

INCLUSIVE PLAY PROJECT GUIDE

Name:

Username:

Password:

[Click here](#) to view the full animated walkthrough presentation

MANAGING YOUR ACCOUNT

This is where you'll find information on how to navigate your account

- **CREATING A NEW ACCOUNT:**

- To create a new account click on the button at the top right of the menu screen, create a username and password that you can remember and write it into this guide where directed. This is your login info that'll save all of your created projects.



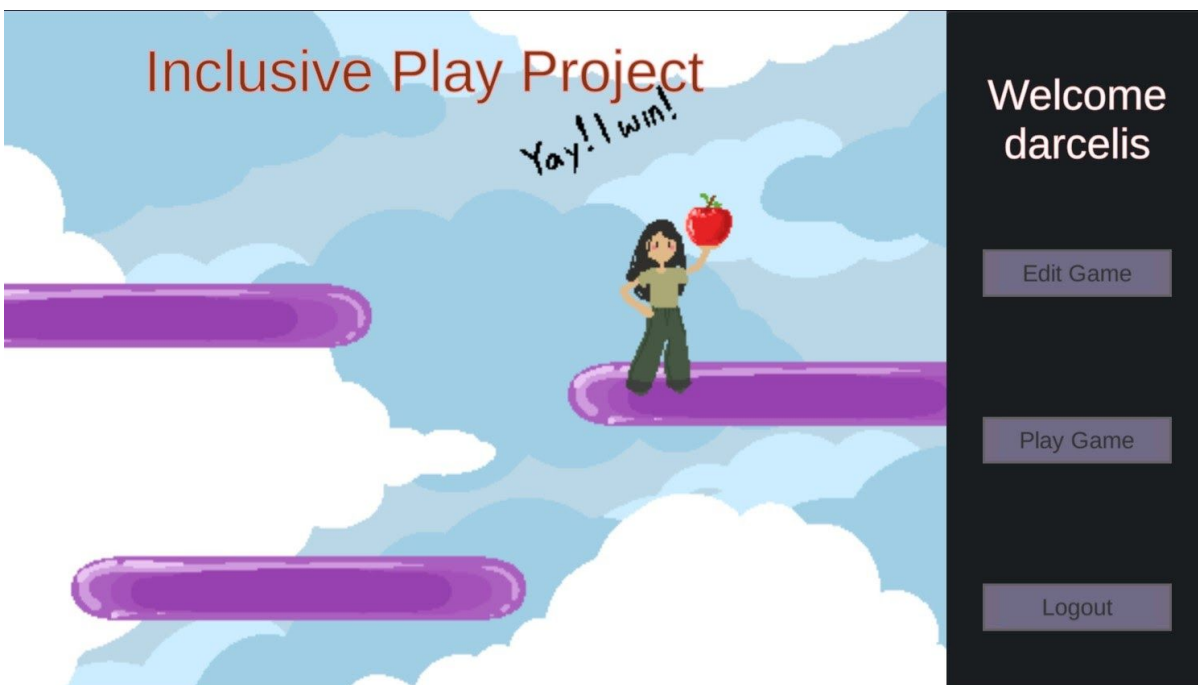
- **COMING BACK TO EDIT:**

- When you come back to edit your project the next day, log into your account and click **Edit Game**. If you're having trouble remembering your login information check your copy of the guide. Write down your username and password.



- **PLAYING YOUR GAME (+ CONTROLS):**

- Once you log in click **Play Game**. Once you log in there click on the button to the right that says **Play Game**. To move use **A** to move left and **D** to move right. The **space bar** to jump and fly, and the **left control** key for crouching.



HOW TO USE THE INTERFACE

This is all the information you'll need to navigate IPP in order to use all of its features to create your game.

- **ADDING A BACKGROUND:**
 - In the orange selection area, you can find the *Background* option on the right-hand side click on it, and the drop-down menu will give you different locations to choose from.



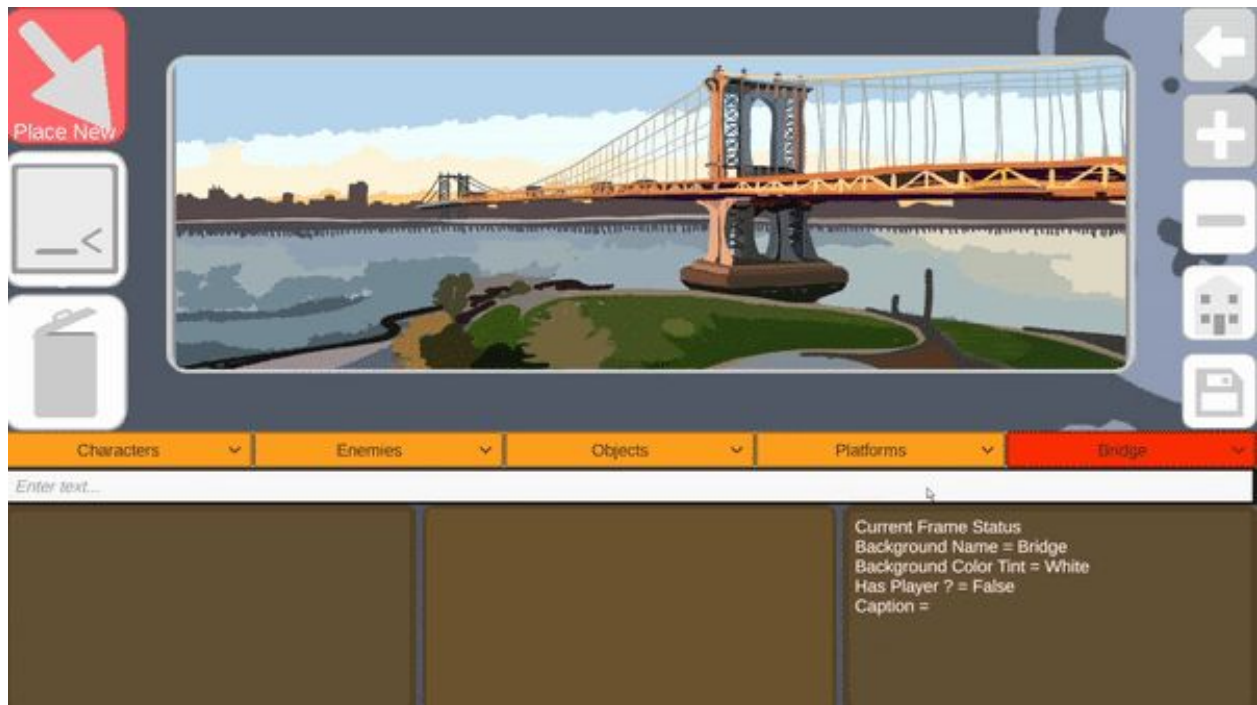
- **ADDING A PLATFORM:**

- In the orange selection area, you can find the **Platforms** option on the right-hand side next to the Backgrounds option. The drop-down menu will allow you to choose a specific material to create your level in whichever way you'd like.



- **TRASHING ITEMS:**

- Using the garbage can icon on the left-hand side of the screen, it'll allow you to select an item you'd like to delete. The item will be highlighted in gray before you delete it.



- **ADDING A CHARACTER:**

- On the far left-hand side of the screen is the **Characters** selection tool. Choose from the dropdown menu the character you want to play as and with your mouse over where you'd like to place them.



INSERTING OBJECTS:

- Similarly to platforms, objects can be inserted into the scene however you'd like. Choose from the dropdown menu the items you want to use and with your mouse over where you'd like to place it.



- **SAVING YOUR PROJECT (WHILE EDITING):**

- In order to save your project head over to the right side of the screen under the house icon. Click on that button and it'll ask you to enter the name of a save file. Title it the name of your game. Then, click **Save** again.



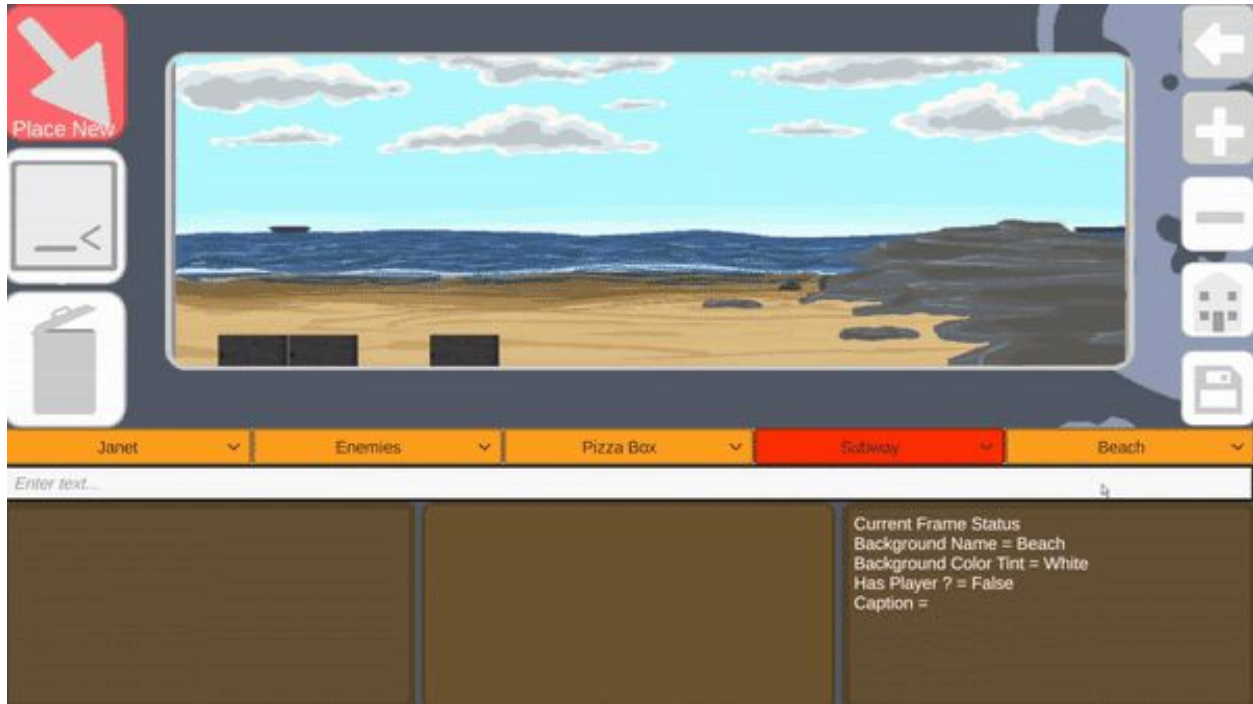
- **ADDING MORE LEVELS:**

- In order to add more levels, click on the gray plus button on the top right of the screen. It should bring you to a gray box just like when you were starting out your first level.



- **SWITCHING BETWEEN LEVELS:**

- Once you add in a new level, two arrows should be visible on the top right corner of the screen, by clicking on those you will be able to switch between each level.
- **Remember:** When playing your game the levels will play in order of left to right, so you can't switch the order of which level goes first after you've created it.



- **PLAYING YOUR GAME (AFTER YOU EDIT):**

- While editing, if you save your game, the save icon should turn into a play button. Now, you are able to play through your game. When you want to go back to editing, there should be a light blue button at the bottom right corner that says **Edit** that will take you back to your editing screen.



HOW TO CODE

Here are all the lines of functions that are available through the IPP project. Use this as a reference for when programming your own game.

Function	What it does	Example
setPlayer	Set an object as the player. Can only be used on "Character" objects	setPlayer
player.action	Set actions that player can do	player.action1 = walk player.action2 = jump
setGoal	Set an object as the goal for this level. Once the player touches the goal, they will move on to the next level	setGoal
setColor	Set the color of the selected object	setColor(Color.Red) setColor(Color.Blue)
setSpeed	Set the speed on how fast the player can move	setSpeed(2)
setScale	Set the size of an object	setScale(.4)
Phase.setColor	Set the color of the entire scene	Phase.setColor(Color.Red)
setCaption	Set the text showing under the screen	setCaption(Hello World!)

Movement	Action Key
Walk	Move Left - <i>A</i> Move Right - <i>D</i>
Jump	<i>Space Bar</i>
Fly	<i>Hold down Space Bar</i>
Crouch	<i>Left Shift</i>

APPENDIX

Here is where you'll find external information about how you can make a more accessible game

COLOR BLINDNESS GUIDE:

- As you're able to change colors in IPP here's a guide to help you figure out what colors go together if you'd like to make color blindness adaptable versions of your game.

TRUE COLORS

TRUE COLORS

This is how 90% of people see color



BLINDNESS TO GREEN:

DEUTERANOPIA/DEUTERANOMALY

A red-green colorblindness.

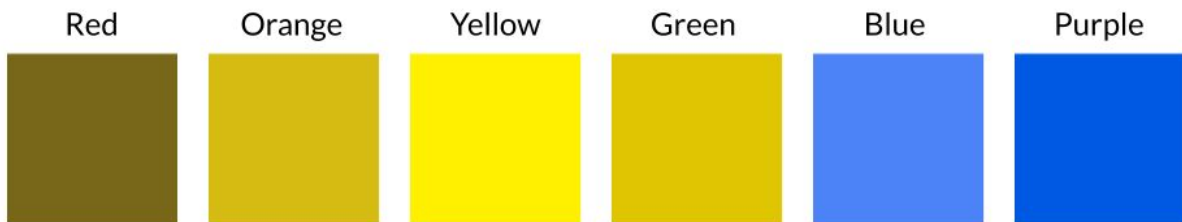
Blindness to green



BLINDNESS TO RED:

PROTANOPIA/PROTANOMALY

A red-green colorblindness.
Blindness to red



BLINDNESS TO ALL COLORS:

MONOCHROMACY

Complete lack of an ability to see colors.

