

CTE Intro

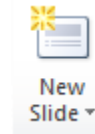
Power Point 2010

Assignment 2

PowerPoint Video Game

WITHOUT TEMPLATE:

1. Open Power Point and add four slides. Save the file as PP2-YOUR NAME
2. Add three more slides so you have four total, by click on the new slide button
3. Slide 1: Enter a title for your game – you may want to consider a theme. Enter your own name in the subtitle.
 - a. Insert a shape of your choice in one of the corners. With it highlighted, type “Start”
 - b. Change the color and options how you would like.
4. Copy and paste the button into the same corner on all four slides.
 - a. On Slide 1, with the shape highlighted, type “Start.”
 - b. On Slide 2, type “Finish” in the shape
 - c. On Slide 3, type “Try Again”
 - d. And on Slide 4, type “Start Over.”
5. Slide 2: In the home ribbon, change the format to Blank.
 - a. Go to Insert>Shape and choose the square. Draw the square shape anywhere on the slide.
 - b. Change the color options if wanted.
 - c. Go to Drawing Tools>Shape Outline>None to remove the outline.
6. Slide 3: Change the format to Title Only.
 - a. Type “You Lose” in the tile.
7. Slide 4: Change the format to Title Only
 - a. Type “You Win” in the title.



WITH TEMPLATE:

8. Make sure you have added your title and name on the first slide.
9. **Hyperlink each button**
 - a. On slide 1, insert a mouse click action on the shape by going to:
 - i. Right click>Hyperlink>Place in this Document>Slide 2
 - b. On slide 2, move the finish button to another corner where you want your game to end.
 - c. Hyperlink the finish button to Slide 4, You Win.
 - d. On slide 3, hyperlink the Try Again button to Slide 2.
 - e. On slide 4, hyperlink the Start Over button to Slide 1.
10. **Turn off Mouse Click**
 - a. On each slide, go to the Transitions Ribbon and uncheck the “on mouse click” box.

- b. (Animations>Transition to this Slide>Advance Slide)

11. Put Mouse Over on Walls

- a. On slide 2, click on the shape.
- b. Add a mouse over by going to Insert>Action>Mouse Over>Hyperlink to>Slide...
- c. Choose the “You Lose” slide.
- d. *Press the F5 function key and test your wall—make sure it sends you to the You Lose slide when you roll over it with your mouse!*

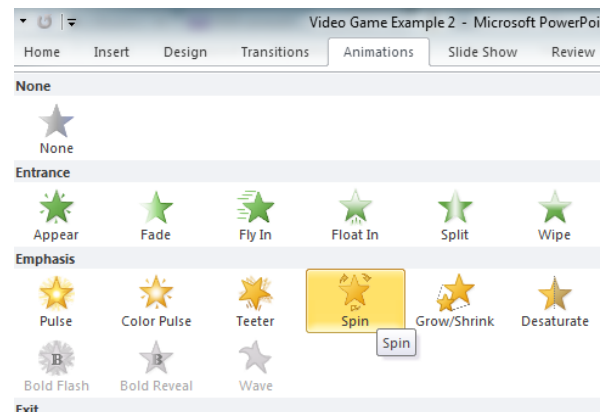
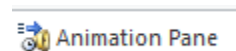
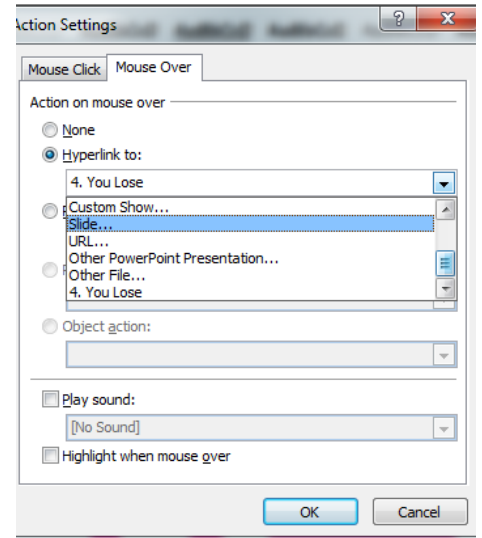
12. Copy and paste walls

- a. Click on your wall and do CTRL+C to copy
- b. Then press CTRL+V to paste. Another wall should appear. Press CTRL+V every time you need a new wall.
- c. Design your board the way you want it, using multiple walls.
 - i. It’s a good idea to add walls on the edges as well, so that the player cannot skip past them on the side!
 - ii. Design your board however you want, but here is an example of something simple!

- 13. Start & Finish: Remember that wherever the “start” button on your first slide is, that is where your game on slide 2 should start. Then choose another area for the finish button.

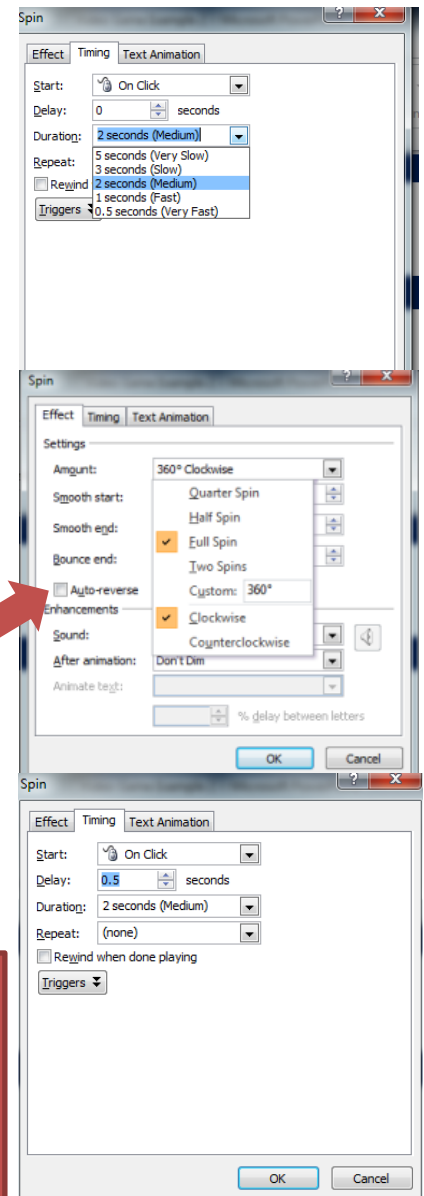
14. Obstacle 1: Emphasis Obstacle

- a. Go to Insert>Shape and choose a shape. You might want to pick something that has a cut out, like the pacman shape, or the right angle shape.
- b. Draw it where you want it and adjust the size and color options as desired.
- c. With your shape highlighted, go to your Animation ribbon and turn on the animation pane.
- d. Pull down the animation menu and choose “SPIN” from the emphasis section.
- e. Follow the “Obstacle Checklist” below to make sure your obstacle works properly.
- f. For the Spin option, you might want to adjust the speed and direction.



15. Adjustments: Speed, Direction, Auto-Reverse, Delay

- a. **SPEED:** To change the speed of your obstacle animation, pull down the menu for that animation in your animation pane. Go to “Timing”
 - i. Pull down the Duration menu and choose the speed you prefer.
- b. **DIRECTION:** To change the direction of your obstacle animation, pull down the menu for that animation in your animation pane. Go to “Effect Options.”
 - i. Pull down the Amount menu and choose from the list.
- c. **AUTO-REVERSE:** Autoreverse will make the obstacle go one way, then back the way it came. Pull down the menu and choose “Effect Options.” Check the “Auto-Reverse” box.
- d. **DELAY:** Delay will make the obstacle wait a bit before starting—this is great if you have several of the same obstacle copied and pasted, but you want them off-set. Pull down the menu and go to “Timing.” Set the delay to the number of seconds you wish.



Obstacle Checklist

1. **ACTION:** With Object highlighted, go to Insert>Action>Mouse Over. Hyperlink it to the You Lose slide.
2. **START WITH PREVIOUS:** In the Animation Pane, pull down the arrow on your animation and choose “Start with Previous”
3. **REPEAT UNTIL END OF SLIDE:** Pull down the menu again and choose “timing.” Go to the repeat section and pull down the menu, choosing “Repeat until end of slide.”
4. **ADJUSTMENTS (optional):** Make needed adjustments that vary with each obstacle; change the speed, add a delay, change the direction, or check the Auto-Reverse button as needed.

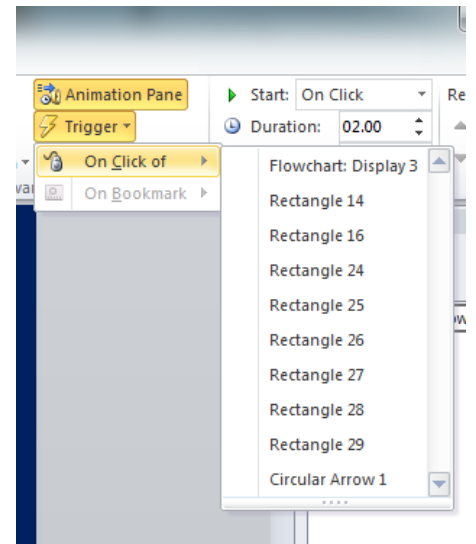
16. Obstacle 2: Motion Path Obstacle

- a. Draw a shape, insert a picture or use clipart that you would like to be your next obstacle.
- b. With your obstacle highlighted, go to the “Motion paths” section in the animation menu and choose a path.
 - i. If you choose a custom path, you have to **DOUBLE CLICK** when you finish drawing where you want it to go to end it.

- c. Follow the Obstacle Checklist. If your motion path has two different ends rather than one, make sure to check the Auto-Reverse button.

17. Obstacle 3: Trigger Exit

- a. Create a door that blocks your Finish button. Make sure the door has a Mouse Over action. You can just copy and paste one of your walls for a door.
- b. Create a button that can activate your door. Draw a shape and create a button. You can type “Push” or the like on the button if you want.
- c. Click on your DOOR. Add an EXIT animation to it.
- d. In the animation pane, click on the animation you created.
- e. In the Animation ribbon, click on the Trigger button>On Click Of
- f. Choose the shape you drew for your button.
- g. Test it—you should be able to activate the door exit by clicking on the button.
 - i. Make sure you DO NOT add a mouse over action to the button.



18. Adding Levels – If you would like to add a level (optional) follow these steps:

- a. In the Slide Sorter, click on the thumbnail of your game slide. Copy and paste it. You should now have a duplicate.
- b. In the duplicate (it should be slide 3) delete out all animations in the animation pane and rearrange your board to your liking. Add new obstacles as desired.
- c. Make sure to change the entry to a different place. Move your finish button to a new place as well.
- d. On slide 1, copy and paste your “start” button and move it to the same place you would like your game to start on level 2. Re-label it Level 2. Re-Label your original start button to “Level 1”
- e. Hyperlink your Level 2 button to Slide 3—your new board.
- f. Copy your Level 2 button and paste it on the “you lose” slide in the same place.

19. Save your document – Make sure to save your document. Done!