

THE ULTIMATE REBOOT GAME MANUAL

CONCEPT GUIDE – STICHTING EDUAGILITY

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REBOOT PLATFORM

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01 GETTING STARTED EDITING YOUR GAME To edit your game you need a login — only the administrator of the REBOOT platform can provide you with one. Log in to the editor →	02 CONCEPT CONTENT A full concept guide to understand the game platform — but first you need to design your game. The platform plays the game, and how to play your game is the most important part of the design concept. What to write on each feature is described in the platform. NEVERTHELESS, YOU CAN DOWNLOAD A PDF REBOOT AND WATCH THE VIDEO TUTORIALS ↓	03 AT THE HEART OF IT features AI, JS, Python, and PHP. Your mission is to understand how this operates in your game design.	04 PLATFORM LOGIC Reboot platform is a shared logic for transforming an idea into a playable, testable, and buildable experience.
05 DOWNLOAD THE TOOLKIT The blueprint document is a good starting point when logging in. 01 Games 02 Levels 03 Characters 04 Levels to characters 05 Game points 06 Game AI 07 Game diploma 08 All of game 09 Players AI use 10 AI-co-partner 11 AI assistant 12 Audit 13 User control 14 See web 15 Upload 16 File management 17 Image tool DOWNLOAD BLUEPRINT ↓	06 STRUCTURE LEVELS The games have levels — how many depends on your story. Each level delivers interactions, forces the player to make decisions, gives rewards or not, and defines what moves the player forward. Story and plot combine through three kinds of levels.	07 AVATARS characters Any design, anime, real or fictional. In Erudita we create fictional characters and use HeyGen to tell the story. If characters talk, they interact with you in real time — an innovation using AI.	08 SIGNATURE FEATURE LEVELS TO CHARACTERS Most games let every player follow the same plot. REBOOT lets you decide what part of the story each character knows — generating rich human conversation that isn't part of your original script.
09 THE REWARD game diploma Players played hard — they deserve a diploma. REBOOT delivers it automatically, or design your own fancy digital diploma to match the story. Make the effort; design it.	10 COMMAND CENTER ALL OF GAME All is All — the full list of your games: levels, characters, points, players. Includes a QR code straight to the game. Control everything at first sight.	11 ENGAGE PLAYERS GAME POINTS Self-determination theory: you play, you progress, you achieve. Points tie to categories — 20 points: Admiral of the Fleet — or to percentage of story known: 80%, you are almost there.	12 ORACLE GAME AI An Oracle AI agent you can place in any level. Players ask questions, you collect data for analysis. But you must build a dataset for the Oracle — she knows everything, yet the game content can't be revealed. Define the restrictions.
13 MANAGE & MONITOR PLAYERS An internal tool monitors every player, in every game. Characters, levels, dates, ending levels, score, state, and more — run automatically behind the scenes. Nothing for you to build.	14 CONVERSATIONS PLAYERS AI Every character's conversation with the AI agent, logged for you. Runs behind your game automatically — this data helps you improve your design after the prototype.	15 TOOLS USER CONTROL Your game plays and lives on the player's phone. Direct access from your phone to manage the game — thrilling access, once you have the login.	16 ONE CLICK SEE WEB The name speaks for itself: click, and it takes you straight to your live game. Never was it easier to see what you're designing. ivetagr.org/erudita →
17 MEDIA upload An easy way to upload all your media files — videos, photos, documents.	18 IMAGE TOOLS FILE MANAGEMENT You can use any tool you're familiar with to create your media content — but just in case, the platform offers a few of its own.	19 REBOOT / CONCEPT <i>“The platform plays the game. How to play your game is the most important part of the design.”</i> <i>The elements may be common; the configuration is distinctive. A timer, reward, character, level or rule can create very different outcomes depending on when it appears, what behaviour it encourages, how the game responds and what meaning the player gives it.</i>	

FROM REBOOT_MANUAL_EN.DOCX

PART TWO FIELD-BY-FIELD REFERENCE

Every field in the platform editor, section by section — Games, Levels, Characters, Levels to Characters, Game Points, Game Diploma, and System Overviews and Tools.

FIELD-BY-FIELD REFERENCE INDEX		06		21	
21 Games 41 Levels 60 Characters editor 73 Levels to characters		76 Game points 78 Game diploma 80 System overviews and tools		NAME OF THE GAME Write the game name exactly as you want it to appear in the game menu.	
LOGLINE Description One compact paragraph presenting the main character, the plot, and the inciting incident. A good logline tests whether the game is attractive, understandable, and strong enough to engage players.		PURPOSE GAME GOAL What the player is expected to achieve — simple, like reaching the end or collecting points, or deeper, like understanding a social issue or making ethical choices. It guides the player's actions and gives meaning to the experience.		MOTIVATION Game Reward What the player gains during or after play — points, badges, levels, titles, objects, a new role, or a meaningful learning experience. Rewards can appear mid-journey or at the end.	
OPTIONAL DETAIL MORE INFORMATION 1–4 Optional fields for background context, instructions, safety notes, accessibility info, or learning objectives. Leave a field empty and nothing appears in the game.		ASSETS Media: photo and video Select images via the DOCS tab. Use .jpg only — GIFs aren't supported. An image and its linked video must share the same file name and folder, only the extension changes.		SEQUENCING GAME TYPE Fixed order means players complete levels in sequence. User type lets players access any level freely. Game Type organizes the levels; Game Mode defines the conditions for playing them.	
ACCESS Game Mode GPS Mode geolocates the player — missions unlock only near the objective, inside the game territory. Free Mode plays from anywhere. GPS Free Mode shows the map without geolocating, and should be used on a mobile phone.		LOCALIZATION SECOND LANGUAGE English is mandatory for every game. Add a second language and the translation table shows two columns — English on the left, the second language on the right.		LOCALIZATION Number of Languages Choose 1 for English only, or 2 to include a second language. The platform displays flag icons for the languages selected.	
TIME LIMIT LEVEL PLAYING TIME How long a player can stay in a specific level. If time runs out, it's Game Over and the player restarts from Level 1. No limit means no time pressure at level scale.		TIME LIMIT Game Time The total time available to complete the whole game. Running out means Game Over; finishing within the limit unlocks the final reward and access to game data.		TIME LIMIT GAME TIME MAX The maximum time a player can keep a character or avatar active, preventing inactive players from blocking it. Avatars can be released or reassigned in System Management.	
VISIBILITY PAUSE DATE Used when the game status is Closed, to tell players when it will return. Example: “The game is paused. We will return at 10:30.”		LIST POSITION Order Defines where the game sits in the platform's game list. A lower number usually places it higher.		SYSTEM FIELD DATE Assigned automatically by the system. Do not edit this field.	
ADVANCED INSTANCE Only needed if the platform requires separate versions or sessions of the same game. Otherwise leave the default value — normally managed by the administrator or game owner.		LEVELS GAME LEVELS Create, delete, or duplicate a level, then edit it to explain what happens in that part of the game and what the player must do. Type, ID, and Link are generated automatically by the platform.		THREE KINDS Types of Levels Level with Points: a standard playable level where the player earns points. Intersection Level: a connection point creating different paths or branches. Hidden Intersection Level: the same, but invisible to the player.	
NAMING AND MEDIA Level Title and Media Name the level clearly. Add an image via the DOCS tab, or a Vimeo video using the exact player URL format: https://player.vimeo.com/video/VIDEO-CODE.		COORDINATES GPS LATITUDE Decimal coordinates from Google Maps, no extra symbols, letters, or spaces. Example: 36.444023.		COORDINATES GPS Longitude Decimal coordinates from Google Maps, no extra symbols, letters, or spaces. Example: 28.22827.	
OBJECTIVE Mission Text What the protagonist must do in the level — the main challenge, objective, and obstacles, clearly enough for the player to understand what's required.		INTERACTION QUESTION A multiple-choice question connected to the mission. Each answer option can be linked to points, checking understanding, decision-making, or observation.		CHOICES Answers Up to six answer options. Players earn points connected to the mission, challenge, or obstacle they're responding to.	
SCORING Answer Points Points per answer, comma-separated in order. Example: 3,1,2. Vary the highest score's position across levels to keep the game less predictable.		POP-UP VIDEO MEDIA OVER VIDEOS A video shown as a pop-up before the player reaches the mission — to introduce it, give instructions, present a clue, or set atmosphere.		PRE-ROLL Over Video Unique Shows a video before the mission, like an ad. Always On plays every visit; Once Viewed plays only the first time; Only as a Button requires a player click.	
PLACEMENT INFO POSITION / OVER VIDEO UNIQUE PLACEMENT Choose where the video sits relative to the score — after, before, instead of the score, or instead of all score information.		CLOSING NOTE Info End Information shown at the end of a level — a conclusion, clue, reflection, or transition into the next level.		VISIBILITY LEVEL STATE Active: visible and available. Hidden: saved but not shown to players. Closed: visible only if platform settings allow, but not open for play.	
PLANNING NOTES Personal planning comments, reminders, technical remarks, or design decisions — for the creator, not part of the player-facing experience.		CHARACTERS EDITOR CHARACTERS EDITOR Create, edit, and manage the characters or avatars players can choose. Each has a name, image, video, description, and additional information, helping players adopt a role and enter the story.		ASSIGNMENT Game Select the game where the character will be used. The game must be created first before its name appears in the list.	
ASSETS Media 1: Icon Image Select the character's icon image from the DOCS tab. This image represents the character visually in the game.		ASSETS MEDIA 2: CHARACTER VIDEO Any video, including AI-generated. Recommended under 30 seconds and under 6MB, though up to 50MB is accepted. Image and video must share the same file name in the same folder — e.g. LordVader.mp4 and LordVader.jpg.		PROFILE BLOCK Title Info 1 The title of the first information block — e.g. Special Ability, Call to Adventure, Character Mission, Core Values, Hidden Talent.	
PROFILE BLOCK Title Info 2 The title of the second information block, clearly describing the information that follows.		PROFILE BLOCK TEXT INFO 2 The content for Title Info 2 — world, role, challenges, values, motivations, or background story. Empty fields simply show nothing.		PROFILE BLOCK More Information 3 An optional third block — background, personality, mission, strengths, weaknesses, clues, or story connections.	
LIST POSITION Order Defines the character's position in the list — a lower number places it higher.		VISIBILITY STATE Active: visible and usable by players. Hidden: saved in the system but not visible — you can keep editing and activate it later.		LEVELS TO CHARACTERS LEVELS TO CHARACTERS Assign different parts of the story, plot, or game information to specific characters, so each receives a different journey — the same game world seen from different points of view. Can involve real stakeholders like museums, libraries, or schools.	
ASSIGNMENT LEVEL Choose the level this setting, content, or action connects to, so information reaches the correct part of the game.		GAME POINTS GAME POINTS Connects player points to the ranks, roles, or categories they can achieve. Each reward level needs a Title, Number of Points, and Description, plus an optional image. Example: “3 Points – Novice Explorer; 10 Points – Expert Archaeologist.”		VISIBILITY State Active: visible and available in the game. Hidden: not visible to players, but saved and editable later.	
CONFIGURATION GAME DIPLOMA SETTINGS Set the Game, Name of Diploma, Background Image and Font TTF (both selected from DOCS), and Color HEX without the # symbol. Data for info controls position, size, and alignment of the printed text — don't change it without understanding the layout structure.		SYSTEM OVERVIEWS AND TOOLS ALL GAME LISTINGS An automatic overview of every game — information, levels, characters, points and ranks, players, scores, states, and diploma access. Player states include Playing, Finished, or Game Over.		PLAYER DATA Players Editor View all data connected to each player — progress, completed levels, score, avatar, state. Use it to spot patterns, tune difficulty, refine questions, and improve engagement.	
PREVIEW SEE WEB Preview the game from the player's perspective, to test flow, missions, questions, images, videos, points, and rewards before sharing it.		MEDIA Upload Add the files a game needs — images, videos, documents, diploma backgrounds, fonts — then select them from DOCS or connect them to specific fields.		ORGANIZATION FILE MANAGEMENT Review and organize uploaded files, avoiding duplicates and keeping the correct media connected to the correct game, level, character, or diploma.	
STREAMING VIDEO MANAGEMENT Manage videos connected to the game. For large files, streaming from Vimeo or YouTube is often more efficient than hosting directly on the platform server.		IDENTITY Color Management Define and adjust the visual colors used in the game interface, markers, and labels — keeping them consistent with the game's identity and readability.		COMING NEXT This manual will be updated with new features like AI Co-partners. Other coded APIs are in development.	
GAME DIPLOMA		GAME DIPLOMA		GAME DIPLOMA	