

ZOO SAMPLE CARTRIDGE – PLAYER

I. Introduction

This cartridge was created to demonstrate numerous basic and advanced features of the AuthorWhere Builder application, while still maintaining some sort of organized “quest” for the player. Each of the main categories in the framework (Cartridge, Zones, Items, Characters, Tasks, Timers, Variables, and Inputs) is touched upon, and the hope is that the reader will be able to develop cartridges as complex as this (if not more so) using the AuthorWhere Builder.

II. Debug Mode

The Zoo cartridge is designed to be played at Woodland Park Zoo in Seattle, but running it in debug mode (in other words, with the GPS off), allows the player to simulate most types of actions in the AuthorWhere Player application. To move around the cartridge, simply hold down the stylus in the Current/Distant Zones area, and select “Set Position to”. This will trigger an “enter” event for the selected Zone, as well as the appropriate “proximity” and “distance” events for zones that are around the selected zone.

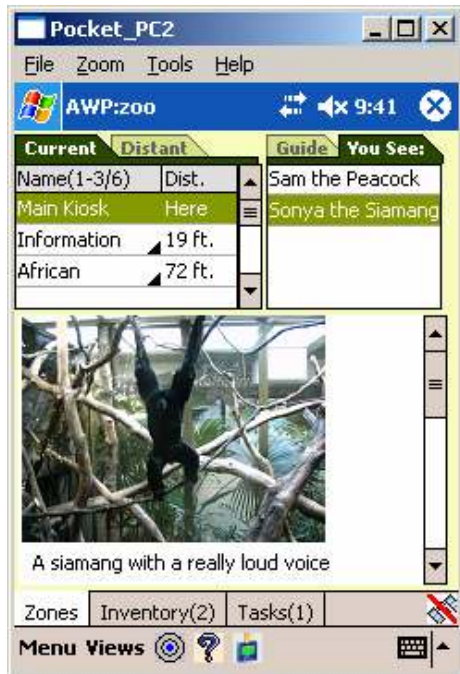
III. Storyline

The basic idea of the cartridge is to wander around the zoo completing the necessary tasks – some of them in order and others not – and eventually end up at the “Zooperior Court.” Below is a summary of the tasks, including how to go about completing them:

- *Find a key*

The key is not immediately visible, but will become so after talking with Sonya the Siamang. Sonya resides at the Main Kiosk (zone).

To Do: Hold down the stylus on Sonya's Picture and from the menu, select Talk. Once the sound plays (you hear Sonya), the key will become visible.



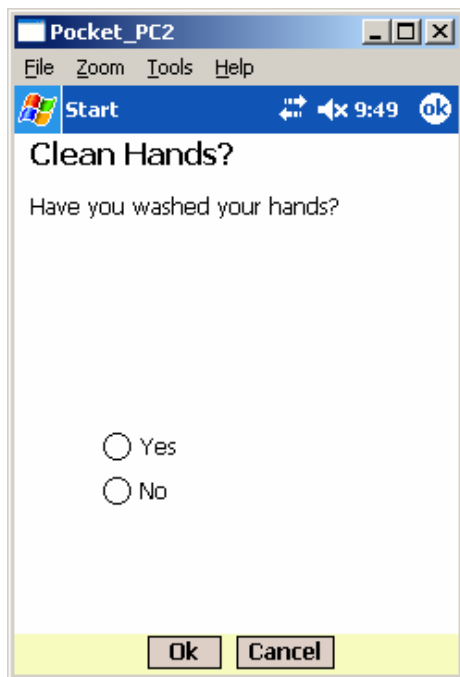
- *Find a lunch box*

The lunch box can be found in the Tropical Rain Forest. Bear in mind that you must complete the first task (finding the key) before picking up the lunch box. This is achieved by adding an evaluation to the Take event of the Lunch Box.

To Do: Hold down the stylus on the lunch box picture and from the menu, select Take. If you've successfully completed the first task, the lunch box will be added to your inventory.



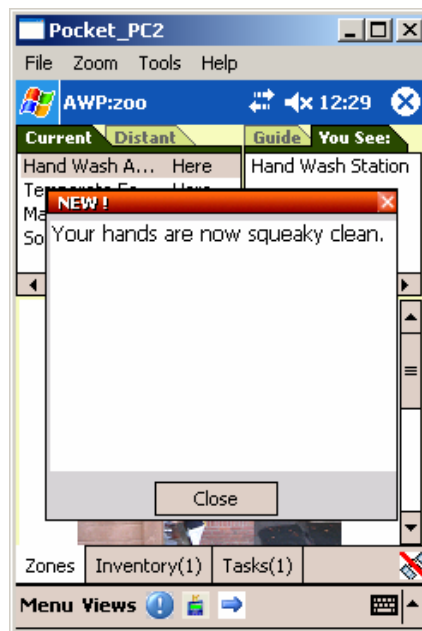
Upon taking the lunch box, the application will ask you whether or not you have washed your hands. Be sure to tell the truth!



- *Have lunch with gorillas*

There is a sub-zone within the Tropical Rain Forest zone called the Gorilla Statue Zones. This is where you need to go “use” the lunch box. Before you can do so, you will need to have visited the Hand Wash Area and used the Hand Wash Station:

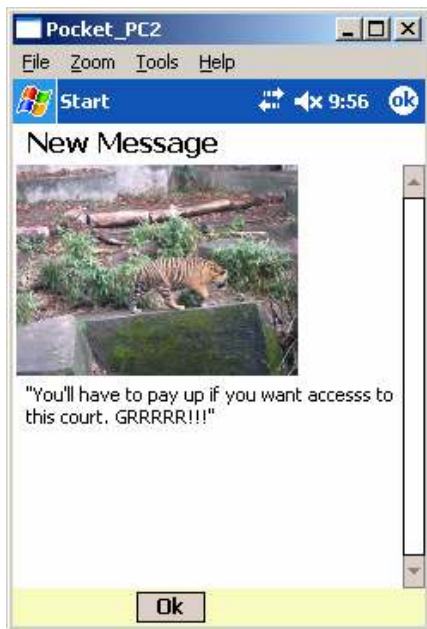
To Do: Go to the inventory tab and hold down the stylus on the lunch box picture and from the menu, select Use. If you've washed your hands, the lunch box will disappear and the task will be completed.



- Visit the Zooperior Court

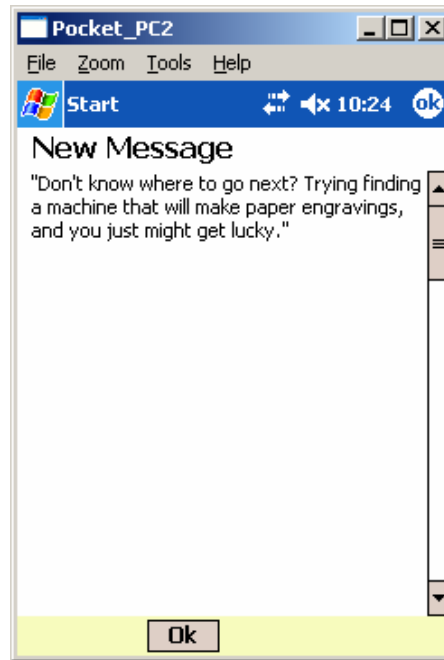
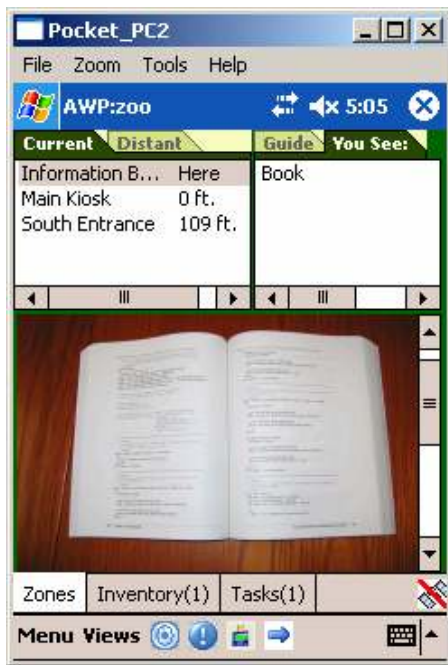
The last task involves visiting the Zooperior Court. When you go there, you will see Tony the Tiger. If you talk to him, he will tell you.

To Do: Hold down the stylus on Tony's Picture and from the menu, select Talk.



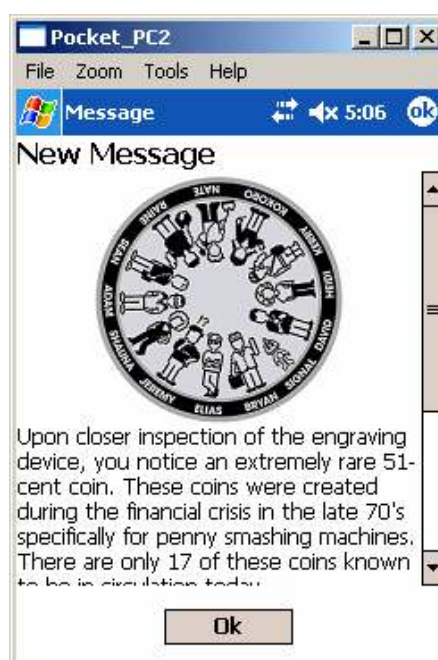
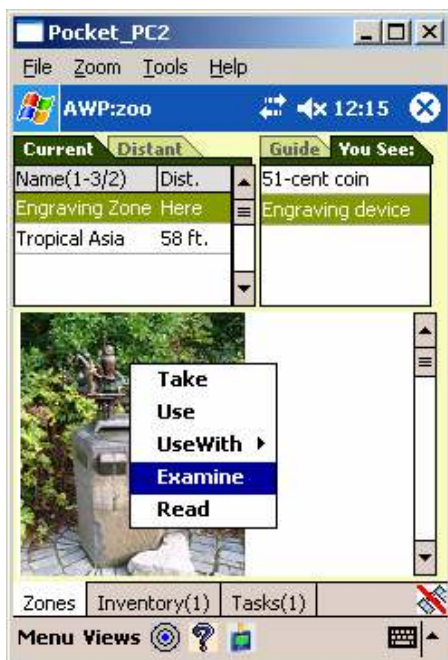
This means that you will have to find some form of bribe for him, and (to save you the trouble), the bribe consists of a spider coin. Acquiring the spider coin is something you could do at any point in the cartridge, but is a prerequisite for getting past this last task. A clue for this is hidden in a book at the Information Booth.

To Do: Go to the inventory tab and hold down the stylus on the picture of the book and from the menu, select Read.



The quest for the spider coin starts at the Engraving Zone. By examining the engraving device, you learn:

To Do: Hold down the stylus on the picture of the engraver and from the menu, select Examine.



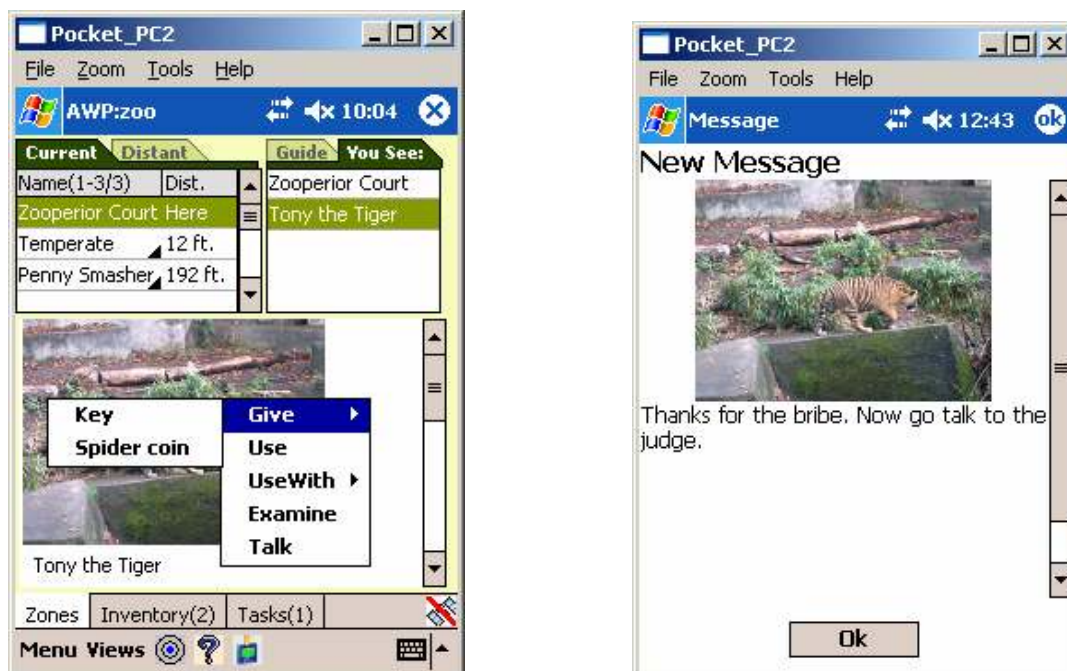
Take the 51-cent coin and proceed to the Penny Smasher zone (where such coins are accepted). When you "use" the Penny Smasher, you get a spider coin.

To Do: Hold down the stylus on the picture of the penny smasher and from the menu, select Use. You must have the 51-cent coin in your inventory.



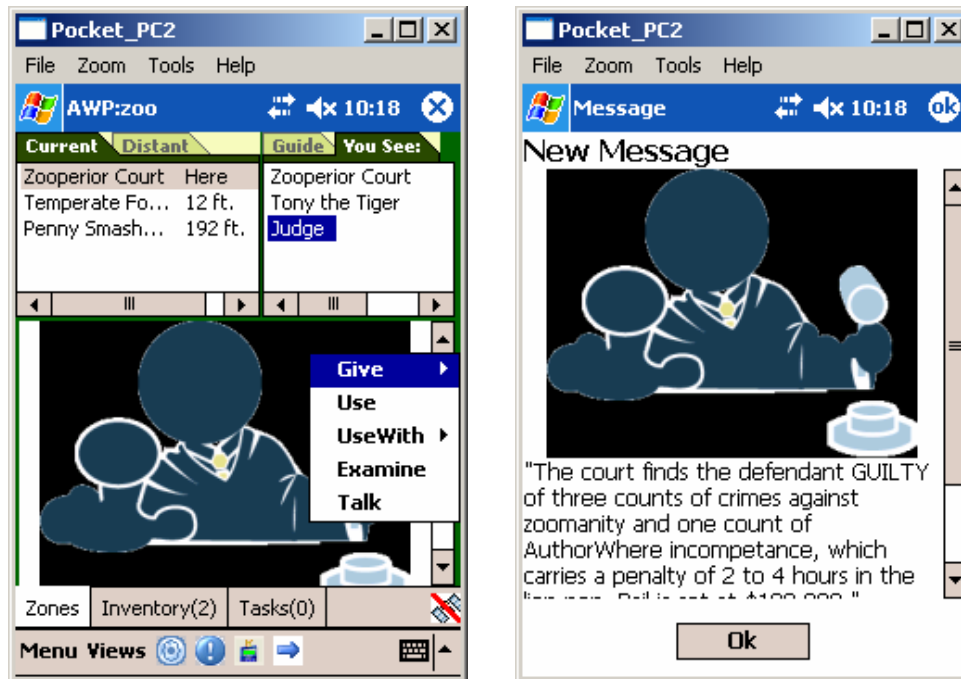
Take this spider coin back to the Zooperior Court, and give it to Tony the Tiger.

To Do: Hold down the stylus on the picture of Tony and from the menu, select Give, and then Spider coin.



This triggers the judge to become visible, and when you talk to him, he gives you one of two responses (depending on how long you took to get there):

To Do: Hold down the stylus on the picture of the judge and from the menu, select Talk.



IV. Features and Technical Details

Several features of AuthorWhere are going on behind the scenes, used to preserve state and enforce sequence in the cartridge.

- *Media*

As you can see, there are several images (and one sound) stored in the cartridge. It is important to shrink them down before adding them to a cartridge, and PNG format seems to be the most space-efficient type for images.

- *Variables*

These are used to maintain state between activities in the Player application. There are variables used for the timers (discussed below) and also for storing the inputs (discussed further below).

- *Timers*

There are two countdown timers in the cartridge, both of which are started in the “start” event on the cartridge. Each is associated with a Variable that gets set when a timer expires (the

“expire” event of the timer). The Lunch Timer controls what message Tony the Tiger says when you talk to him. If you take long enough to talk to him, and don’t have a spider coin, he’ll remind you that you should eat lunch. Otherwise, he’ll ask for a bribe. The Game Timer controls what the judge says. Currently, if you take more than five minutes before you talk to him, he will find you not guilty. Otherwise, be prepared for his full wrath!

- *Inputs*

Inputs are questions that require input from user (such as “Have you washed your hands?”), and are associated with variables. This cartridge uses a simple yes/no input box, and stores it in a variable that is checked upon entering the handwashing zone.