

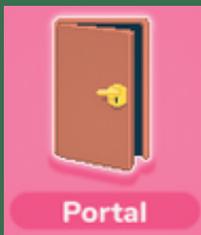
Controls:

- You move by clicking with your left mouse button on the desired location.
- Zoom in & out with you mouse wheel.
- You can only move on grass, stone, sand and concrete.
- Be aware moving on the black ground & water is not possible!

This is you!



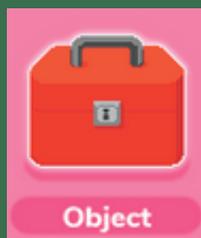
Objects:



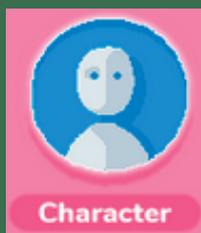
A portal takes you to another portal. This can be on another or the same map.



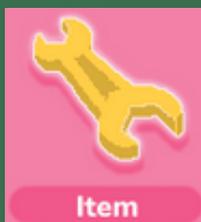
This decorates your map and functions as a background.



You can upload a picture/video. Input a Website or just a Text.

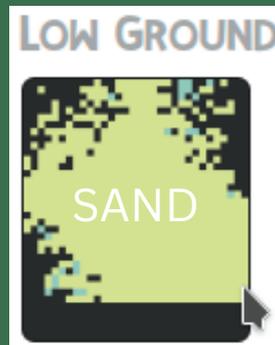


You can talk and interact with this object.



You can pickup this object and store it in your inventory.

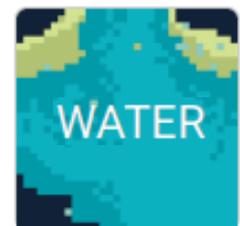
Grounds:



MIDDLE GROUND



HIGH GROUND



You can clear your placed grounds with this tool.

How to Join:

1. Send an email to Babette: pohle.b@v-leipzig.de
2. Click the link in the mail.
3. Enter your credentials and click join.



Hi,
welcome to Memopolis.EU

Great to have you with us!
Please fill out this form and let's get started.

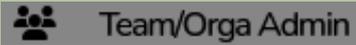
First name:

Last name:

Username:

Password:

How to invite new players:

1. Click on the 3 bars in the top left corner. 
2. Click the "Team/Orga Admin" tab in the bottom left. 
3. On the upper part of your screen you will see your teams.
4. On the right side there is a button called: click on it and a new window will open:

Create new Team

What's the name of the team?

5. Enter the name of your team and click create.
6. The team should now appear in the tabs under your organization.
7. Tick the box in which you want to invite a person.  Tutorial Workshop
8. On the bottom half of your screen a list called members of your team opens up.
9. On the right side of your screen there are two buttons &
10. Click these to invite admins or members.
11. There is also the possibility to invite more members at once.

Invite Members to Team

Please either select existing users or invite new users by entering their email address.

The screenshot shows the Memopolis web interface. At the top, there is a menu icon and the Memopolis logo. Below the logo, there is a section titled "Teams of your Organization" which contains a table with the following data:

	Name	Organization	Admin Permission
<input type="checkbox"/>	Leipzig	4	X
<input type="checkbox"/>	ShowcaseFinland	1	X
<input type="checkbox"/>	ShowcaseGreece	1	X
<input type="checkbox"/>	Spinquest	6	X
<input type="checkbox"/>	Tutorial	1	X
<input type="checkbox"/>	Workshop	2	X

Below the table, there is a section titled "Members of Team:" which contains a table with the following columns:

Username	First Name	Last Name	eMail	Organization	Language	Admin
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Account levels:

Super admin: **A**

People who program the platform, fix bugs and implement new tools.

Organization admins: **O**

Intended for the individual organizations.
Has the right to create teams in their organization.
Ability to invite new team-members and team-admins.

Team admins: **TA**

Can invite new participants to their team.
Cannot create new teams.

Team members: **TM**

Ability to create new maps, put grounds & objects.

Explorer: **E**

Cannot create maps and neither place objects or grounds. Just for exploring.

Example:

Super admin: **A**

Chris, Babette & Michael

Organization admins: **O**

International Games Leipzig e.V.

Team admins: **TA**

Teamer of the association
International Games Leipzig e.V.

Team members: **TM**

Participants of the workshop

Explorer: **E**

Parents or interested persons

	A	O	TA	TM	E
Create an organisation	✓	✗	✗	✗	✗
Create team	✓	✓	✗	✗	✗
Invite team admins	✓	✓	✗	✗	✗
Invite team members	✓	✓	✓	✗	✗
Create maps/grounds/objects	✓	✓	✓	✓	✗

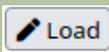
Controls:

- Use the mouse wheel to zoom in & out.
- Hold your right mouse button to move the map around.
- Use your left mouse button to select objects or buttons.
- Press the button with the stylus in the top right corner to enter editor mode.



Create a quest/map:

Create a quest/map:

1. Select the quest tab in the editor mode. 
2. Click on the yellow button. 
3. Enter the name of your quest in the pop-up and click create.
4. One quest can host several maps.
5. With the quest you simultaneously created your first map.
6. Load your map by clicking on the load button. 
7. Create a new map by clicking on the "+ Map" button. 
8. Name your map and click on the green "Create" button.

Quest settings:

1. Click on the gearwheel button next to "+map" 
2. Quest settings will open.
3. Visibility is your privacy option. You can choose who can see and load your map.
4. The language option indicates the language of your quest.
5. The quest text gives information about you quest.
6. The logic variables are defined here.

Create grounds:

1. Select the ground tab in the editor mode. **Ground**
2. You see three different types of ground. "Low Ground", "Middle Ground" and "High Ground".
3. Choose the ground by left clicking it.
4. Move your mouse to the desired location. Click and hold to draw on the map.
5. Right click to deselect.

Erase grounds:

1. Left click the rubber icon.
2. Move your mouse to the desired location. Click and hold to erase.
3. Right click to deselect.

Important:

Drawing grass/concrete/sand/stones allows players to walk there.
You can't walk on the black ground. Also no swimming possible in Memopolis!

This is how it looks:



Creating objects:

1. Select the object tab in the editor mode.
2. Choose the object "Object" (Content)
3. Move your mouse to the desired location. Click to place it on the map.
4. Right click to deselect.
5. After placing the properties tab will open.

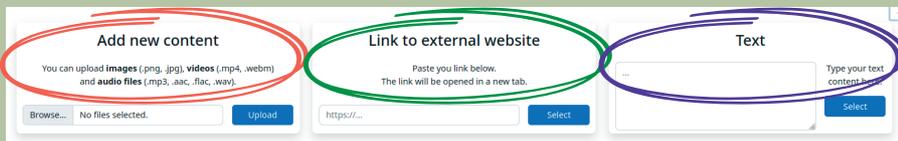


Objects

Properties

Properties of an object:

1. Select the properties tab in the editor mode.
2. The option "Name" defines the name of your object.
3. With the option "Type" you can change the type of your object.
4. The button **Select Content** will open a pop-up to upload your content.

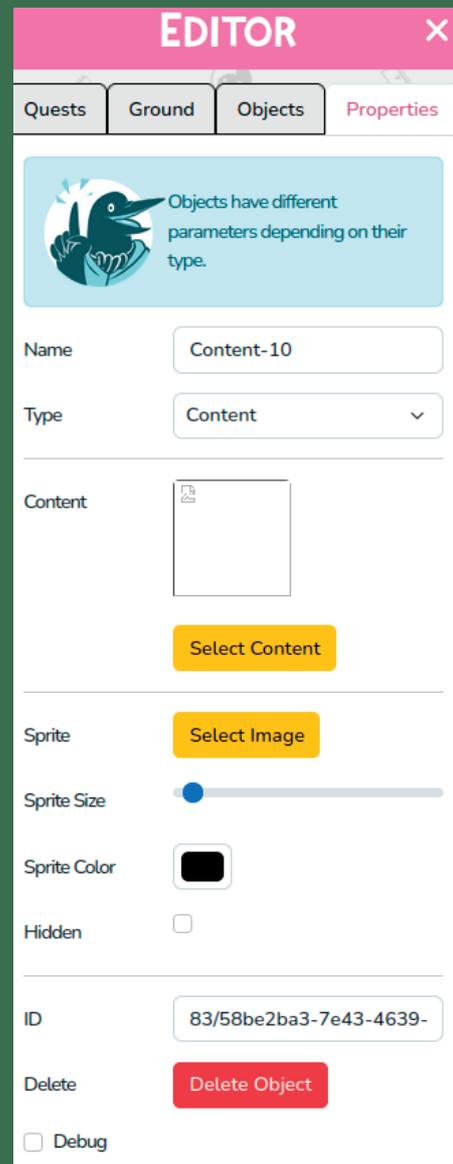


5. You can add 3 different types of content.
 1. **Add new content** allows you to upload images, videos and audio files. Check the format of your content!
 2. **Link to external website** allows you to redirect the player to an external website. Paste with "https://" in front.
 3. **Text** allows you to just display a text. Just type it in the box and click select.
6. "Select Image" will open the same pop-up this time you choose the look of your content.
7. "Sprite Size" defines the size of your sprite just move the dot.
8. Tick the box hidden to hide your content. You will still be able to see it in editor mode but not in play mode.
9. The "ID" displays the unique number of your content.
10. "Delete" Objecte will delete your content. Carefull!

Sprite

Select Image

Sprite Size



Creating charakters:

1. Select the object tab in the editor mode.
2. Choose the object "charakter"
3. Move your mouse to the desired location. Click to place it on the map.
4. Right click to deselect.
5. After placing the properties tab will open.

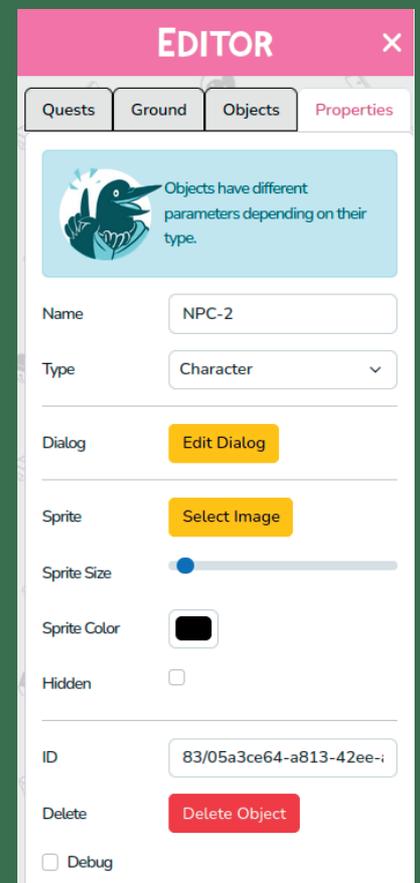
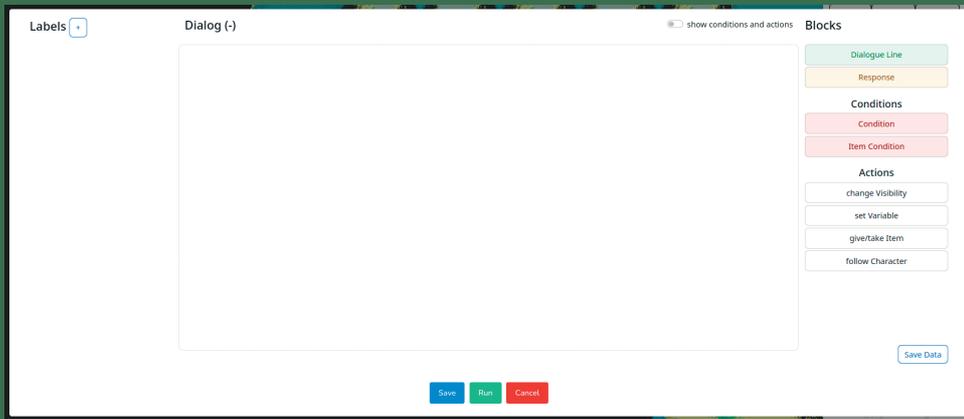


Objects

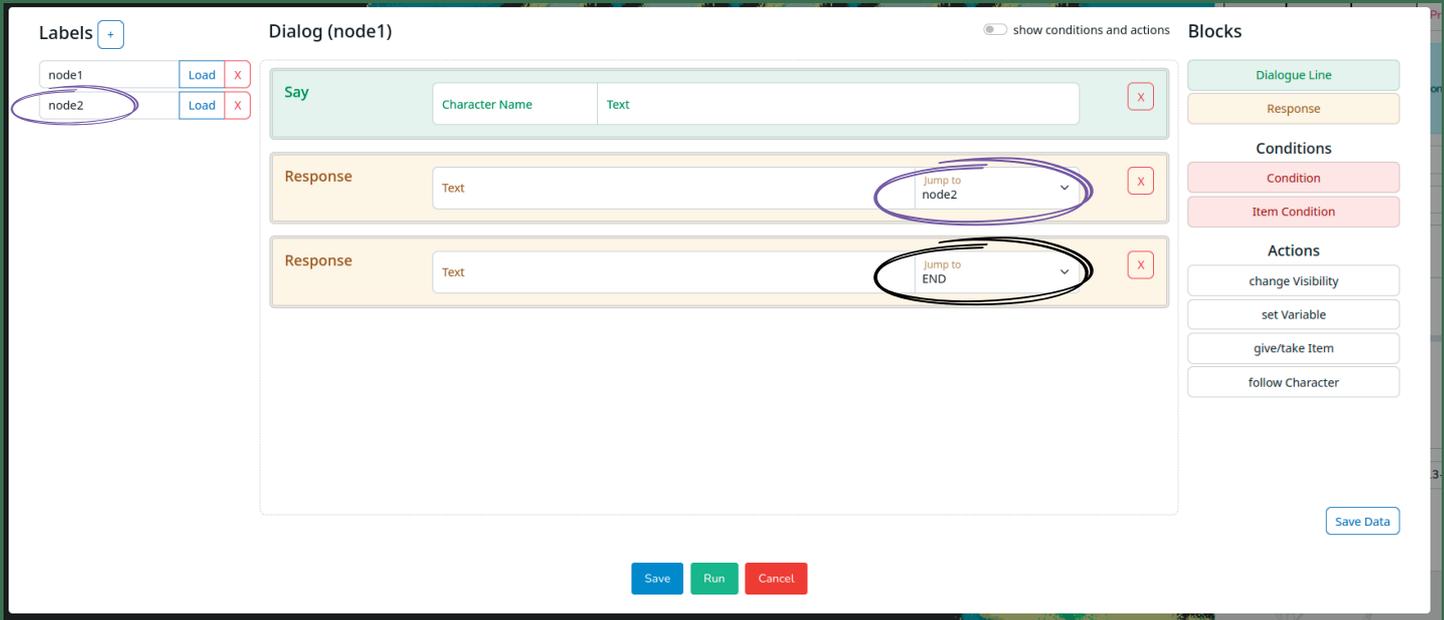
Properties of a charakter:

1. For "Name", "Type", "Sprite", "Sprite Size", "Hidden", "ID" and "Delete" check Tutorial #3.2.
2. Special about charakters is the possibility to have a dialog.
3. Click "Edit Dialog".
4. A new pop up will open up.

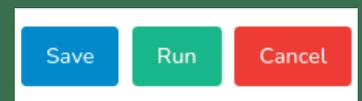
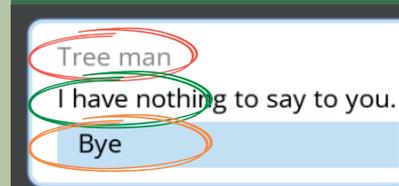
Edit Dialog



Creating a dialog:



1. Add a new label (node) by clicking the "+".
2. Click "Load" next to your new label (node).
3. You can add blocks from the right side of your screen.
4. Start by drag & dropping the "Dialogue Line" into the window.
5. The box "Charakter Name" will be the name appearing ontop of you text.
6. The box "Text" will be the text your charaker says.
7. Drag & Drop the "Response" into the window.
8. The "Text" will be the text you can answer.
9. The box "Jump to" is reffering to the next step.
10. For example: If you want to end the conversation after one response you need to select "End". If you want to continue you create a new label (node) and select "node2".
11. Remember: For every new text your characer says you need a new label (node).
12. The "Save" button saves your conversation.
13. The "Run" button let you check the conversation without leaving editor mode.
14. The "Cancel" button closes the window. Progress will not be saved!



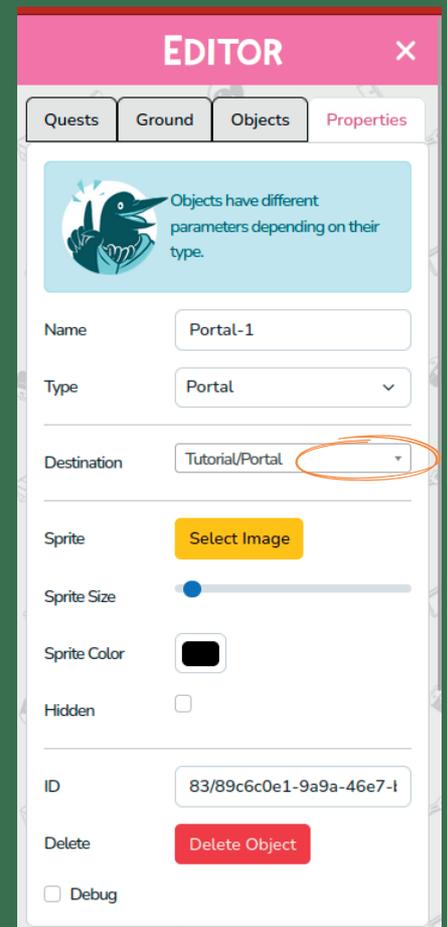
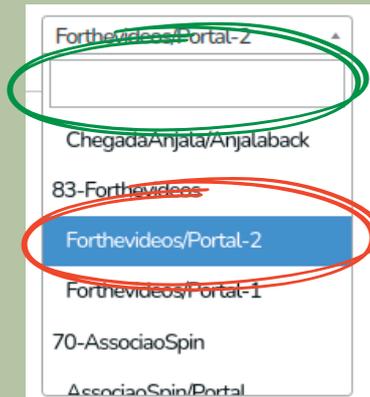
Creating a portal:

1. Select the object tab in the editor mode.
2. Choose the object "Portal".
3. Move your mouse to the desired location. Click to place it on the map. You always need two portals.
4. Right click to deselect.
5. After placing the properties tab will open.



Properties of a portal:

1. For "Name", "Type", "Sprite", "Sprite Size", "Hidden", "ID" and "Delete" check Tutorial #3.2.
2. Special about portals is the possibility teleport you within a map or between maps.
3. It's important you name your portals.
4. **Open the "Destination" drop down.**
5. **Search for the portal where you want to go by entering the name.**
6. **Choose the portal with the right name with left click.**
7. Close the editor.
8. Try it!



Creating a item:

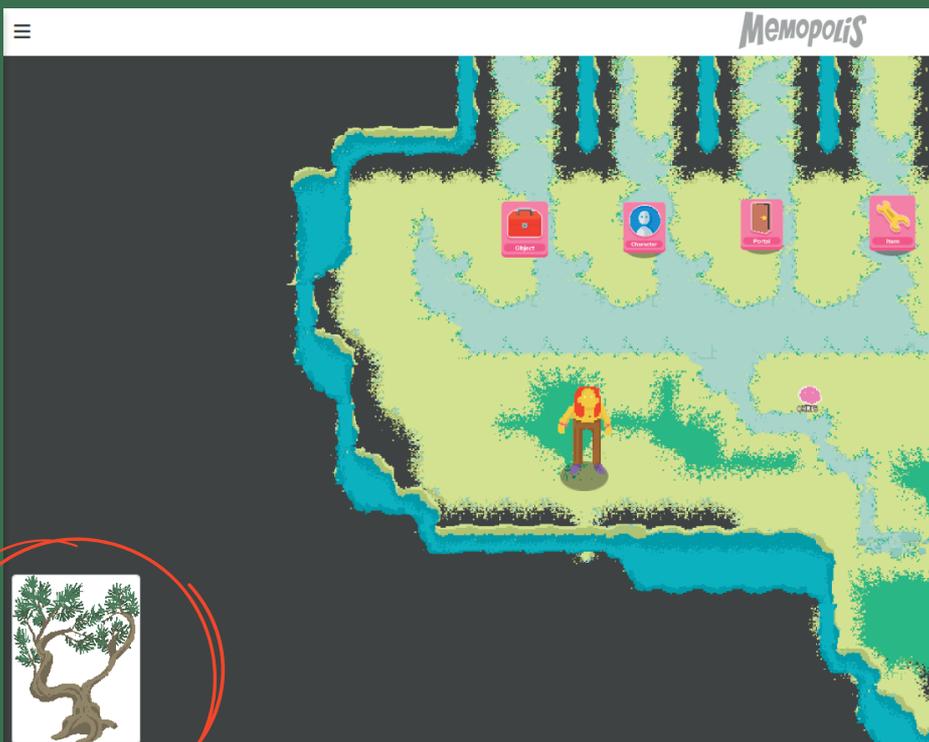
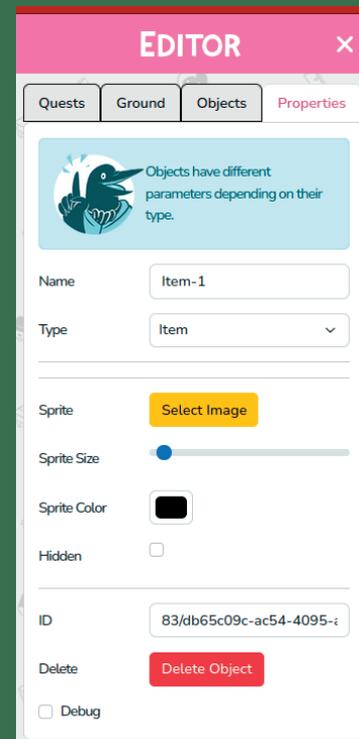
1. Select the object tab in the editor mode.
2. Choose the object "Item".
3. Move your mouse to the desired location.
4. Right click to deselect.
5. After placing the properties tab will open.



Objects

Properties of a item:

1. For "Name", "Type", "Sprite", "Sprite Size", "Hidden", "ID" and "Delete" check Tutorial #3.2.
2. Special about the item is that you can pick it up.
3. **The item will appear in the bottom left corner.**
4. For more information about how to use it check "Tutorial #4 Advanced dialogue techniques"



Creating a item:

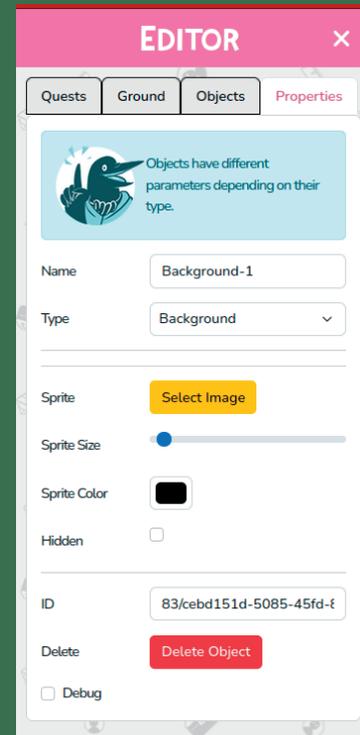
1. Select the object tab in the editor mode
2. Choose the object "Background"
3. Move your mouse to the desired location.
4. Right click to deselect.
5. After placing the properties tab will open.



Objects

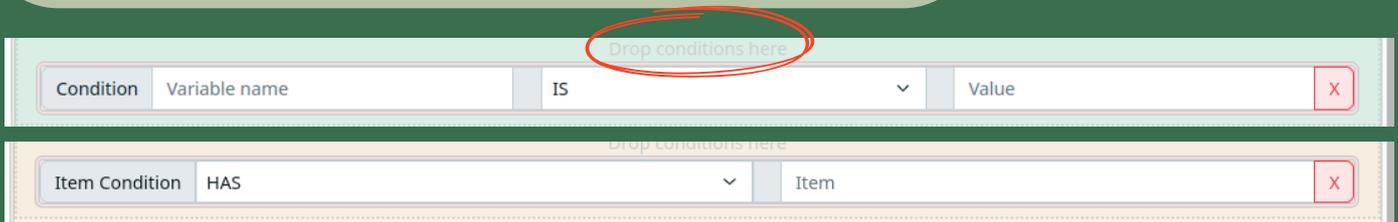
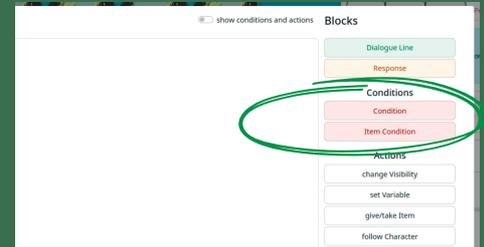
Properties of a portal:

1. For "Name", "Type", "Sprite", "Sprite Size", "Hidden", "ID" and "Delete" check Tutorial #3.2.
2. For more information about how to use it check the video "An example how to build a level"

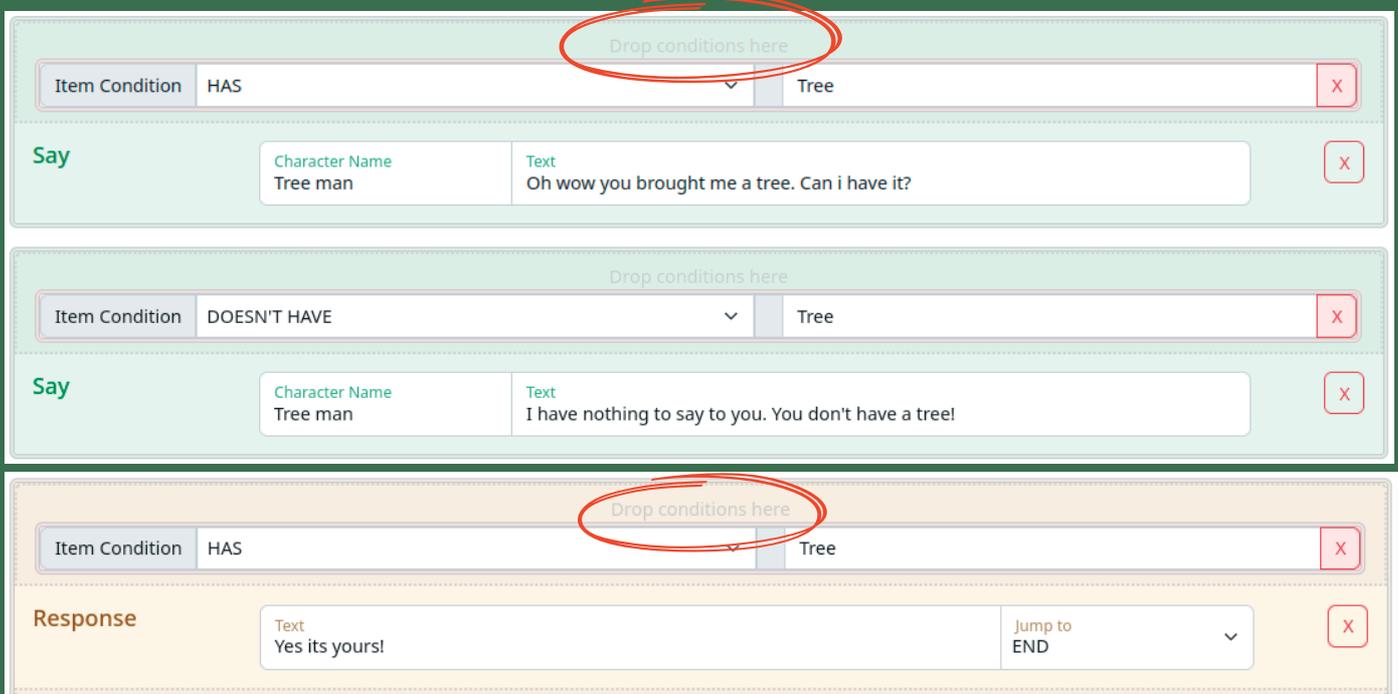


Conditions:

1. Drag and Drop the boxes from the right side of your screen here Drop conditions here
2. There are 2 different types of conditions in Memopolis.
 - a. The "Item Condition" is checking if there is an item in the inventory of your character.
 - b. The "Condition" is checking for a variable you can define in the quest settings. You can choose between the settings "IS, IS NOT, IS LESS and IS LARGER"
3. The "Dialogue Line" will trigger if the condition you choose is true.
4. It is possible to put conditions before "Dialogue Lines" & "Responses". You can also have more than one condition.

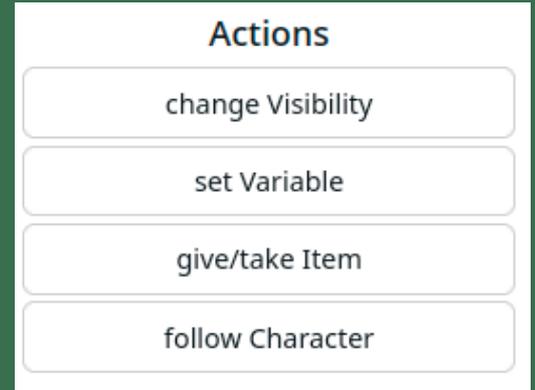


Example Conditions:



Actions:

1. Drag and Drop the boxes here: Drop actions here
2. There are 4 different actions in Memopolis
 - a. The "change Visibility" action allows you to change the visibility of one object from visible to not visible or vice versa.
 - b. The "set Variable" action let you set a value for a variable defined in the quest settings.
 - c. The "give/take Item" action let you add or remove an item from your inventory.
 - d. The "follow Charakter" action let you determine if a charakter follows or unfollows you.
3. All these action will trigger when the player chooses the response line they are attached to.
4. Actions are only possible after a response.



Response

Text: Jump to: X

Drop actions here

Visibility	SHOW	▼	Target		X
Set Variable			Value		X
Item			GIVE	▼	X
Target Character			FOLLOW	▼	X

Example Conditions:

Response

Text: Jump to: X

Drop actions here

Visibility	HIDE	▼	NPC-1		X
Item	Tree		TAKE	▼	X