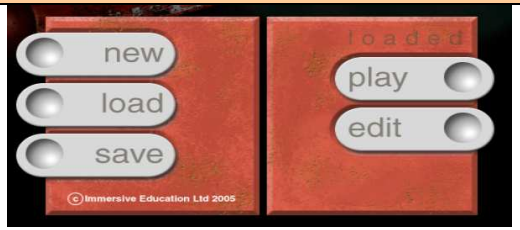
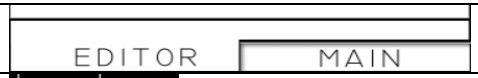
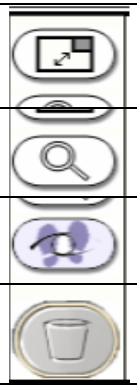
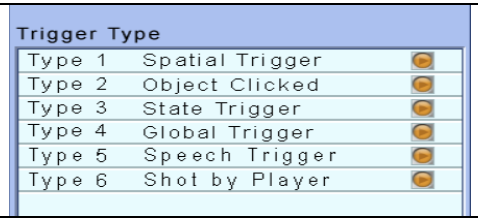
MissionMaker Training Checklist – A.K.A. Have I Given Everything A Go?

✓	General Points		Comments/Notes
1 Investigating the interface, navigating and playing a game			
	I have loaded and played a game in MissionMaker		
	I know how to open a file to create a new game		
	I feel comfortable navigating		
	I know how to save a game		
	I know how to load a game in editor and player mode		
	I know how to move between the editor and main screens		
	I know how to move from editor into player mode in the editor screen		
	I know how to move out of player mode and back into editor mode	**Esc**	
	I understand how the two drop down menus in the editor work	**MY GAME** and **NEW**	
	I know how to move between plan and 3D view		
	I know how to zoom on the plan view		
	I know how to set the starting position in my game		
	I know how to delete items in the game		

✓	**Using the NEW menu**		**Comments/Notes**
2 Build your world by selecting and locating 3-6 tiles on the grid. Click on the blue box to build the 3D world.			
	I can build a location: • select tiles • match doors • build the 3D view of the world • delete tiles		
	I can navigate around the location I have built using: • the arrow keys • middle scroll button • a combination of both		
3 Add 2-6 props to your environment in order to personalise the space.			
	I can select, add, locate and rotate props		
	I can alter the size and active state of the prop in properties		
4 Add 2-3 Active props to your environment and use 2 or 3 different triggers to change the states			
	I can select, add, locate and rotate active props		
	I can alter the size and the active state in properties		
	I can alter the state of my active prop in actions		
	I have used a different trigger to change the state of each prop – it might be worth trying: • object clicked • state trigger • global trigger		

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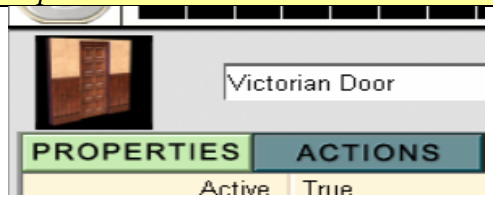
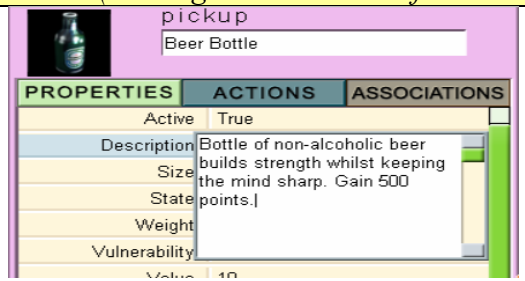
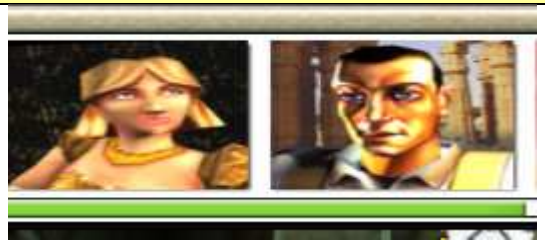
✓	**Using the NEW menu *continued***		**Comments/Notes**
5 Add at least one special effect to your game			
	I can select, add, locate and rotate a special effect		
	I can alter the description of the prop		
	I can attach it to another object or character		
	I can make it inactive using a trigger		
6 Add at least two doors to your game world and use a different trigger method to open each			
	I can select and place doors		
	I can use different triggers to open doors		
	I can alter the doors' properties and add actions		
	I have worked out how to change the speed of the door opening and thought how this might be used in a game		
7 Add 3-4 pickups to your game, add a good description and attach some points to each (Add a gun and ammo – for later!)			
	I can select and place pickups		
	I can add a description to a pickup to act as a clue to the player		
	I can attach points to the pickup		
	I understand the point of all the properties		
	I have looked at how the Player attributes in the MY GAME menu relate to pickups		
	I have looked at how the Game attributes in the MY GAME menu relate to pickups		
	I can use the teleport function in actions and have some idea how this might be a useful feature in a game		

✓	**Using the NEW menu *continued***		**Comments/Notes**
8 Add a character and personalise it – heads, body, legs and walk style!			
	I can select, add and rotate a character		
	I can change the body parts		
	I can customise the walk style		
	I understand what 'vulnerability' means in the game context		
*9 Experiment with all the actions **not** associated with a 'shooting' game or speech (see separate section).*			
	I can add an audio file from media and so get the character to emit a sound prompted by a trigger		
	I can make the character watch and subsequently stop watching an object of my choice		
	I can make a character go to an object, character or player		
	I can make a character follow another character or the player		
	I can make a character appear, disappear and or stop		
	I can make a character teleport		
10 Add another character and start a gunfight involving the player! Make sure you've added gun/wand and ammo to the game.			
	I can make a character draw and replace a gun		
	I can make a character turn and shoot as well as seek and destroy and understand the difference		
	I can make a character shoot another character		
	I can make a character shoot the player		
	As a player I can shoot a character		

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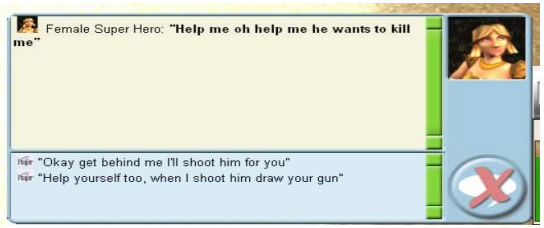
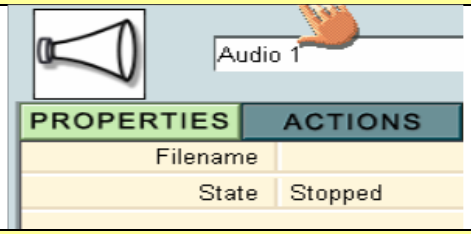
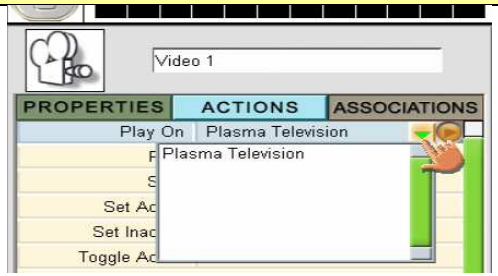
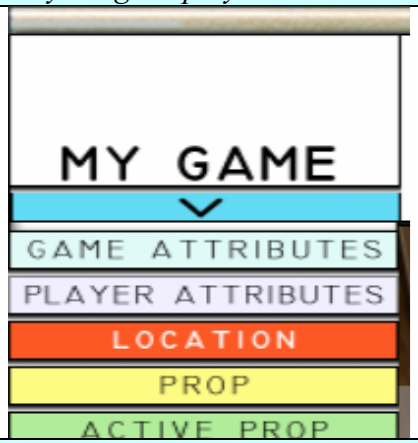
✓	**Using the NEW menu *continued***		**Comments/Notes**
11 Create a five line dialogue – with a character's introductory speech, two choices for the player and the two responses to the player's choices			
	I can go into Media and create speech using TTS and recording		
	I can name my speech media files appropriately to help with rule building		
	I can make a character initiate a dialogue		
	I can add a choice of responses to the Player list		
	I can make the character respond differently according to the player's choice of response		
	I can make speech disappear from the player's list		
	I can make speech the trigger for another action		
12 Add at least one trigger volume to your game and use it to trigger some other form of action			
	I can add trigger volumes		
	I can locate and resize them using the arrows and yellow spot		
	I can resize using the Size and Height lines in Properties		
	I can attach trigger volumes to objects and/or characters		
	I can use trigger volumes on objects to stop characters walking through them		
	I can make trigger volumes active and inactive as necessary		

✓	**Using the NEW menu *continued***		**Comments/Notes**
13 Add some audio to your game – try to make it relevant!			
	I can audio from the selection within the software		
	I am able to add audio clips/files from my hard-drive or network		
	I can make the audio play using a trigger		
14 Add at least two popups to your game. Use one to give the player their initial instructions.			
	I am able to create full-screen and smaller popups		
	I can keep the overlay text within the limits allowed by the game		
	I am able to set the correct duration for the player to read the text		
	I can add popups to editable active props (TVs, screens, notice boards etc)		
	I can add images that I have saved to popups		
15 Add a video to an active editable prop – a TV or monitor is a good choice			
	I can add a full-screen video to my game		
	I can add a video to an editable prop by selecting from within the software or adding my own.		
	I can add overlay text onto my full-screen video		
	I can loop or alter the timings of my video		
	I can establish appropriate actions for my video clip		

✓	Using the MY GAME menu		Comments/Notes
16 If you haven't already done it, go into the MY GAME menu and alter some of the game attributes.			
	I can change the properties of game attributes and have thought about hoe these might be used in a game.		
	I understand the timer and countdown rate (seconds)		
	I can add a rule to the timer to make it meaningful in a game (see actions)		
	I can see how 'load game' in actions might be used		
	I know how to change the name of my game		
17 Now change some of the player attributes and look at the effect they have on your gameplay			
	I can give the player a name		
	I can alter health, strength and nutrition levels as well as the speed with which they deteriorate		
	I have checked out what impact the changes to these figures have on gameplay		
	I can change the jump height of the character and have tried this out in player mode		
	I have thought about the implications of changing the properties of the inventory		
	I have created actions for some of the player attributes		
18 When you have created your game check out the 'Rules' and 'Recent' in the MY GAME menu?			
	If a rule I create doesn't work I know where to look to check what is wrong and make changes		
	I know how to delete a rule		
	I know where to find the most recent changes I have made to a game		

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✓	**Playing**		**Comments/Notes**
19 Play another participant's game for ten minutes or so; capture some of the key moments of the game in the log (F6)			
	I can navigate around a virtual world		
	I can work out how some of the rules have been created		
	I can add items to the inventory, investigate them and either eject or use them		
	I can use the log feature to record details of the game play		
20 Use some of the ideas you've gained from playing a different game to refine your own			
	I understand the principle of properties and actions		
	I understand and can use all of the different trigger types		
	I can edit rules and delete unnecessary items		
21 Create the criteria for judging a game			
	I have set meaningful goals for the player		