



TM21.WS MARG Authoring in TALEBLAZER Step by Step

Module: Mobile Augmented Reality Games for learning and entertainment,

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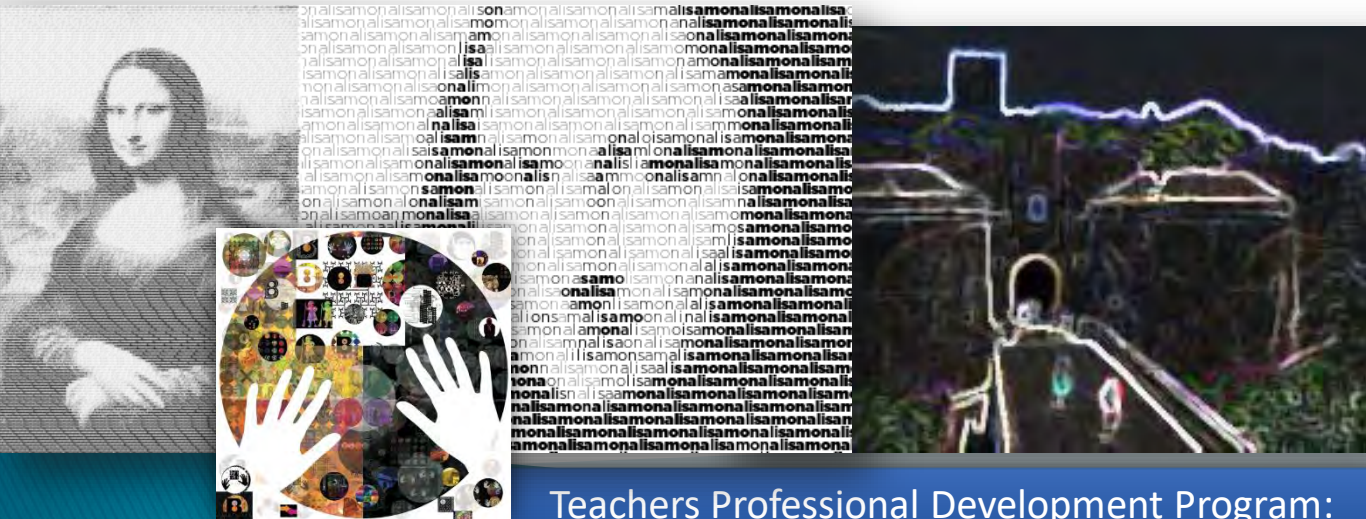
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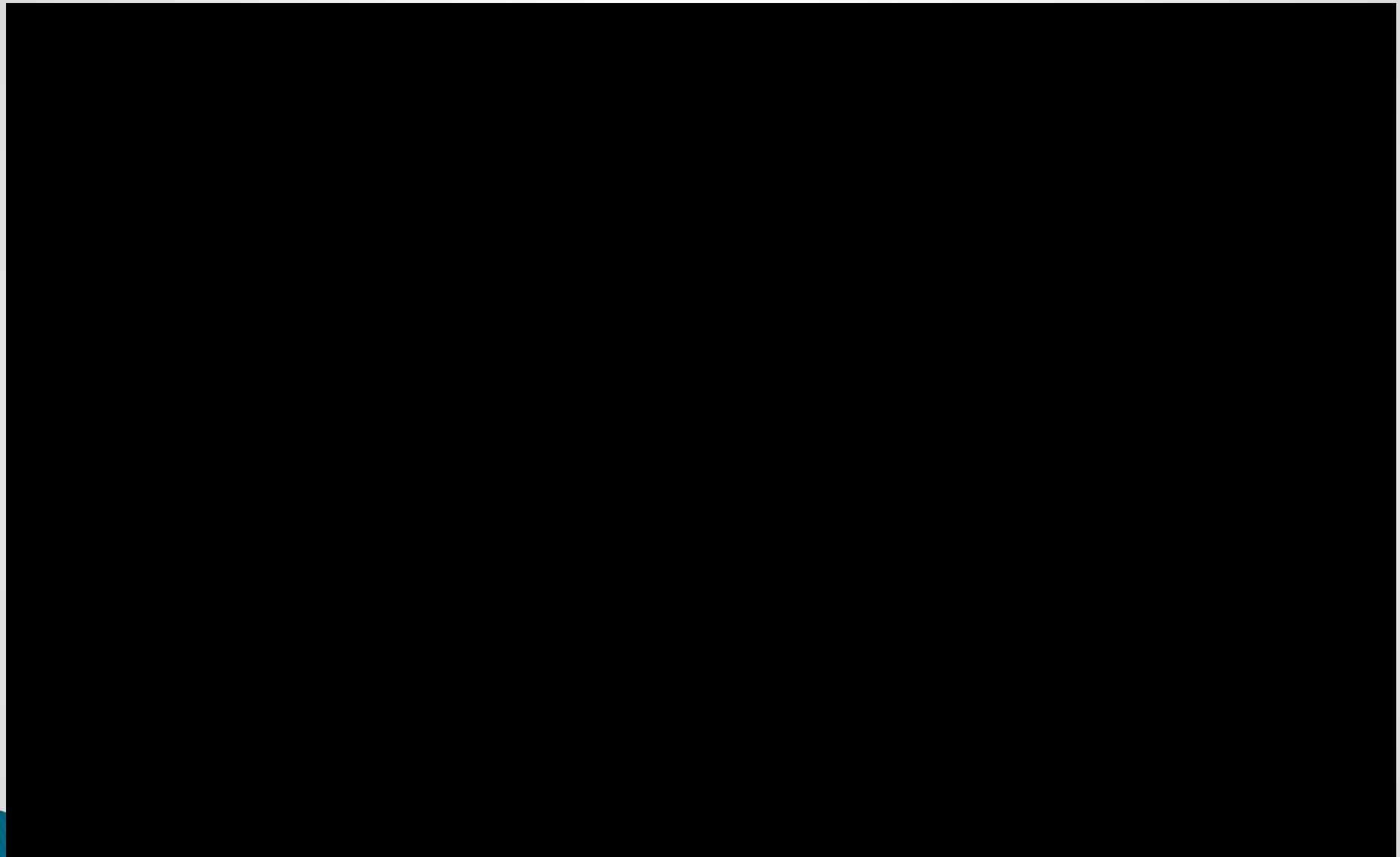
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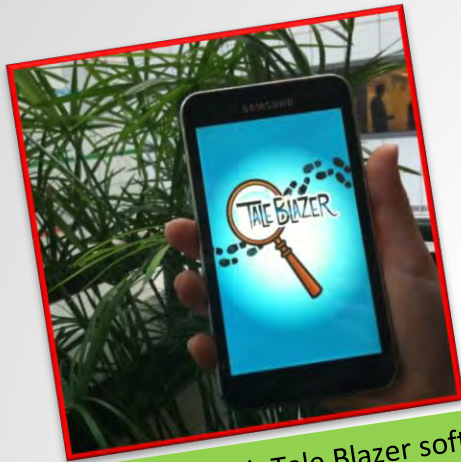
In the context of: Erasmus+,
Key Action 1. Learning Mobility of Individuals/
Mobility project for school education staff/Staff training
Rhodes, JULY 2017





- In this section we will present the design and the structure of TaleBlazer
- We will explore some of its possibilities
- We will try to create an example of such a game

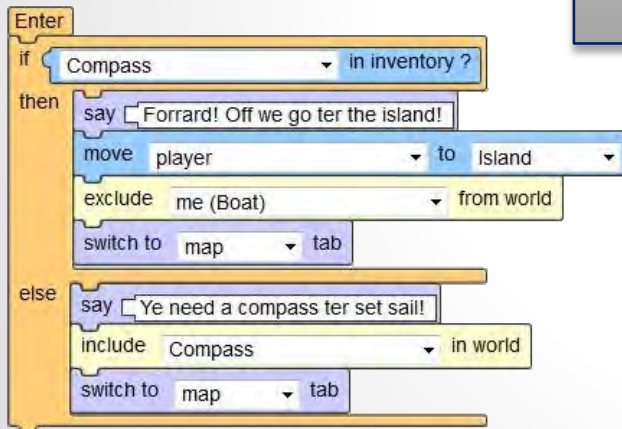




Smart phone with Tale Blazer software

Introduction to TaleBlazer

- TaleBlazer is an augmented reality (AR) software platform.
- Users are able to create and play location-based mobile games.
- The use of GPS allows the interaction with virtual characters, objects etc.
- Internet connection is not necessary for game playing.
- For the creation of games a web-based editor is used.
- Local installation is not required.
- Users must create accounts which allow game saving in the cloud.
- The editor uses a visual blocks-based scripting language.



Tale Blazers blocks-based scripting language



Getting there



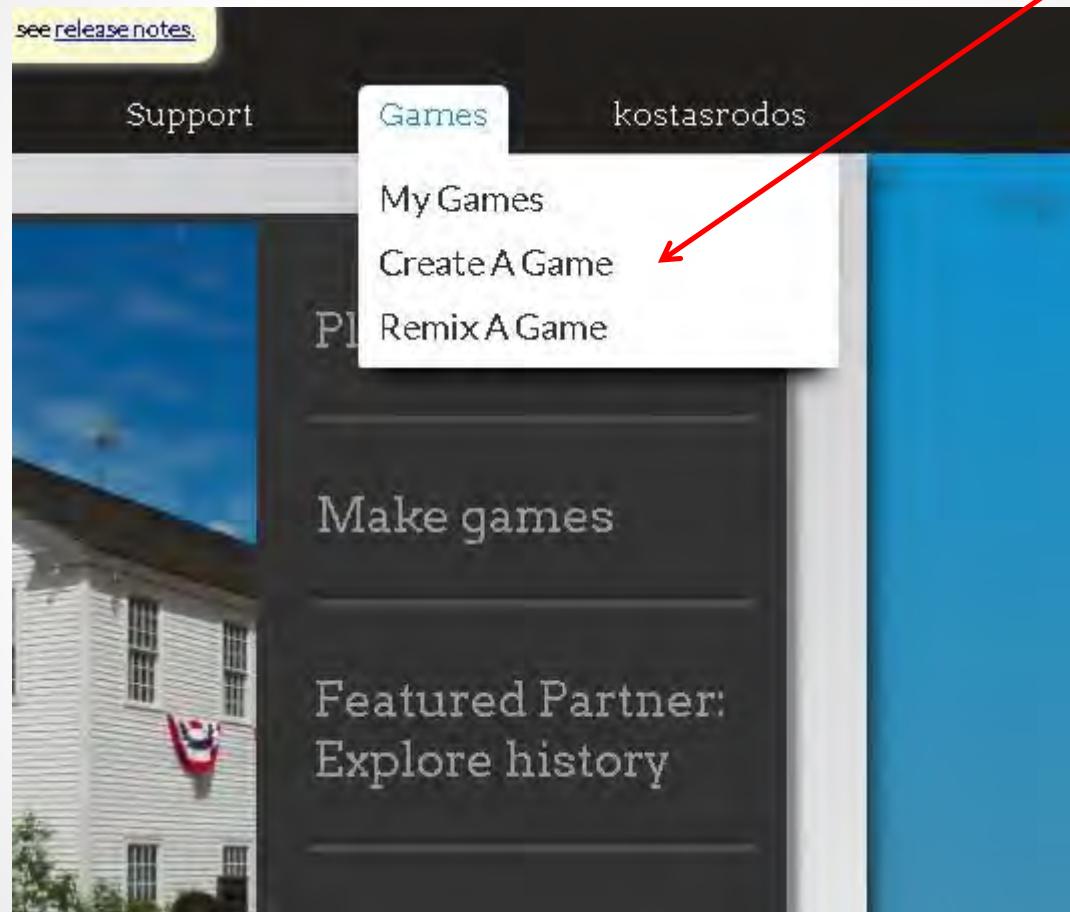
1. Go to: <http://taleblazer.org/>
2. Create a new account or Login

The screenshot displays the TaleBlazer website. The top navigation bar includes links for Home, About, Support, and Login | Register. A red arrow points to the 'Login | Register' link. The main content area features a large image of a white building with a sign that reads 'Old Sturbridge Village'. Below the image, text describes the game 'Dollars & Sense' and provides a 'Learn More' link. To the right, there are sections for 'Play games', 'Make games', 'Featured Part', 'Explore history', and 'iCSI Project'. At the bottom, there are three columns: 'Playing Games' (with links for How to Play, Featured Games, and Supported Devices), 'Making Games' (with links for Getting Started, Demo Games/Tutorials, and TaleBlazer Editor), and 'Using Games' (with links for For Organizations, For Education, and Research). A copyright notice at the bottom left reads 'Copyright 2013-2016 MIT STEP Lab'. An inset window shows the 'Login' form, which includes fields for Username, Password, Confirm Password, First Name, Last Name, Email, Zip Code, Birthdate, and a checkbox for 'Remember Me'. A 'Register' button is at the bottom of the form.



Start creating a game

After the login we click on: "Create a Game"





Defining the area of the game 1/2

The screenshot displays the TaleBlazer web application interface. At the top, there is a navigation bar with icons for 'My Games', 'New Game', 'Emulate', 'Tutorials', 'Summary', 'Error Check', and 'Save Game'. Below this is a secondary navigation bar with tabs for 'Map', 'Agents', 'Player', 'World', 'Settings', and 'Beacons'. The 'Map' tab is currently selected.

On the left side, the 'Map Settings' panel is visible. It includes a 'Name' field set to 'Main', a checkbox for 'Start the player in this region', and a section for 'Latitude / Longitude Boundaries' with input fields for 'Top' (42.361881), 'Left' (-71.088813), 'Bottom' (42.360006), and 'Right' (-71.086294). There are also checkboxes for 'Indoor Region' and 'Enforce Boundaries'. The 'Map Type' section offers options to 'use a dynamic map (requires a data plan)' or 'use a custom map'. At the bottom of the settings panel, there are 'Capture Image' and 'Choose Image' buttons.

The main area shows a Google Map of a city. A red rectangular box is drawn on the map, indicating the defined game area. A search bar with the text 'Enter an address' and a magnifying glass icon is located above the map. Red arrows point from a list of instructions to the 'Lock Map' checkbox, the search bar, and the magnifying glass icon.

Instructions:

1. Uncheck the Lock Map
2. Type an address
3. Press the search button

On the right side, there is a sidebar with a 'New Game' button and a 'TaleBlazer Tutorials' section. The 'Getting Started' section includes links for 'Editor Overview', 'Your First Game', 'Play your Game', 'Test your Game', 'Add a Custom Map', and 'Share your Game with Others'. The 'How To' section includes links for 'In Depth', 'Glossary', and 'Blocks'.



1. Move the "square" to the desired position using the "hand."
2. After finding the right place press: "Move Game to Here."
3. Adjust the area of the game by opening or closing the square.
4. Check the "Lock Map."
5. Save the game.



For more information, see [release notes](#).



5

Map Settings

Name: Main

☒ Start the player in this region

Latitude / Longitude Boundaries

Top: 36.442...

Right: 28.224291419363451

Map Settings

- ☐ Indoor Region
- ☒ Enforce Boundaries

Map Type

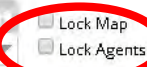
- ☒ use a dynamic map (requires a data plan)
- ☐ use a custom map

Press 'Capture Image' to capture the current Google image of the map and upload it to the server. Press 'Choose Image' to upload a customized image for the map.

Capture Image

Choose Image

4



☒ Preserve Agents X/Y ☐ Preserve Agents Lat/Lng

rhodes

Move Game To Here

2

3



Defining the area of the game 2/2



Capturing, saving and uploading a new map 1/2

New and Improved TaleBlazer! For more information, see [release notes](#).



3

Capture Image

Choose the type of map to capture.

- ☒ Satellite
- ☐ Roadmap
- ☐ Hybrid
- ☐ Terrain

2

Then, right click or Control-click on the image and select **Save Image As..** to save the image to your local hard disk.



Finally click 'Upload Image' to save the Image to your game on the TaleBlazer server.

Upload Image

Cancel

Map Settings

Name Main

☒ Start the player in this region

Latitude / Longitude Boundaries

Top 36.44241706372644E

Left 28.2199655266423E

Bottom 36.4389370334811

Right 28.22429141936345E

Map Settings

☐ Indoor Region

☒ Enforce Boundaries

Map Type

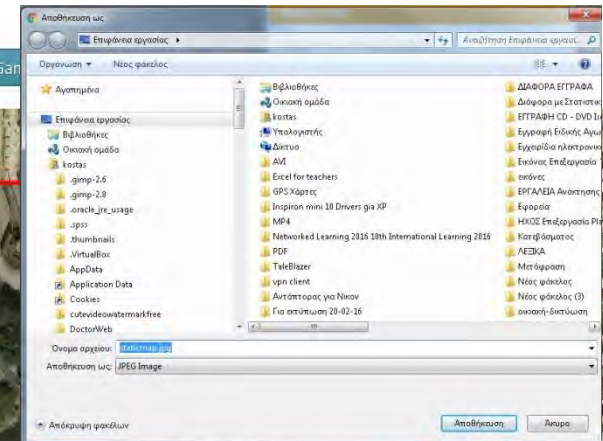
- ☒ use a dynamic map (requires a data
- ☐ use a custom map

Press 'Capture Image' to capture the current map and upload it to the server. To upload a customized image for the map, click 'Choose Image'.

Capture Image

Choose Image

1





Capturing, saving and uploading a new map 2/2

1



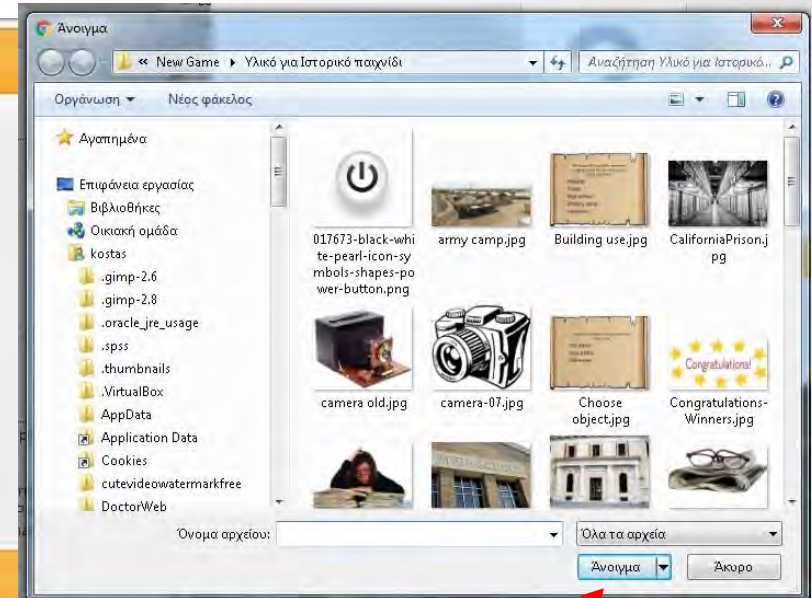
or pick from existing images below.
Accepted file types are: jpg, png, jpeg, gif. File size limit is 5 MB.

Game Files

My Files

TaleBlazer Files

There are no existing images in this game.



2

Select the right image and press "open"



TALEBLAZER

Agents | Player | World | Settings | Beacons

Agents

University treasure hunt

1

2

3

4

Start Creating our 1st Agent

Is agent included at start or not?

Agent Dashboard

Name: Agent1

Description: Click here to add description.

Settings

Location

Main X 5 Y 195

Use the location of this agent as the start location for the game.

Accessibility

Is this agent included in the world when it starts?

Agent is included at start

Agent is NOT included at start

Password protect actions

Inventory Settings

Can be picked up Can be dropped

Bump Settings

bump this agent via a beacon

Actions

Hide OK button on dashboard

Add Action On the dashboard, sort by: default

Name	Type	Content	Visible
Pick Up	built-in	pickup	no
Drop	built-in	drop	no

Traits

Add Trait On the dashboard, sort by: default

Name	Value	Visible
------	-------	---------



Creating our 1st Agent:
“The Professor”

1



Agent Dashboard

Name: Professor

Description:

Hello!
I'm the oldest professor in this university and I will help you find the hidden treasure. First you must find the treasure map. I shall mark that place with a blue circle. Go there. Once you find the map pick it up and follow

Settings

Location: Main X: 60 Y: 162

Use the location of this agent as the start location for the game.

Accessibility

Is this agent included in the world when it starts?

- ☒ Agent is included at start
- ☐ Agent is NOT included at start

☐ Password protect actions

Inventory Settings

☐ Can be picked up ☐ Can be dropped

Bump Settings

☐ bump this agent via a beacon

Actions

☐ Hide OK button on dashboard

On the dashboard, sort by: default

Name	Type	Content	Visible
Pick Up	built-in	pickup	no
Drop	built-in	drop	no

Traits

On the dashboard, sort by: default

Name	Value	Visible
------	-------	---------

Operators

- ☐ = ☐
- ☐ > ☐
- ☒ and ☐
- ☐ or ☐
- ☐ not ☐
- ☐ join ☐
- ☐ length of ☐

☒ include me (Professor) in world

☐ exclude me (Professor) from world

☐ am I (Professor) in world?

Control

- ☒ Control
- ☐ Operators
- ☐ Game
- ☐ Looks
- ☐ Movement
- ☐ Traits

☐ when player bumps Professor

☐ include Treasure map in world

☐ when player drops Professor

☐ exclude me (Professor) from world

☐ Action

2

3



Creating our 2nd Agent:
"The Treasure map"

Actions

☐ Hide OK button on dashboard

Add Action

On the dashboard, sort by: default

Name	Type	Content	Visible
Take the map	script	Pick up1	yes
Pick Up	built-in	pickup	no
Drop	built-in	drop	no

Traits

Add Trait

On the dashboard, sort by: default

Name	Value	Visible

TALEBLAZER

My Games New Game

Map Agents Player World Settings Beacons

Detail Overview

Agent Dashboard

Name: Treasure map

Description: Click here to add description.

Settings

Location: Main X: 165 Y: 88

Use the location of this agent as the game.

Accessibility

Is this agent included in the world?

☐ Agent is included at start

☐ Agent is NOT included at start

☐ Password protect actions

Inventory Settings

☐ Can be picked up

☐ Can be dropped

Bump Settings

☐ bump this agent via a beacon

Actions

☐ Hide OK button on dashboard

Add Action On the dashboard, sort by: default

Name	Type	Content
Take the map	script	Pick up
Pick Up	built-in	pickup
Drop	built-in	drop

Traits

Add Trait On the dashboard, sort by: default

Name Value Visible

when player bumps Treasure map

say

Pick up the map

show action Take the map of me (Treasure map)

With this command we make the action visible

Pick up1

say

The location of the treas...

hide action Take the map of me (Treasure map)

exclude me (Treasure map) from world

include Treasure chest in world

move player to Main

Script "Pick up 1"



Creating our 3rd Agent:
“The Treasure chest”

The screenshot displays the TaleBlazer game engine interface. The top navigation bar includes 'Main', 'Agents', 'Player', 'World', 'Settings', and 'Beacons'. The 'Agents' tab is active, showing a list of agents including 'Treasure chest'. The configuration panel for the 'Treasure chest' agent is visible, showing its name, description, location (Main, X: 93, Y: 53), and accessibility settings. The 'Actions' section is expanded, showing a table of actions for the agent.

Name	Type	Content	Visible
Take the treasure	script	Pick Up2	yes
Pick Up	built-in	pickup	no
Drop	built-in	drop	no

The 'Control' panel on the right shows the logic for the agent's actions. The first action is triggered by 'when player bumps Treasure chest' and contains the following steps:

- show action Take the treasure of me (Treasure chest)
- Pick Up2
- pick up me (Treasure chest)
- hide action Take the treasure of me (Treasure chest)
- move player to End of game



Creating the “End of the game”

New and Improved Teletab! For more information, see [release notes](#).

Emulate Tutorial Save map Enter Check Save Game University treasure hunt

Map Agents Player World Settings Beacons

Labels End of game

+ New Region

Map Settings

Name: End of game

☐ Start the player in this region

Latitude / Longitude Boundaries

Top: 36.44120053797705

Left: 28.22115155043531

Bottom: 36.44033052874642

Right: 28.2222330251102

Map Settings

☐ Indoor Region

☒ Enforce Boundaries

Map Type

☐ use a dynamic map (requires a data plan)

☒ use a custom map

Press 'Capture Image' to capture the current Google image of the map and upload it to the server. Press 'Choose Image' to upload a customized image for the map.

Capture Image Choose Image

Lock Map Lock Agents Preserve Agents X/Y Preserve Agents Lat/Lng Unlock map to search for an address

Show all agents Show only agents included at start Show agent state

Congratulations! the treasure is yours

Use the game for the game tap at the top of the screen

Google

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