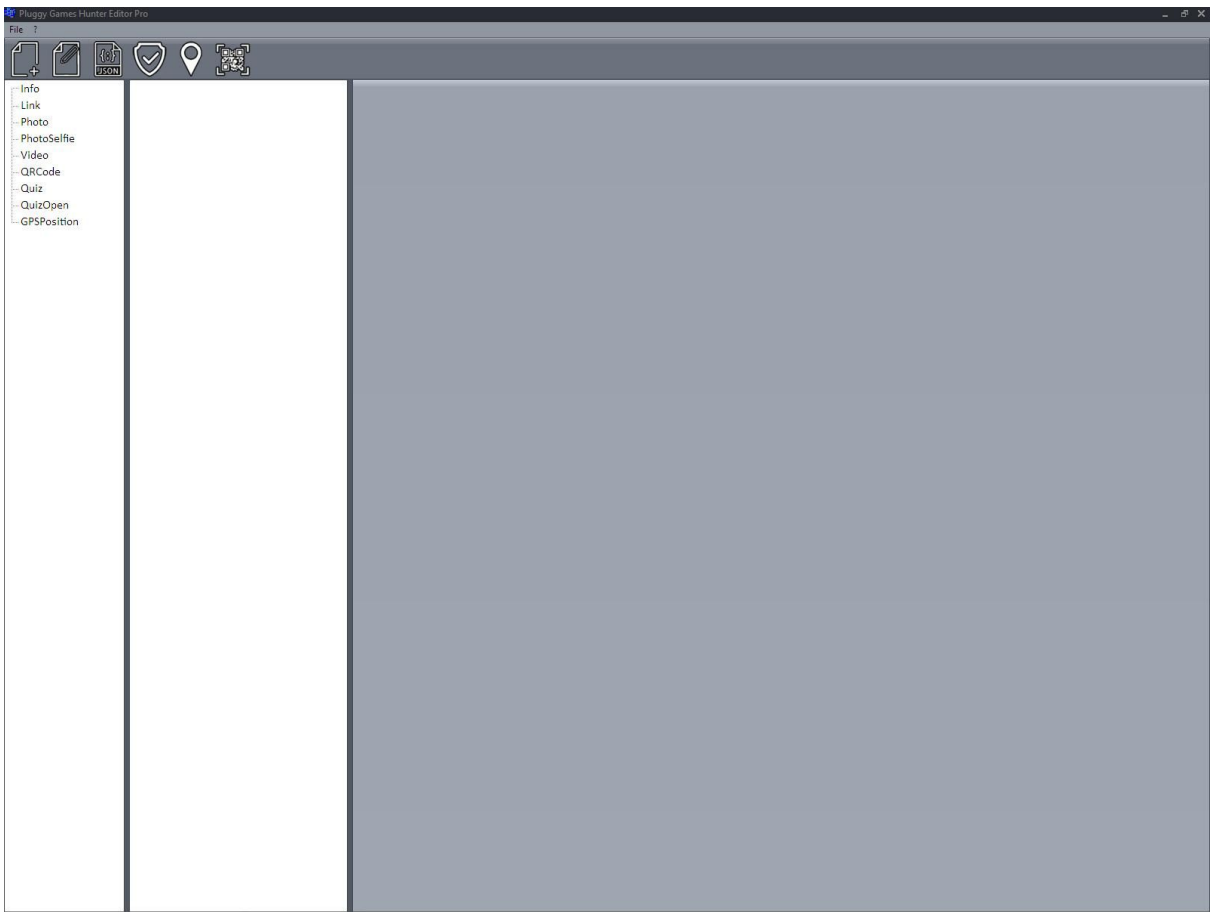
# Editor











# Editor Pro

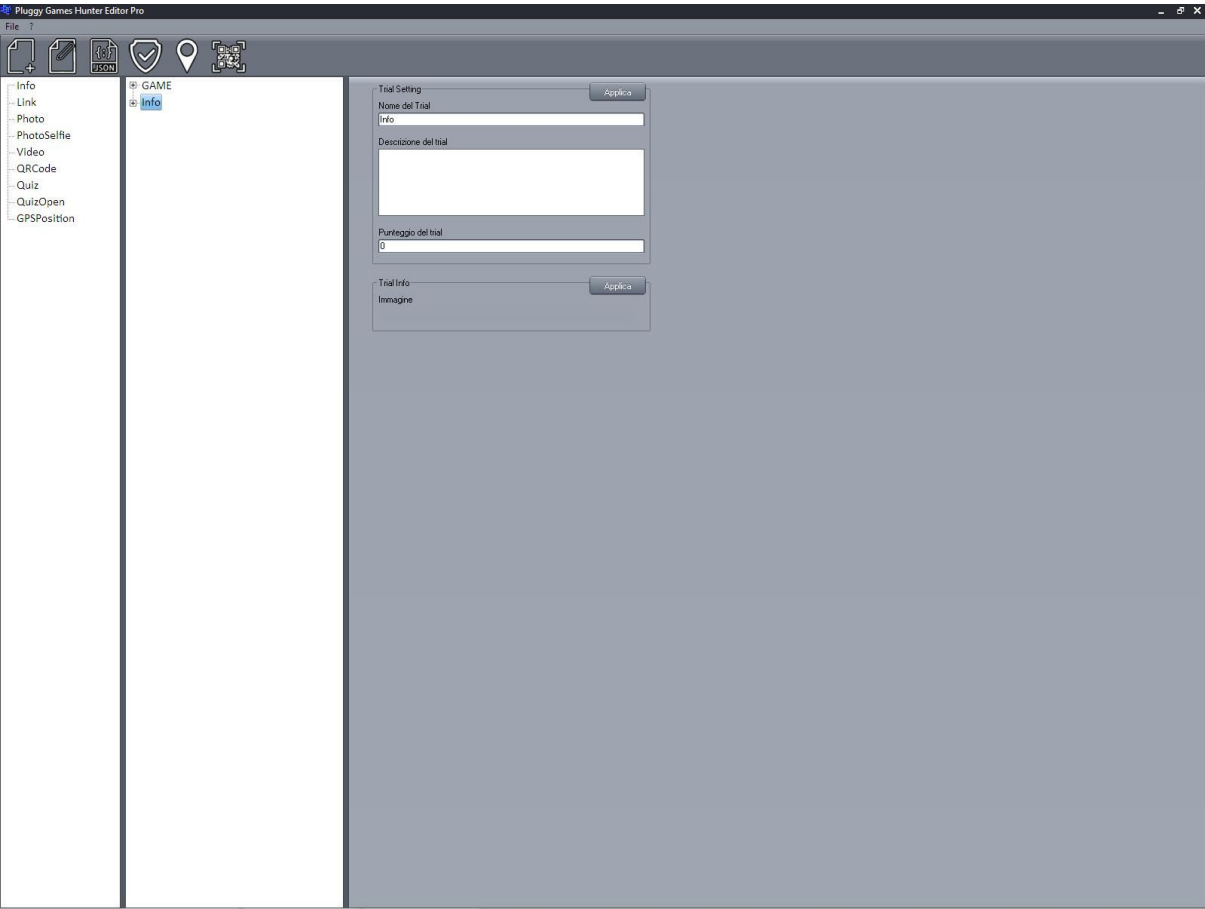
Advanced C++ Editor for Collaborative Game Developers

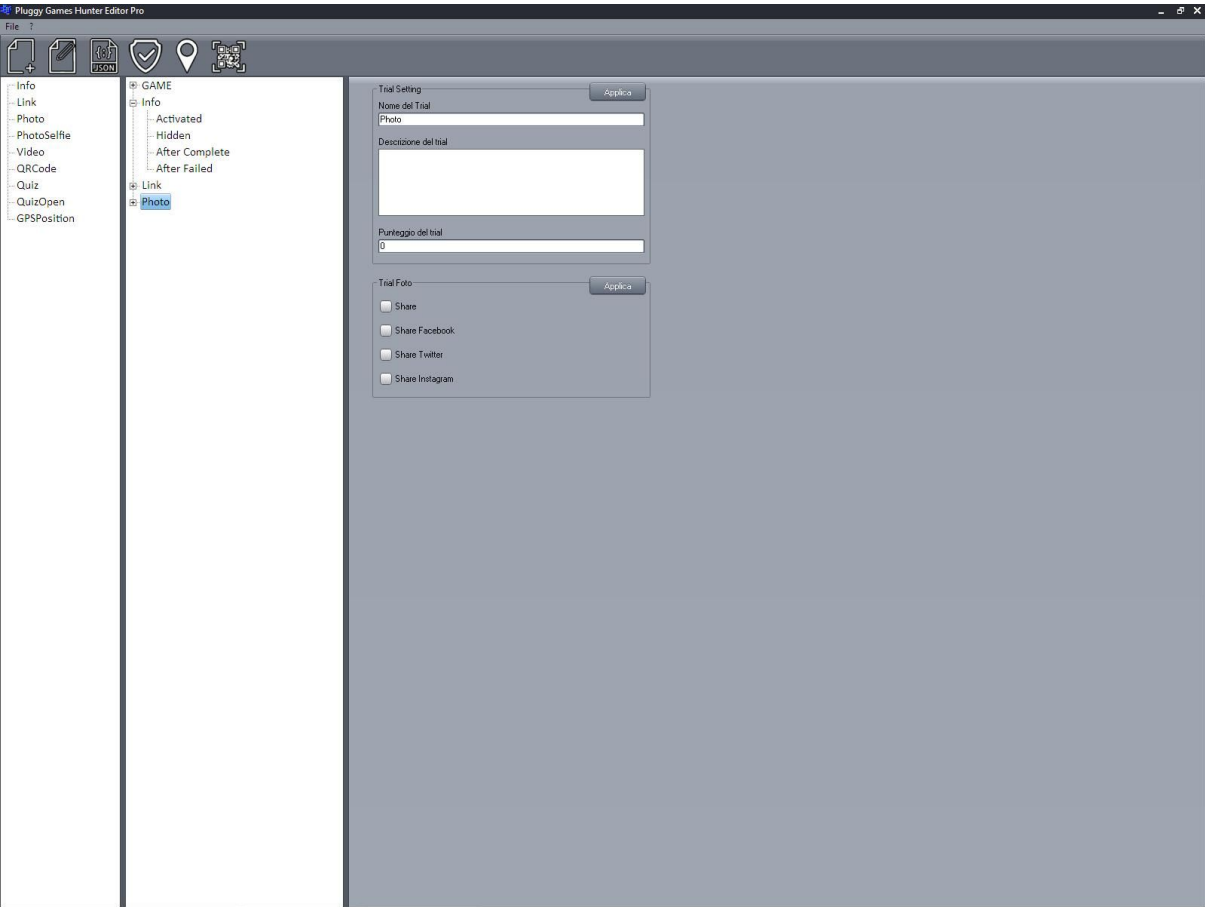


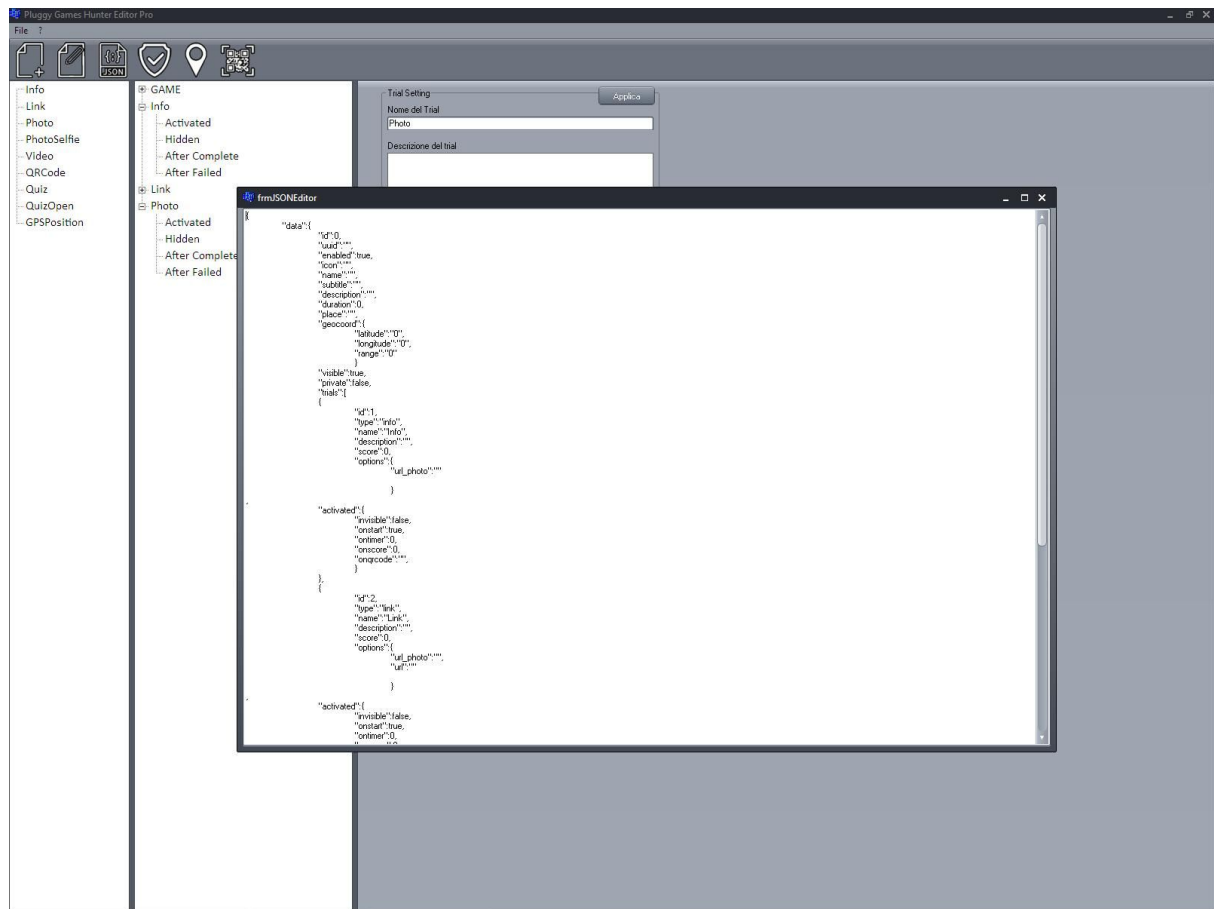
	create a new script, select a directory where the media will be inserted
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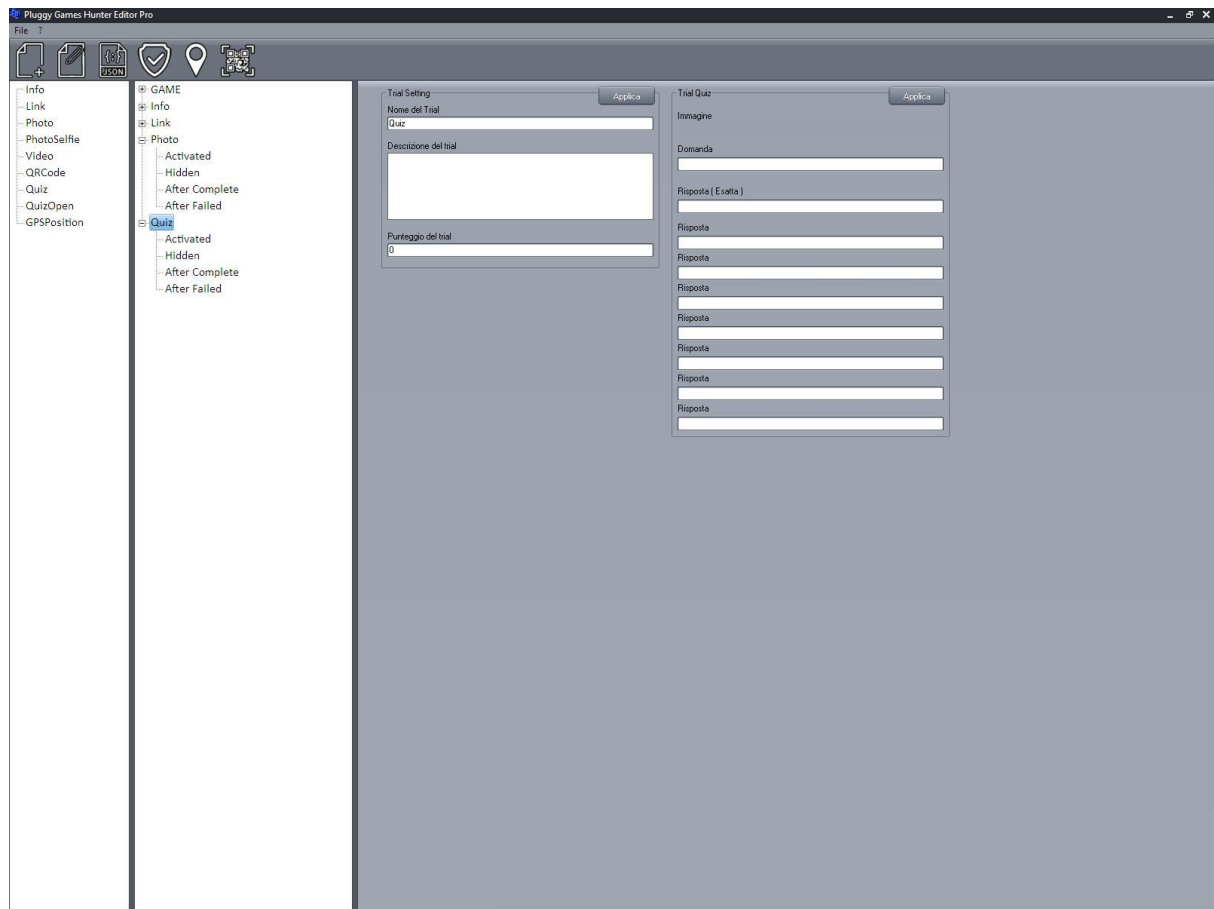
	<p>Internal script editor, allows you to edit the game directly. Warning to use with caution</p>
	
	
	
	











Templates

Examples