THE GAME ENGINE
MANUAL

THE MANUAL "GAMES DESCRIPTION"

Name of the game.
Write the name of your game as you want to appear on the game menu

Introduction:
Write an introduction of your game, whatever do you want to say. Example: In many cultures and legends, the Fairies of the forest are magical beings that inhabit the forests and are dedicated to protecting and caring for nature.

Description:
Tell the player about what the game is about describe it.

Goals/objectives of the Game:
What are the goals of your game. Definition of goal. The goal is the intention of an activity or a plan. In a figurative sense, a goal is the mission of a person or group.

Reward
Every game give rewards. Explain to the players what is their gain by playing the game. Example: You can become the Grand Master of Rhodes and make a personal discover.

Title Info
It is a title

Text Info 1

Whatever information you want to give about the game. For example: What could be the call for adventure, possible conflicts, core values of the game. All text info works in the same way. If you do not add anything, nothing will appear.

Media

Clicking on the DOCS tab reveals folders of uploaded images that appear in the game. Just select the ones you want to show.

Game Type

You have the option to organize your game into levels, which can be predetermined in a specific order. If a user successfully completes a level, they can progress to the next level. If you assign "User", the player can go to play any game level. However, the playability of the level depends on the selected Game Mode.
*GPS FREE it means you see the map but you are not geolocated.

Language

English is mandatory, and you can choose a secondary language from a list. The left column is for English, and the right is for the secondary language.

Number of Languages

If the game is only in English, choose 1. If you have a second language, choose 2. The game platform will display flags for your chosen language.

Level Time

If you set a time limit for a level, the game will automatically end for the player once the time is up. This results in a Game Over, and the player must restart the game from level 1. On the other hand, if you do not set a time limit, the player can remain in the game for as long as necessary without any consequences. However, the game will end if you allocate a time limit in the "GAME Time" box and it runs out. You can manually end the game for any player at any time.

Game Time

If you allocate a time, the Game must be accomplished in the assigned time. The players who fail leave the Game automatically. The ones who complete get the reward and can see their game data. A Game without time is a valid one.

Game Time Max

The "game time max" feature limits the duration a particular character can be active in the Game. This ensures inactive players will not hog the character, and others can use it. You can modify or release the avatar anytime by accessing the system management.

Game State

Hidden, you are working on the Game, and no one sees it. <u>Active</u> means you can see it on the platform. <u>Closed</u> The Game is not open but is seen on the platform.

Pause date

Take a break from the game and leave a message, such as "Returning at 10:30."

Order

This is the order the game will appear listed.

Date
Do not touch it. Thank you

Unique Key
Do not touch it .Thank you. If needed we will explain when and why. If you touch your game will vanish.

Instance
No need to know right now.

THE MANUAL "LEVELS EDITOR"

Game
You choose the Game name. it has to be created before it can be selected

Title Level
You must create all levels beforehand. If a level does not exist, it cannot be selected.

Media
Clicking on the DOCS tab reveals folders of uploaded images that appear in the game. Just select the ones you want to show

Gps Latitude
Geo coordinates by Google, please pay attention to the notation. 36.444023.

Gps Longitude
Geo coordinates by Google, please pay attention to the notation. 28.22827.

Avatar text
In the Game context, the protagonist's profile is referred to as their avatar or character information. Please describe this information

Mission
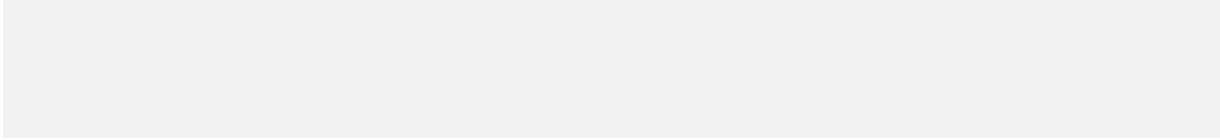*Please describe the mission, challenge, and obstacles that the protagonist encounters.*

Question
You decide question based on the Game Plot.

Answers

The player earns points by answering questions related to obstacles in the Game. In the "Game Point" section, the score for each answer has already been pre-set
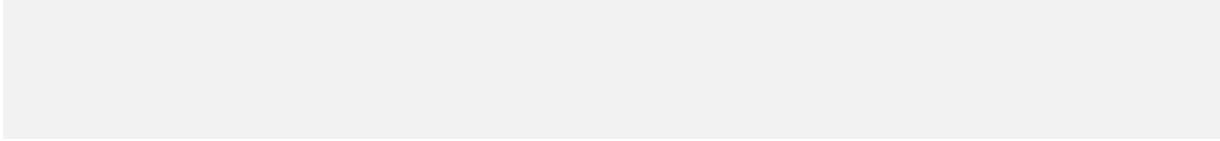
Answers Alert

This feature generates a pop-up displaying various messages, providing additional information.
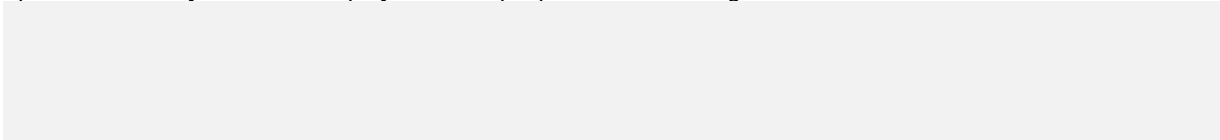
Answers points

In the Grand Master Challenge Game, points are awarded for each answer. While the order of the points matters, it is recommended to randomize the order to prevent players from predicting them. But only some of the Games must have points; this is why the Pop-Up version plays an important role. Instead of points, you give clues.
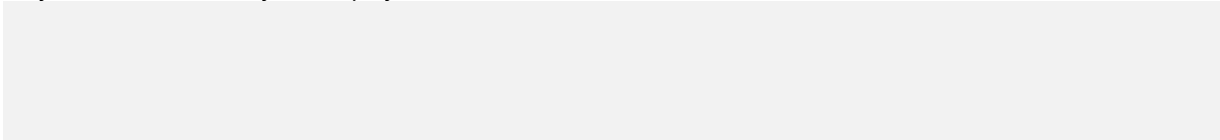
Media Over video

Upload the video you want to display as the Pop-Up before accessing the MISSION.

Media Over Unique

The OVU feature works like a video advertisement on YouTube. If you want to provide information in video format before accessing the Mission, here is where you put the video. The video has three choices.
Always on means the video will play every time you return to the Game Level.
Once you view a disabled video, it disappears, and you can continue with the Mission.
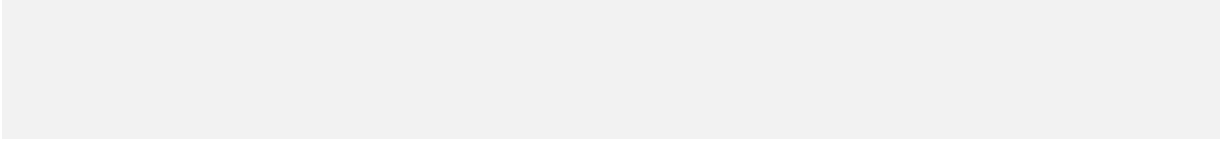*Only as a button means you can play the video.*

State

To define the Level state, choose the appropriate option...

Order
Order of the level.

THE MANUAL "CHARACTERS EDITOR"

Game
You choose the Game name. it has to be created before it can be selected

Name
Write the character name.

Media1 (Icon Image)
Clicking on the DOCS tab reveals folders of uploaded images that appear in the game. Just select the ones you want to show

Media 2
Clicking on the DOCS tab reveals folders of uploaded images that appear in the game. Just select the ones you want to show.

Title Info 1
It is a title.

Title Info 2
It is a title

Text Info 2

whatever information you want to give about the game. For example: What could be the call for adventure, possible conflicts, core values of the game. All text info works in the same way. If you do not add anything, nothing will appear.

Title Info 3

It is a title.

Text Info 3

whatever information you want to give about the game. For example: What could be the call for adventure, possible conflicts, core values of the game. All text info works in the same way. If you do not add anything, nothing will appear

Title Info 4

It is a title..

Text Info 4

Text Info 4.

State

To define the character state, choose the appropriate option.

Order

It is the order assigned to appear in the list.

THE MANUAL "GAME POINTS EDITOR"

Game
You choose the Game name. It has to be created before it can be selected

Title
It is a title Mr. King. Mrs.

Point Status
This refers to the number of points that the character has assigned in the list

Info
Whatever information you want to give.

State
To define the POINT state, choose the appropriate option.