playingmondo.com

MondoBuilder User Guide

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1 Introduction

Mondo Builder is the game development tool for PlayingMondo. It is simple to use and has endless possibilities in regards to experimenting and challenge the technology for fun and educational activities across subject and age.

This user guide will show you how to create a virtual playground along with all actions and documents your game should include. For the best result, outline your game before you get started.

The following is a brief definition of the common terms of Mondo Builder:

***Playground*:** A playground, in the PlayingMondo terminology, is an area with a geographical position, which the user defines. It's the basis for all games. All games are linked to a playground(s).

Game: A game is connected to a playground. It has one or more categories of points and a mission for each of these. A game consists of one or more POI's.

POI – Point of Interest: A POI is a point with a geographical position. It can contain documents like images, sounds, text and/or SVG (Scalable Vector Graphics). A POI can have one or more Action POI's (AP's) – (see below) attached. When a POI is activated, the AP(s) will appear. A POI can thus be regarded as the entrance to a track or a level.

Action POI (Action Point of Interest) – AP: An AP is a point with a geographical position. An AP can contain documents like images, sounds and/or text – just like the POI. An AP can have different effects and/or actions.

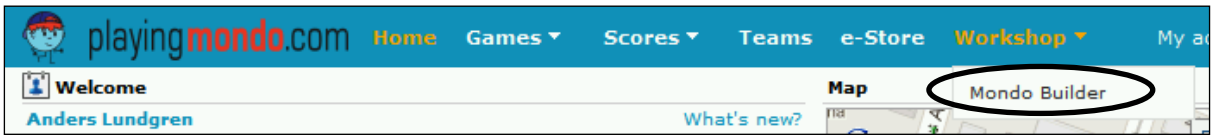
Documents – Docs: Documents are the content that appear from a POI and/or AP. It can be images, sound, text and/or SVG (Scalable Vector Graphics). Documents can be prioritized so that the user sees them in a certain order.

Templates*:* Games, POI's, AP's and documents can all be made as templates. Other players, on their playground and/or games, can then reuse these templates.

2 Playgrounds

The playground provides a framework and basis for any games that you'd like to develop and install. To get started you need to open Mondo Builder:

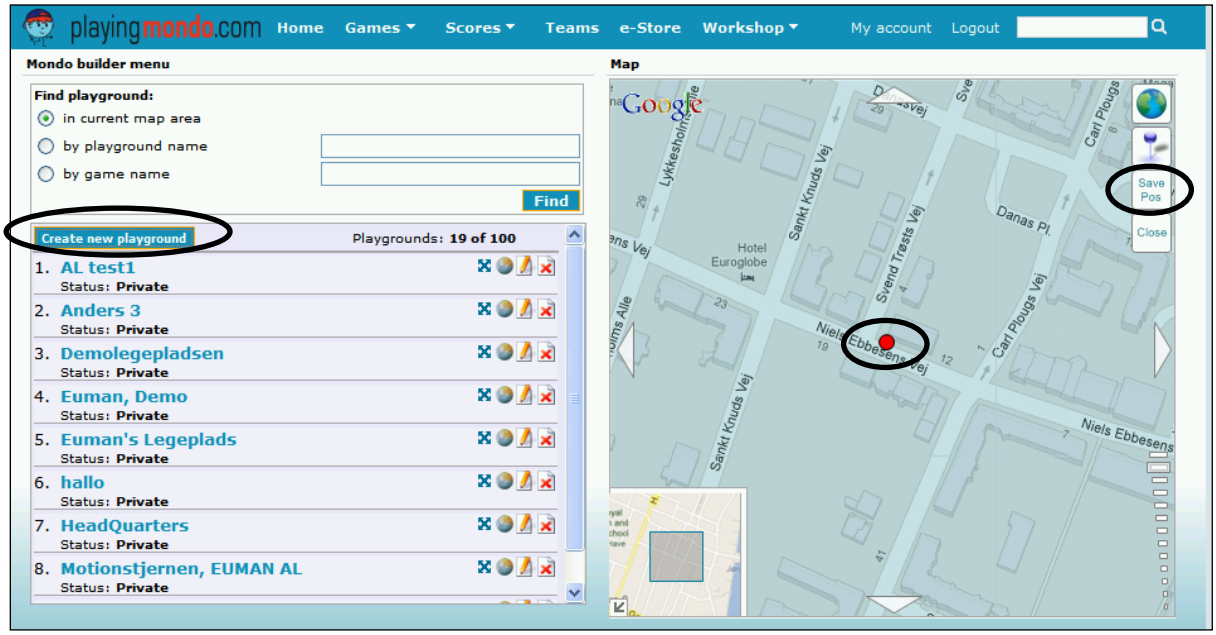
1. Chose Workshop > Mondo Builder



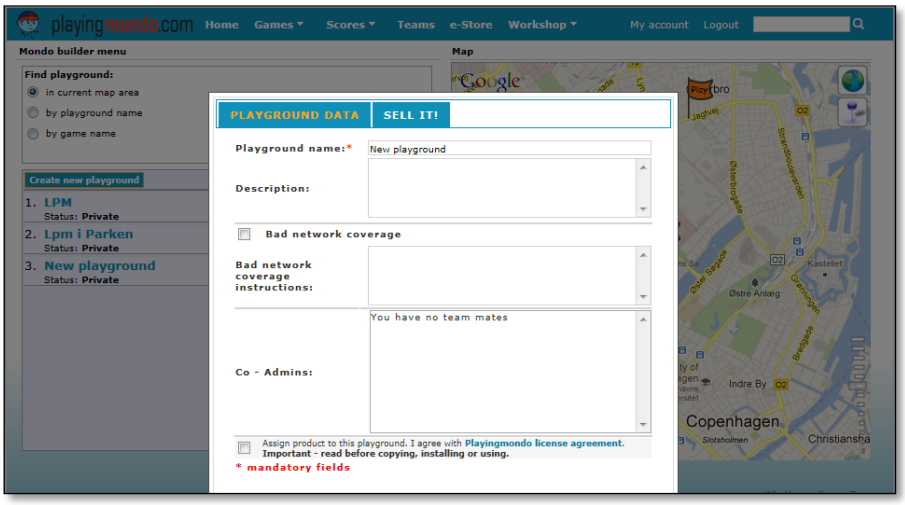
2.1 Create Playground

Use the map to find the area where your playground should be placed. You can use the zoom tool in the lower left corner to get exactly where you want to be. A red dot appears on the map. You can move it around with the pointer. Later, if you are not happy with the location you are still able to move it. When you click ***Save Pos*** the playground will automatically save.

2. Chose Create new playground
3. Click on map where playground should be – a red dot appears
4. Click Save Pos in upper right corner
5. Playground Data



The ***Playground Data*** window pops up. Choose a name for the playground and type it in the **Name** field. You can also add a **Description** of the playground. This is useful for other users who otherwise do not know the playground.



The **Bad network coverage** should be checked if the playground is placed in areas with bad network coverage. If selected, the game will automatically load before start. In addition, you can type information about the network coverage. This message will be displayed when loading the playground.

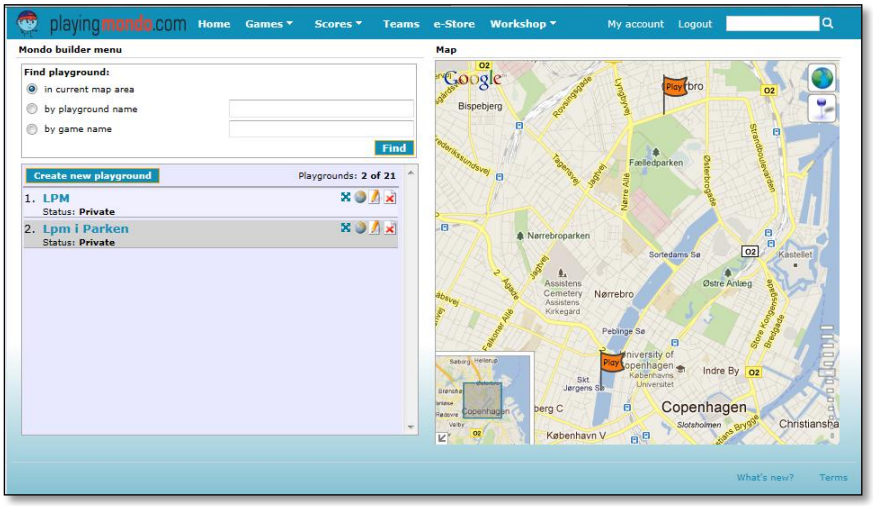
If you have other members on your team they will show up in the **Co – Admins** field. For administrator privileges, check the box.

Click ***Save changes*** and your playground will show as an orange flag on the map.

When done creating the playground it will show as an orange flag on the map. The name of the playground will be listed to the left.

If you have more than one playground created within the viewable area, they will show up in alphabetical order.

On this screen you are also able to search for other playgrounds either in current, viewable area, by playground name or even by game name.



Following icons for playground editing is available:

Change playground position. When clicked a red dot appear and the playground can be moved. When satisfied click ***Save Pos***.

Show playground on map. Click and the map will pan to the requested playground and place a red pin in the center of the flag.

Edit playground data. Click and the window with playground data will appear. Make changes and save.

Delete playground.

You are now ready to create games.

3 Games

There are three ways you can add games to your playground:

Create new game. This option will let you create a new game from beginning

Install game. This option will let your install an existing game from another playground.

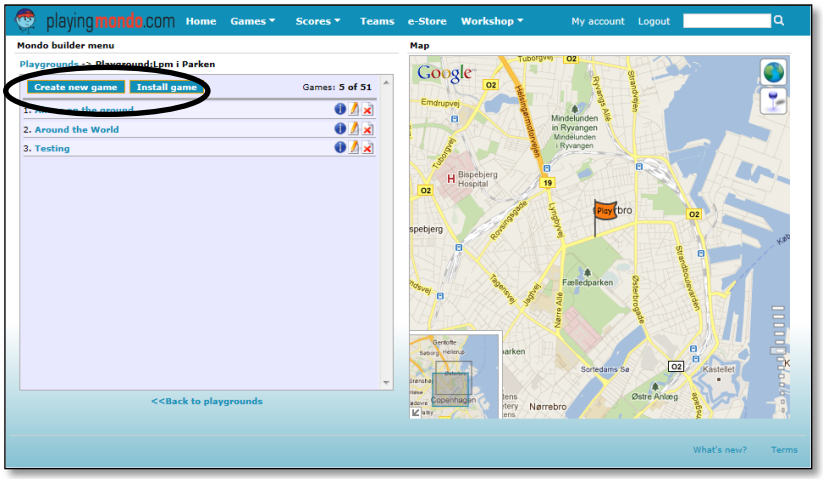
In the following, both options will be described.

Move game. You can also choose to move a game from one of your other playgrounds (if you have any).

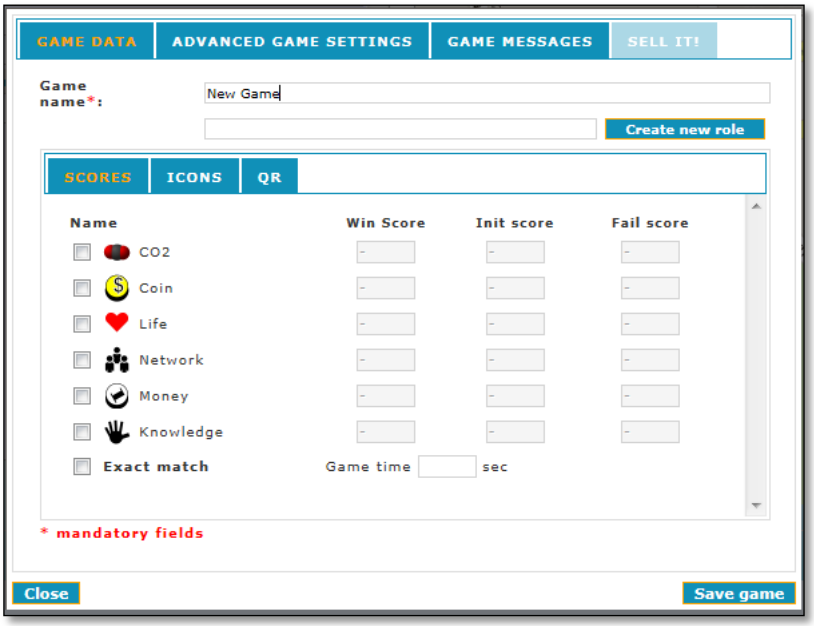
3.1 Create new game

To start, click on the orange flag on the playground and choose **Create new game.** The default *Game name* can either be changed or left as is.

1. Click on orange flag
2. Chose Create new game



The game settings window appears:



3.1.1 Game Data – Scores:

There are different types of points to choose from. By checking of the box(es) next to the symbols and setting the values for *Win Score*, *Initial Score* and *Fail Score* the criteria of the game will be made.

Score types: Select type(s) of scores that fits with your game. They all work the same way, just different icons.

Win Score – shows how many/much you'll need to win the game.

Init Score – Shows how many/much the player will start with.

Fail Score – shows how many/much you'll lose of the checked symbol – this way it is possible to lose the game.

Exact match – If selected the points listed has to be matched – neither less nor more – to win the game.

Game time – List how many seconds the game may last to completion.

Click ***Save Game***.

3.1.2 Game Data – Icons:

As described in the beginning of this User Guide POI stands for Point Of Interest and in this section you can upload different pictures for each of your POI's:

POI – standard POI that can be used anywhere

Start POI – the point where the game starts

Action POI – any point in the game where action is requested.

Please be careful with what type of pictures you upload. .PNG are the best.

3.1.3 Advanced Game Settings

It is not absolutely essential to set these settings in order to create a game, but sometimes more details are needed to execute the game in a specific way.

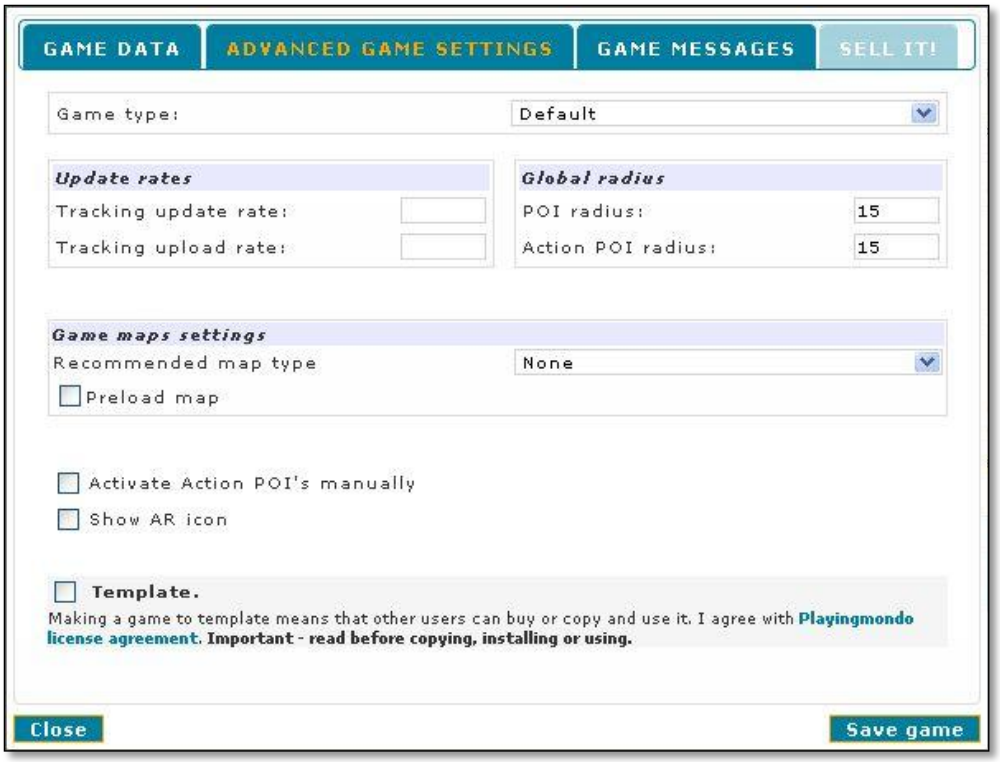
Game type

AR: Augmented Reality
Default: Most common. GPS functionality is activated
Hide scoreboard: Same as Default, but point scores are not displayed on mobile device
Indoor game: Same as Default, but GPS is deactivated on the mobile device.

Update rates

Update rate*:* This setting is measured in seconds and will indicate how often the position of the player is calculated. The lower the rate the more accurate path is shown in *Livemap* on Playingmondo.com.

Tracking upload rate: Measured in seconds and will determine how often the tracked positions are sent to server.



Global radius

POI and **Action POI** default radius in game level. These values are used as default, if they are not specified on the settings for individual POI or Action POI.

Game maps settings

Recommended map type: Choose between any of the map types in the pull down selection.

Radio map: Is used for indoor games where the position are determined by the use of Wi-Fi.

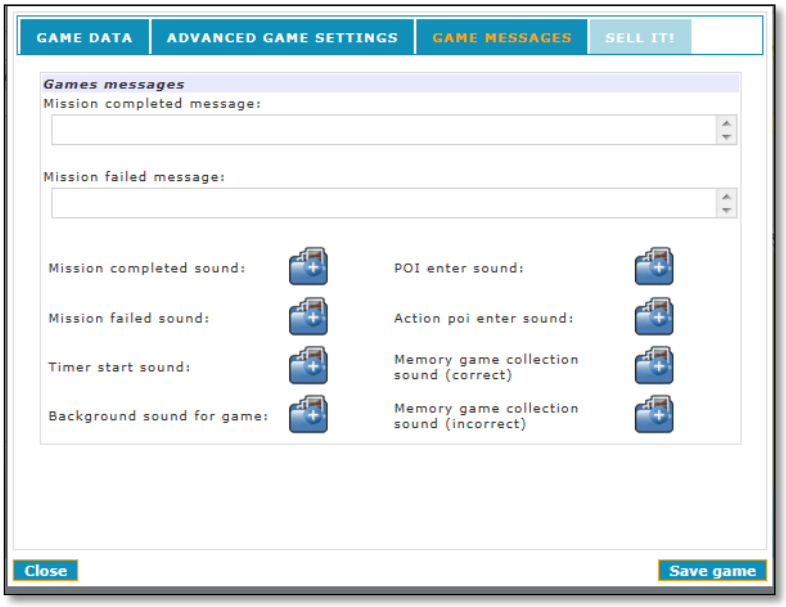
Preload map: If selected, the map will be cached on the mobile device prior to starting the game. This can be useful especially in bad coverage/slow data connection areas.

Activate Action POI's manually: This selection will make it possible to activate Action POIs by clicking on them, not only by walking into them.

Show AR icon*:* AR stands for *Augmented Reality*. In PlayingMondo you can mix real view with the virtual view. If selected, there will be a short cut to Liveview on the screen. Liveview is a different way of playing – you will view the 'world' through the integrated camera of the phone. If it's a shooting game, a crosshair and a shooting button will appear and the POI/AP activates upon shooting.

Template: Select this if you'd like to share the game with other players.

3.1.4 Game Messages



The Mission completed message and the **Mission failed message** are both user defined text that will show up when a game is either completed or failed.

Mission completed sound: Upload a sound file and it will be played if the game is completed successfully

Mission failed sound: Upload a sound file and it will be played if the game is failed

Timer start sound: Upload a sound file and it will be played when the game starts

Background sound for game: Upload a sound file and it will be played in the background throughout the game. It will play in loop.

POI enter sound: Upload a sound file and it will be played when the player enters the set radius of the AP.

Action Point enter sound: Upload a sound file and it will be played when the player enters the set radius of the AP.

Memory Game Collection Sound (correct): Upload a sound to be played when two correct AP's are activated (used in memory games).

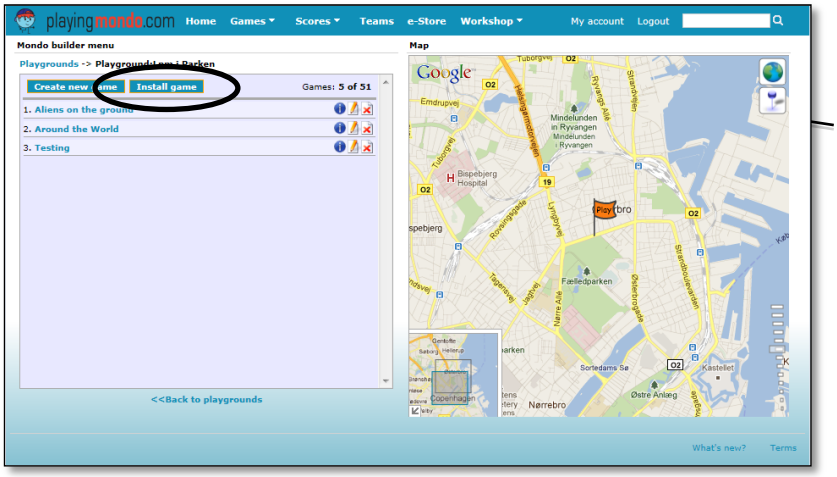
Memory Game Collection Sound (incorrect): Upload a sound to be played when two incorrect AP's are activated (used in memory games).

Click ***Save game*** and you are now ready to add content to the game. See ***POI in chapter 4***.

3.2 Install game

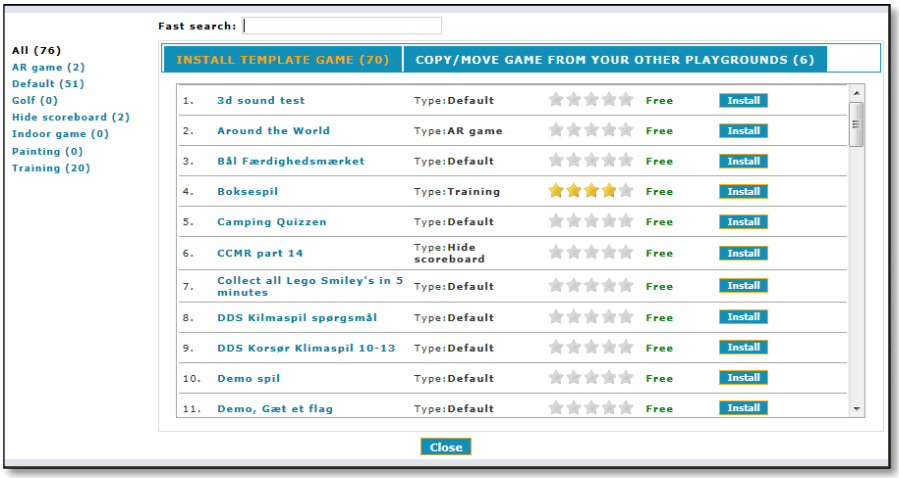
After you have chosen your playground, click ***Install game***. If any existing games are available to install, a list will show up.

1. Choose a playground
2. Click Install game



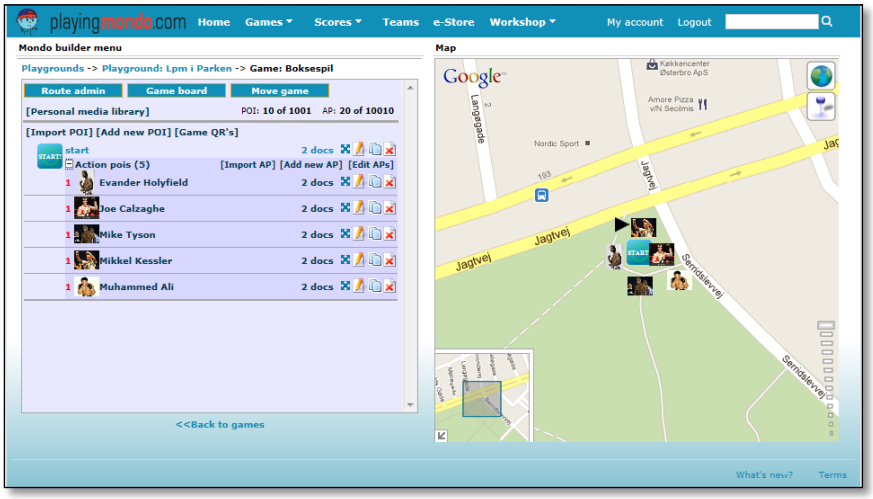
3.2.1 Install template game

A template is a game that another user has created and chosen to share with others. The game is ready to go however; you still need to adjust to current playground.

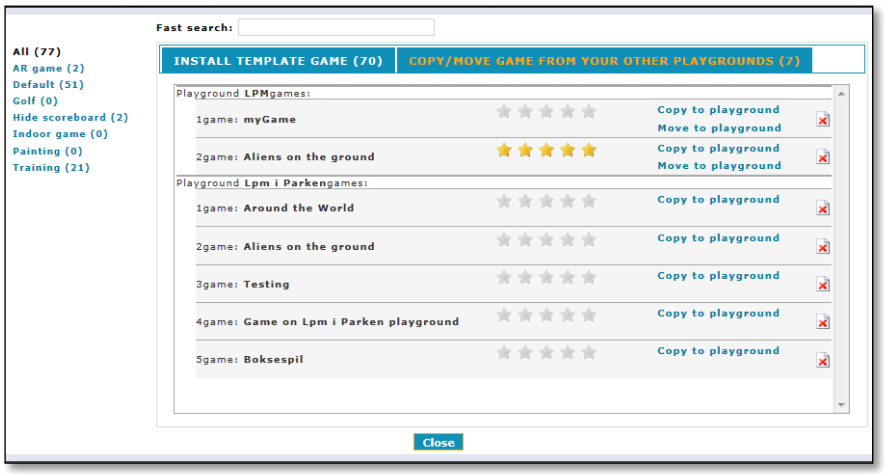


1. Choose a game
2. Click Install
3. Check ***The PlayingMondo agreement***
4. Click Agree
5. Click Install

The game is now placed on your playground. The game is displayed with all POI's and AP's and is ready to be edited.

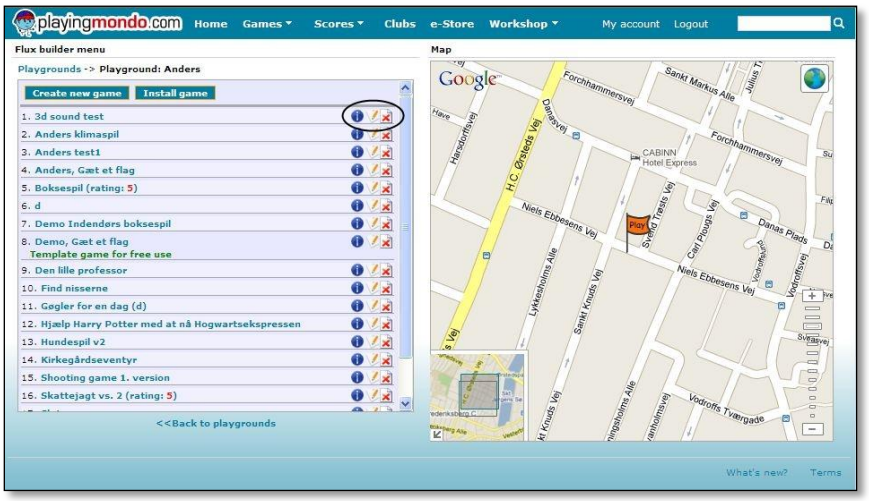


3.2.2 Copy/move games from other playgrounds



These are games that you are the owner of and have created for your other playgrounds. Again, they are ready to go but need to be adjusted to current playground. If you *move* a game, it will permanently be removed from its original place.

3.2.3 Game Functions



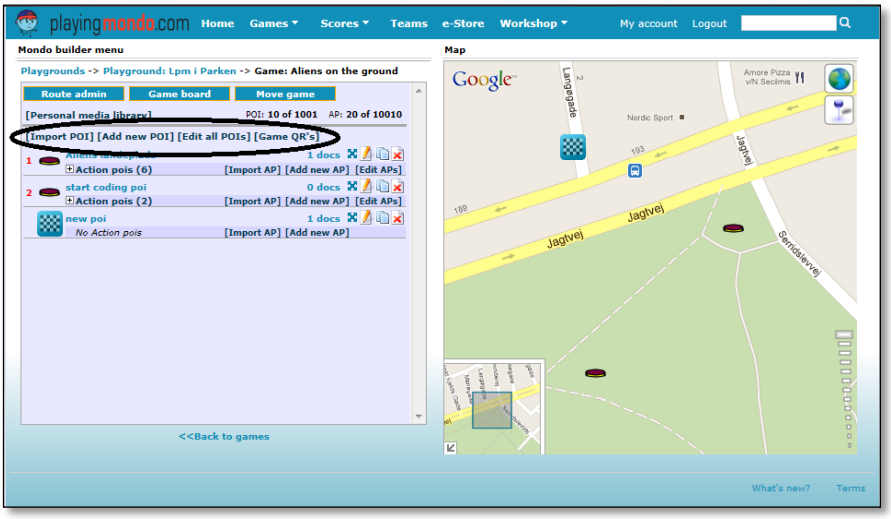
For each game there are three functions for general editing of the games:

Game Info – A window showing general information about the chosen game will appear

Edit game – A window showing the details about the chosen game, will appear.

Delete game – The chosen game will be deleted.

4 Point Of Interest - POI



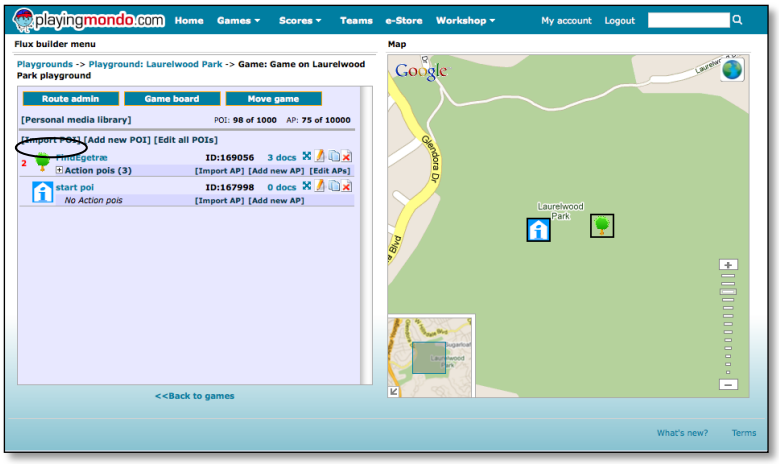
The basics for playing PlayingMondo are the POI's or Point Of Interest.

A POI is a specific point location that shows something on a map. In PlayingMondo the POI's are also on specific locations and when the point is entered they will provide some kind of information on the screen of the mobile device. The information can be text, pictures and/or sounds.

4.1 Import POI

When a playground and framework of the game has been designed it's time to add the content of the game. Adding POI's, with different tasks included, does this.

Every time you create a new game, a *Start POI* is per default added. For additional POI's you can either import an existing POI or add a new. If a general change is required for all POI's in your game, you can choose Edit all POI's. The following will describe these functionalities.



4.1.1 Import POI – Template POI

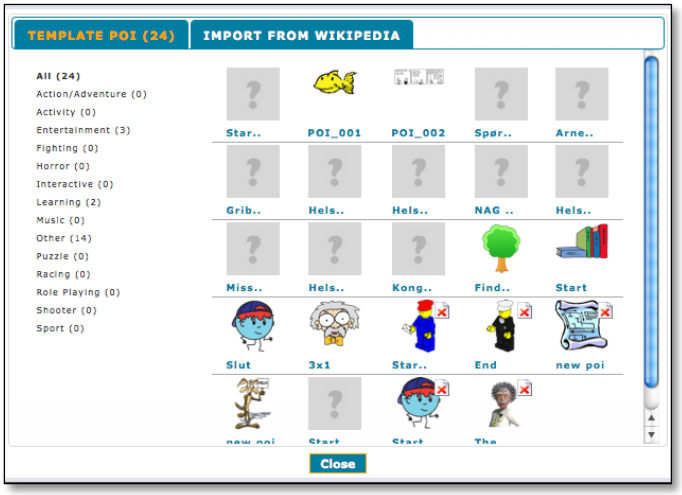
Choose the Playground and game to work on.

1. Find and click Playground
2. Find and click the desired game

A new window will show

3. Click Import POI

From the list, which appears in the window, chose the template POI you'd like to add to your game.



4. Click Yes to confirm
5. A red dot appears – move it to position
6. Click Save Pos in upper right corner

A window with the existing data for the chosen POI will appear. You can either keep them as is or change if needed. For more information about the POI data see ***Add new POI***. When done, click ***Save changes*** and the POI is ready and viewable on the Playground map.

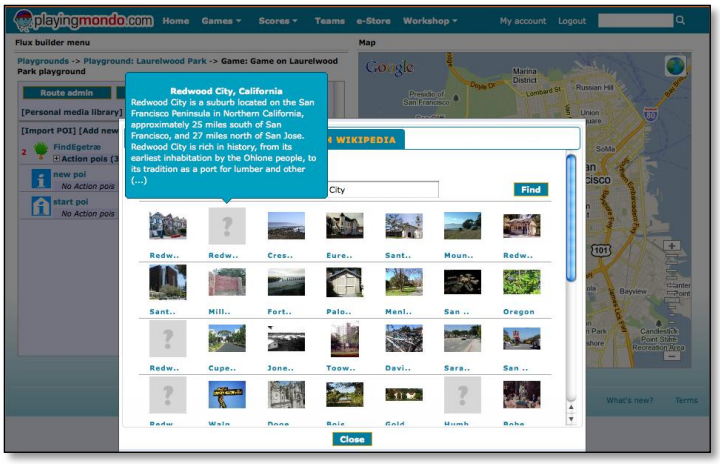
4.1.2 Import POI from Wikipedia

In this section you can import data from Wikipedia to easily create content.

Choose the Playground and game to work on.

1. Click Import POI
2. Click Import From Wikipedia

If any Wikipedia content is available in your current map area it will show up on the list when you hit ***Find***. The list will be displayed and more information will show when mouse pan over. If you know what you are looking for, a keyword can be entered.



3. Click on Icon to import
4. Click Yes to confirm
5. A red dot appears – move it to position
6. Click Save Pos in upper right corner

A window with the existing data for the chosen POI will appear. You can either keep them as is or change if needed. For more information about the POI data see Add new POI - General. When done, click ***Save changes*** and the POI from Wikipedia is part of your game and is ready and viewable on the Playground map.

4.2 Add new POI

Choose the Playground and game to work on.

1. Find and click Playground
2. Find and click the desired game

A new window will show

3. Click Add new POI
4. A red dot appears – move it to position
5. Click Save Pos in upper right corner

You are now ready to add the different features that you'd like to be linked to your POI.

4.2.1 Add new POI – General

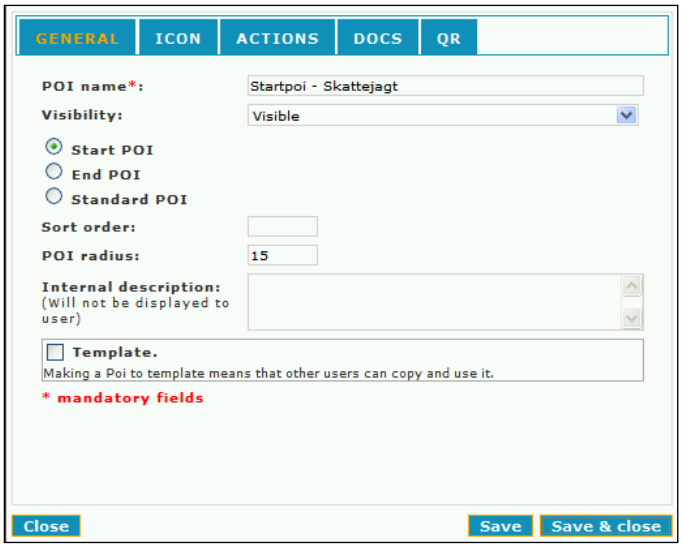
POI Name: Is required and has to be completed.

Description: Description is optional – if added it will only be used internally and is not visible for the players.

Visibility:
Visible – Default. Will show the POI.

Non-Visible – The POI is hidden, but still functioning

Visible by sort order – Will show the individual POI's in sort order which is defined in the below field.



POI type:
Start POI – is needed in all games and has basic information that allows the user to easily identify this on the Map, and is the first thing they see when starting a new game.

End POI – serves as the game ending POI and notifies users that they have completed their mission with a document that is loaded with corresponding text/sounds and icons.

Standard POI – Does not have a specific function such as Start and End – it will typically be used in all other situations where a POI is needed.

Sort order: The POI can be divided up so that they will only be activated in a specific order. The lower value will be activated first. Example 1,2,3.

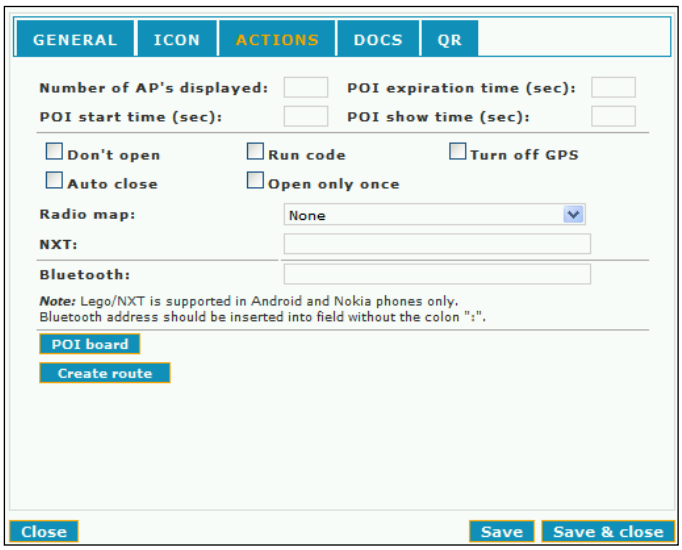
POI Radius: The individual POI can have a user-defined radius for activation. If left blank the default is 50’ / 15 meter.

Template: Select if you wish to share your POI with other users.

4.2.2 Add new POI - Icon

When clicking on the *Icon* tab a window will show where the choice is either to upload a new icon, to pick an Icon from *Gallery* or to create one using the online SVG tool. The Gallery is for already uploaded Icons. If a new Icon is uploaded the format has to be either .png or .jpg and max. 2MB in size.

4.2.3 Add new POI - Actions



Number of AP's displayed: To make the game more interesting you can add a number of AP's and next time the game is played, random AP's will be displayed.

POI Expiration time (sec): Number of seconds the AP's are visible following activation of POI.

POI Start time (sec): Indicate the number of seconds it will take from start of game until this POI will become visible.

POI Show time (sec): Number of seconds this POI is visible in total.

Don't open: If selected, the POI is visible, but content is not. This function is typically used to only display the AP.

Run code: If selected, the associated AP's will be linked in a certain order. Read more about this in the Action POI section.

Turn off GPS: If selected, GPS is disconnected. Can be used both for indoor as well as outdoor games.

Auto close: If selected the POI will, after display, automatically close and return to the game map.

Open only once: This will only make the POI open once even if the player return to the same point/area where the POI is located.

Bluetooth: This is for games that use Bluetooth devices. Add the MAC address (without the colon ":") of the Bluetooth device. This is useful if the game is for indoor use and where Bluetooth activates the POI.

NXT: This is build games with Lego Mindstorm®. Add the name of the Lego Mindstorm program. Knowledge about the Lego Mindstorm is required.

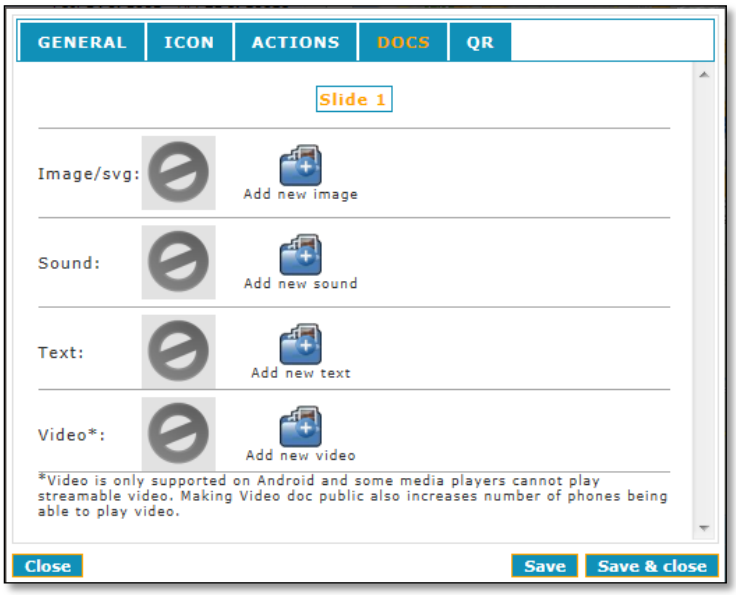
POI board: Click this, if you want to use your own background map, and upload your file. When the POI is activated the map will replace the default map. This function is useful if you want to develop your own tracks, levels or gameboard.

Radio map: Is used for indoor games, where the positioning can be done by WiFi. Only existing maps, created in the game data settings (see game data section), can be chosen.

Create route: Create a route to be visible when the POI is activated.

4.2.4 Add new POI – Docs

Documents or Docs in PlayingMondo is the place where you add the content for your POI's and AP's. It can be a text, sound or picture that will activate and become visible/audible when the POI/AP location is entered.



There are three possibilities:

Add new image: Add an image by clicking here

Add new sound: Add a sound by clicking here

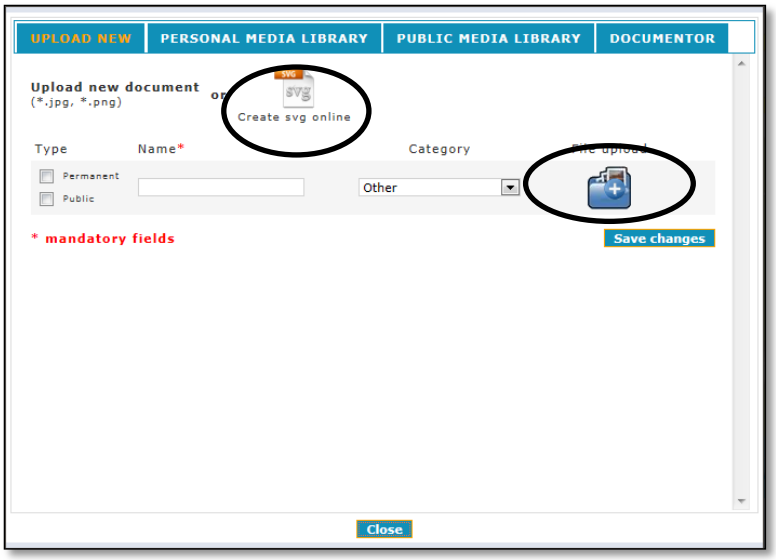
Add new text: Add a text by clicking here

Add new video: add a video by clicking here

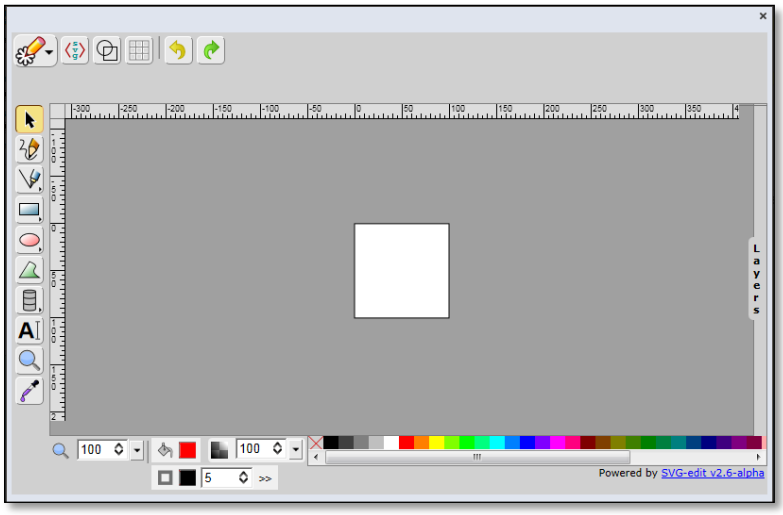
The following is an example of how you upload documents using add new image.

Add new image

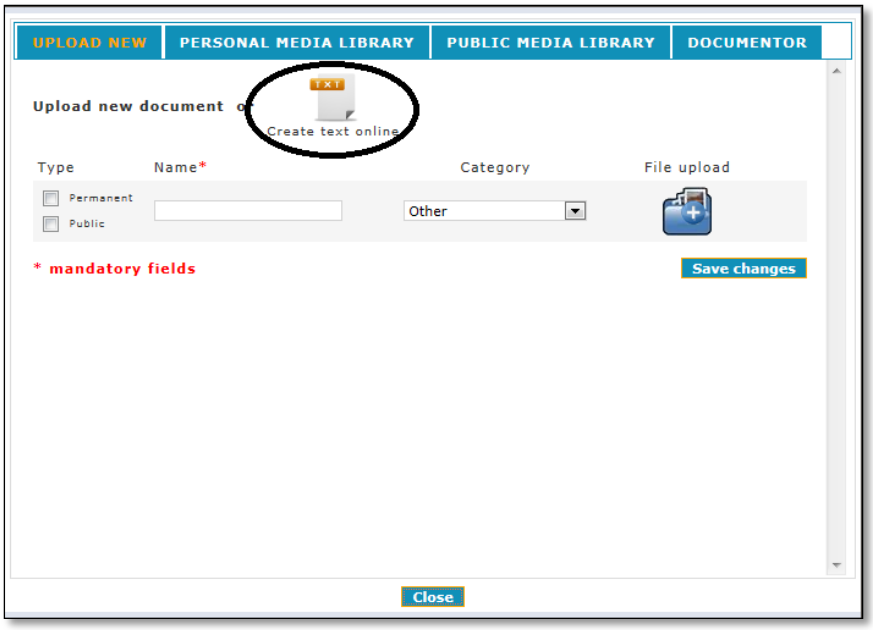
1. Click add new image
2. Click file upload if you want to add an image saved on your computer



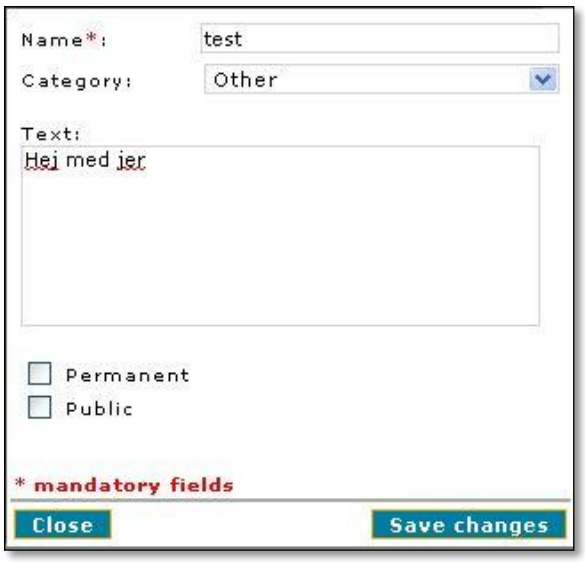
- Or choose to create an image using the online SVG tool:



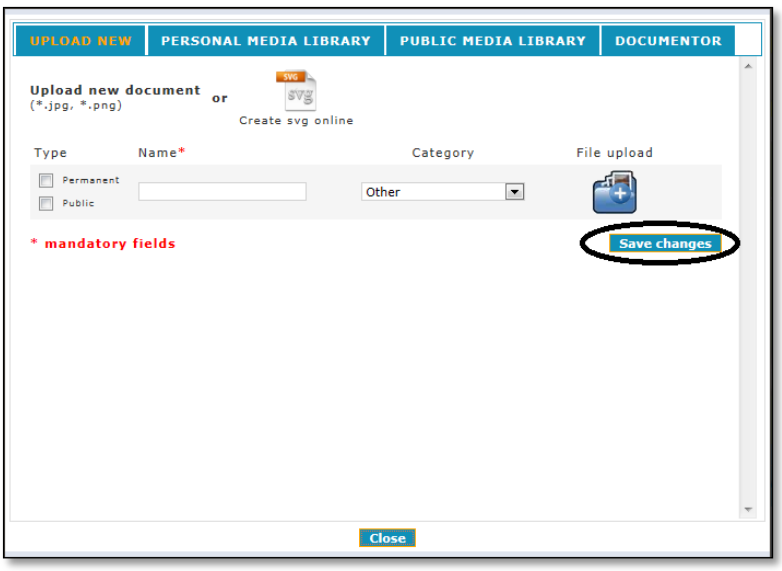
Follow the same steps for adding a text. And like the online SVG image creating tool, you are provided with the possibility of creating your text document online:



Click the *create text online* icon to edit and add a text document:

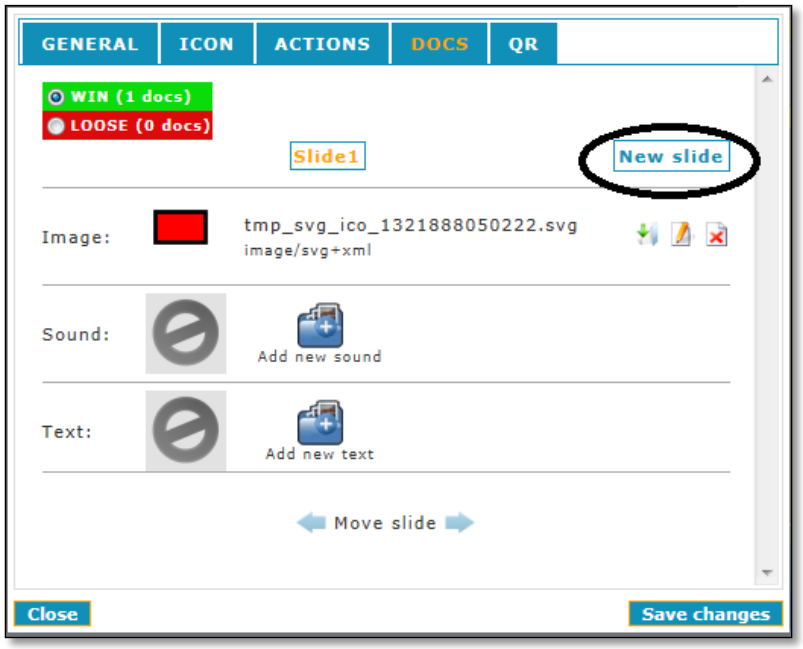


Filll out the name, compose the text and click *Save changes.*



After uploading click *Save changes*. This will save the file to the current game. If you want to share the file with other players and gamemakers tic off the *Public* checkbox. If you want the file to be used in other of your games, but do not want to share it with other people, tic of the *Permanent* checkbox. It is not possible to tic of both checkboxes.

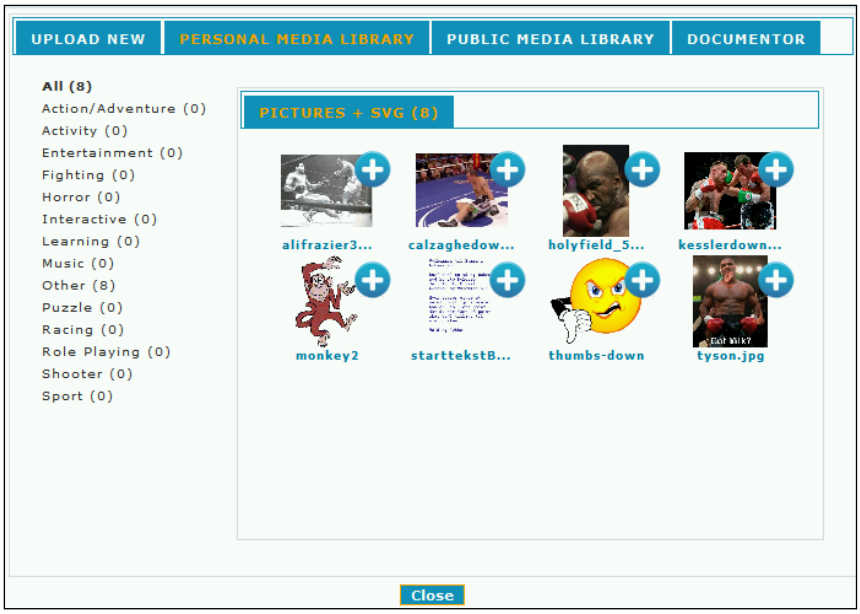
If you want to have more files of the same type associated with the AP you do so by clicking on *New slide*. These files are then displayed as additional pages in the game. The player then has to browse through the pages.



You can add different files to be displayed whether the player wins or loses.

4.2.4.1 Personal Media Library

This is your own, personal library containing only files you have uploaded. The library is divided into four groups: Pictures, Sounds, Texts and SVG's (Scalable Vector Graphic)



For upload, click the icon or the file name and click Yes. For larger view of the file, click the thumbnail picture.

4.2.4.2 Public Media Library

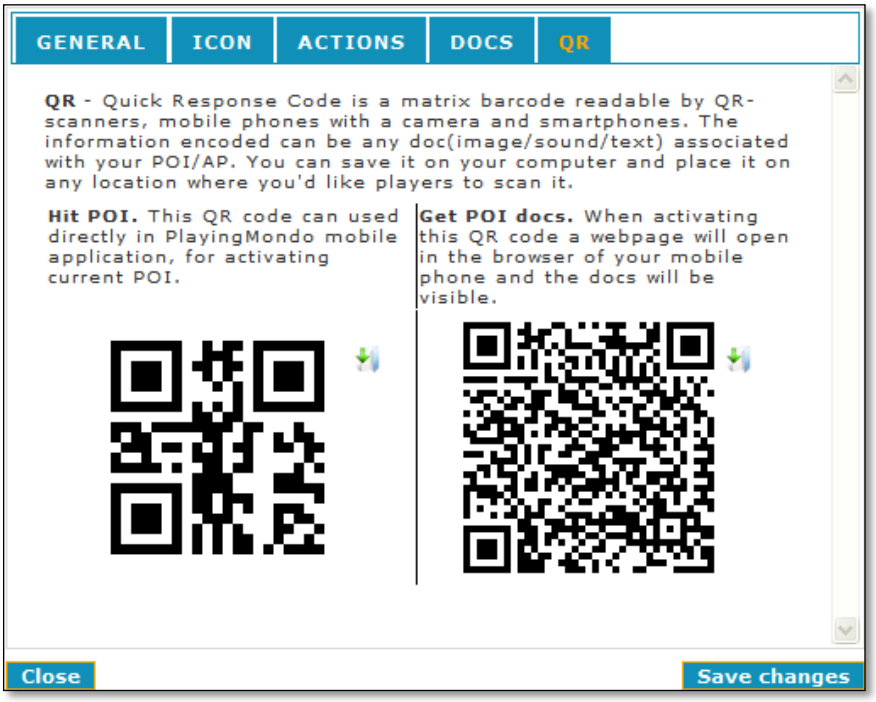
Functions the same ways as Personal Media Library except the library contains all files that are made public.

4.2.4.3 Documentor

Has the same functions as both Private and Public Media library however, it contain files that you have created with the Documentor function in PlayingMondo on your mobile device.

4.2.5 Add new POI – QR

QR - Quick Response Code is a matrix barcode readable by QR-scanners, mobile phones with a camera and smartphones. The information encoded can be any doc (image/sound/text) associated with your POI/AP. You can save it on your computer and place it on any location where you'd like players to scan it. When activating a QR code, a webpage will open in the browser of your mobile phone and the docs will be visible.

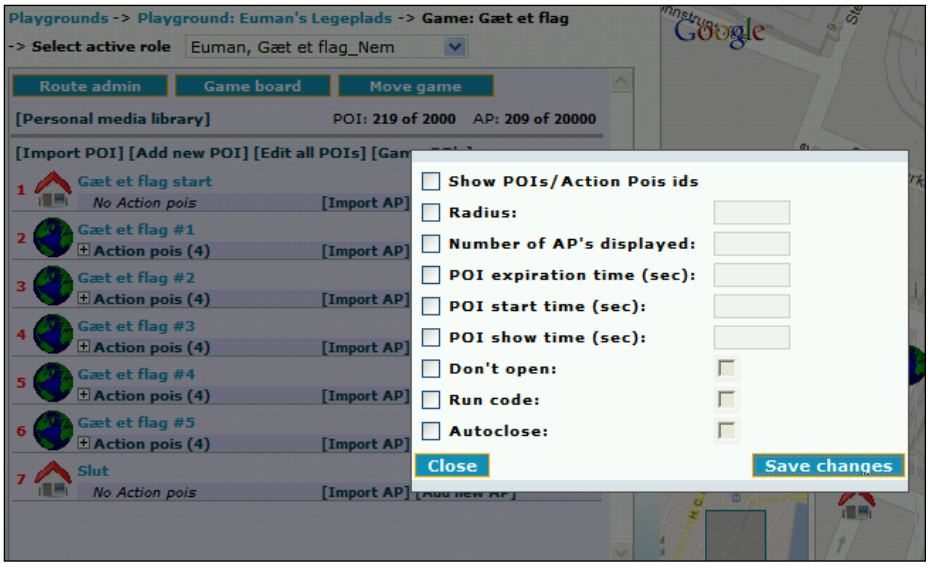


Hit POI: Using the built-in scanner in the PlayingMondo application you can activate a POI the same way as with the GPS.

Get POI Docs: Using an external scanning application the files will be displayed on a PlayingMondo website in your mobile device's browser.

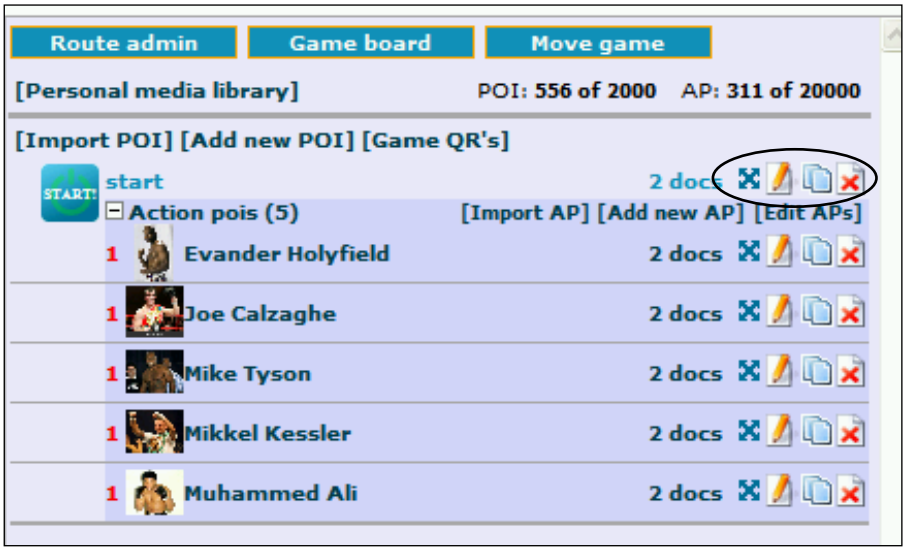
4.3 Edit all POI

Instead of editing each and one POI it is possible to change all in one go. That is of course if it is a function that should be the same for all.



Select all the parameters you'd want to change and add the value. Click ***Save changes***. For more information see: *Add new POI – Actions*

4.4 POI Functions



Following functions for POI editing is available:

Move POI. When clicked a red dot appear and the POI can be moved to position. Click ***Save pos***

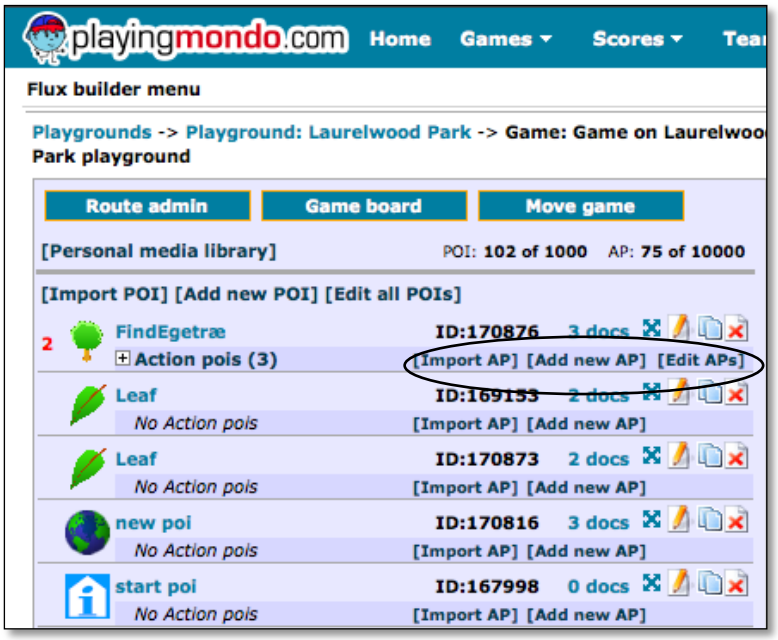
Edit POI. Click and the window with POI data will appear. Make changes and save.

Clone POI. Find the POI you'd like to be copied. Click and a red dot appear. Move to position and click ***Save pos.*** Data from original POI will be imported and the POI window is displayed. Make any potential changes and click ***Save changes.***

Delete POI. The POI chosen will be deleted.

5 Action Point of interest - AP

An Action POI – AP is always connected to a POI and the functions are also very similar. Like the POI an AP can contain documents like images, sounds and/or text. For each POI you can Import, add a new and/or Edit AP.



5.1 Import AP

1. Find and click Playground
2. Find and click the desired game
3. Find the POI and click Import AP

A window showing the available Template Action POI's appears.

4. Click the chosen AP and Yes to confirm
5. A red dot appears – move it to position
6. Click Save Pos in upper right corner

A window with the existing data for the chosen AP is displayed. You can either keep them as is or change if needed. For more information about the AP data see *Add new AP*. When done, click ***Save changes*** and the AP is ready and viewable on the Playground map.

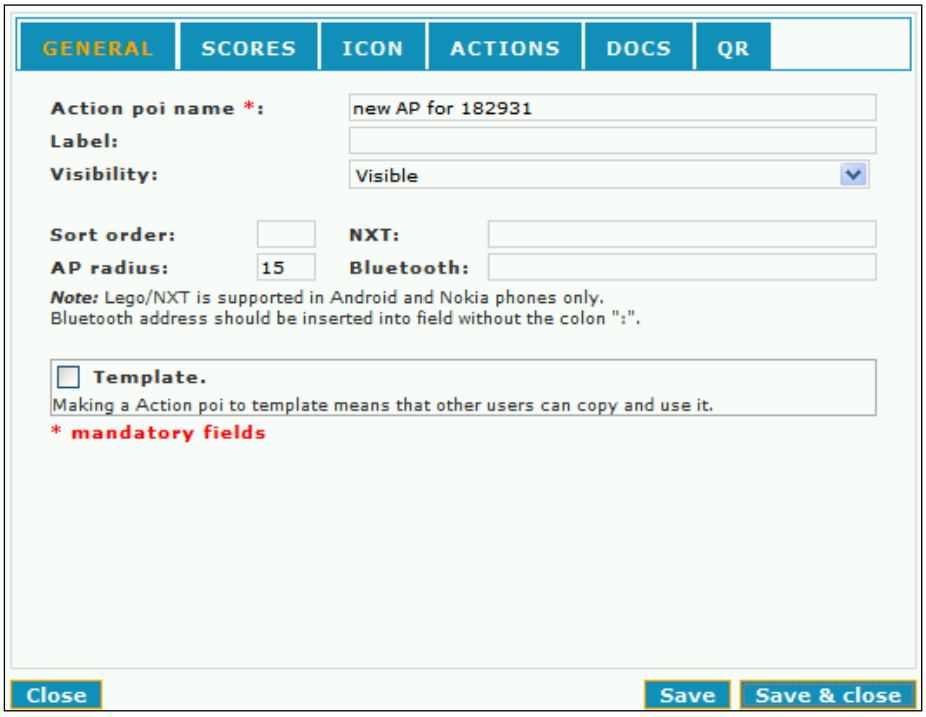
5.2 Add new AP

Choose the Playground and game to work on.

7. Click Add new AP from the chosen POI
8. A red dot appears – move it to position
9. Click Save Pos in upper right corner

You are now ready to add the different features that you'd like to be linked to your AP.

5.2.1 Add new AP – General



Action POI Name: Is required and has to be completed.

Label: Is the text that will show above the AP icon when the game is played on the mobile device.

Visibility:
Visible – Default. Will show the AP.

Non-Visible – The AP is hidden, but still functioning

Visible by sort order – Will show the individual AP's in sort order which is defined in the below field.

Sort order: The POI can be divvied up so that they will only be activated in a specific order. The lower value will be activated first. Example 1,2,3.

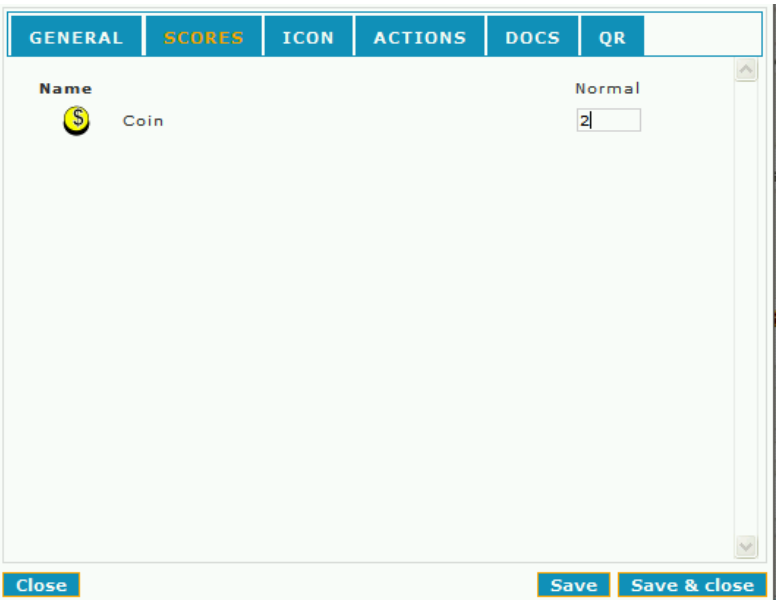
AP Radius: The individual POI can have a user-defined radius for activation. If left blank the default is 50' or 15 meter.

NXT: This is build games with Lego Mindstorm®. Add the name of the Lego Mindstorm program. Knowledge about the Lego Mindstorm is required.

Bluetooth: This is for games that use Bluetooth devices. Add the MAC address (without the colon ":") of the Bluetooth device. This is useful if the game is for indoor use and where Bluetooth activates the POI.

Template: Select if you wish to share your AP with other users.

5.2.2 Add new AP - Scores



Add the values for the different scores. Normal is the point(s) the player will earn when completing the task correctly. Negative is the point(s) that will be subtracted from the current value, when the task is not completed correctly.

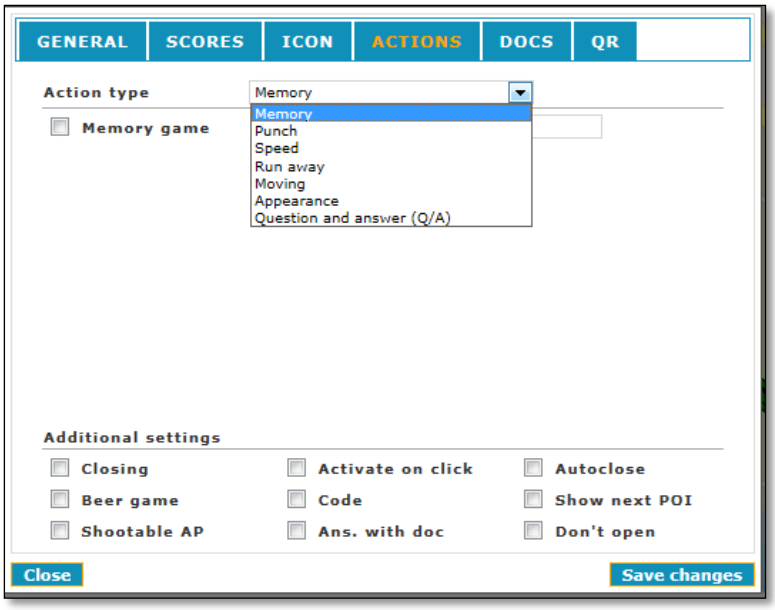
5.2.3 Add new AP - Icon

This part is very similar to the equivalent for POI's. Please redirect to this section for more information; 4.2.4 Add new POI – Docs

Icon: When clicking on the *Icon* tab a window will show where the choice is either to pick an Icon from *Gallery* or upload a new. The Gallery is for already uploaded Icons. If a new Icon is uploaded the format has to be either .png or .jpg and max. 2MB in size.

Enlarged Icon: Icon is enlarged if AP has *Punch* or *Activate on click* functions activated. You can upload different icon for this action.

5.2.4 Add new AP - Actions



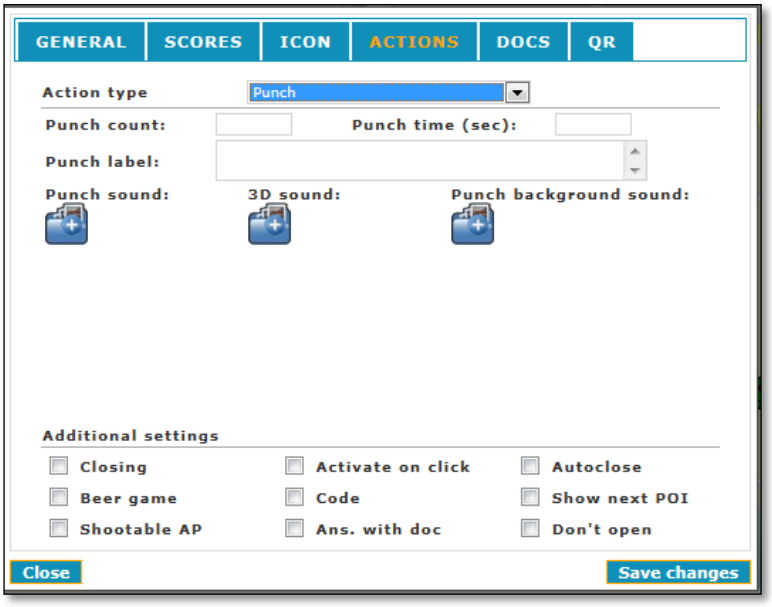
5.2.4.1 Memory game

Memory game: Select if Connect No.: is also selected. Min two AP's has to have the Memory game field selected and each pair needs to have the same number in Connect No.: as well as being activated consecutively.

- **Connect No.:** Connecting Numbers. Two AP's can be connected if they both have the same number in this field. If activated consecutively, when the game is played, the points will be scored. This is for the *Memory Game* function – see below.

5.2.4.2 Punch

This option is used for boxing games where the mobile device should be shaken or moved in anyway.



- **Punch count**:
  To activate the AP the mobile device must be shaken the specified number of times.

- **Punch time (s)**:
  Specifies the amount of time the number of punches must be made.

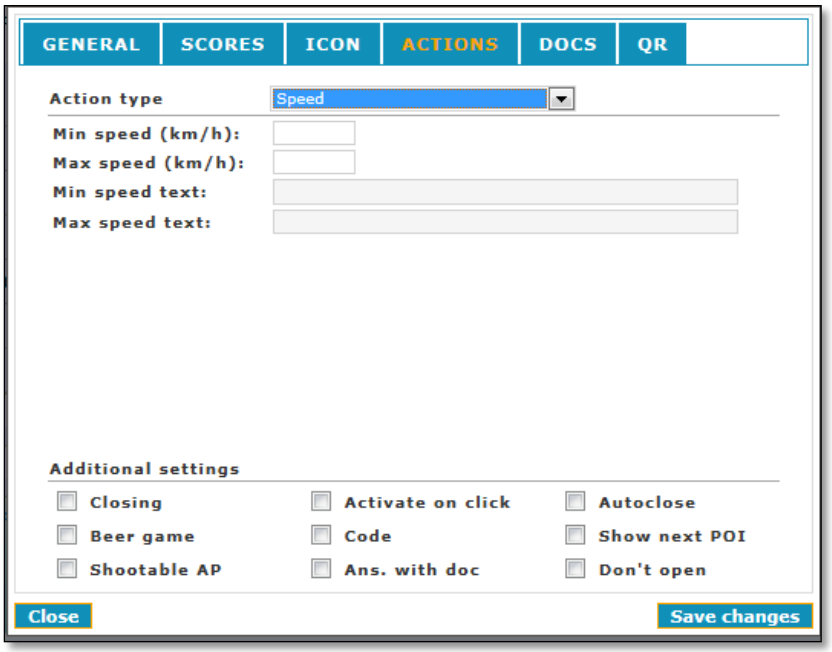
- **Punch label**:
  Label is text that will be displayed when punching.

- **Punch sound:**
  Upload a sound file to be played when the player activates the punch.

- **3D sound:**
  Upload a sound file to be played when the mobile device is within reach of the AP. The sound volume increases the lesser the distance.

- **Punch background sound:**
  Upload a sound file to be played while the punch function is in action.

5.2.4.3 Speed

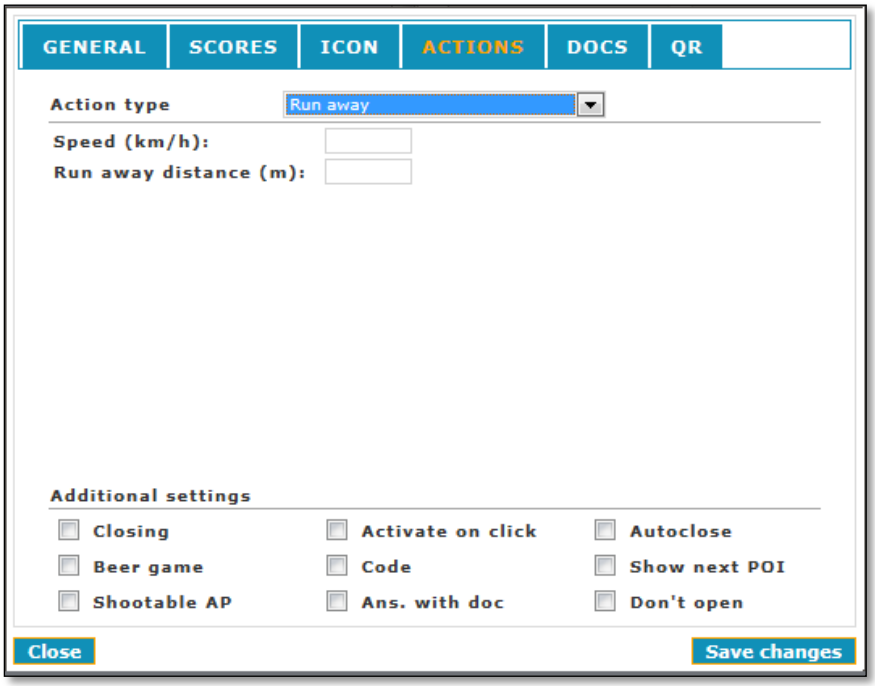


- **Min speed (km/h):** Works when in fast motion. This AP will be activated when the vehicle is reaching the indicated speed.
- **Max speed (km/h):** Works when in fast motion. This AP will be activated when the vehicle is reaching the indicated speed.
- **Min speed text:** Works in conjunction with driving. The text will show as long as the speed of the vehicle is *slower* than the indicated Min speed.

- **Max speed text:** Works in conjunction with driving. The text will show when the speed of the vehicle has reached the indicated Max speed.

5.2.4.4 Run away

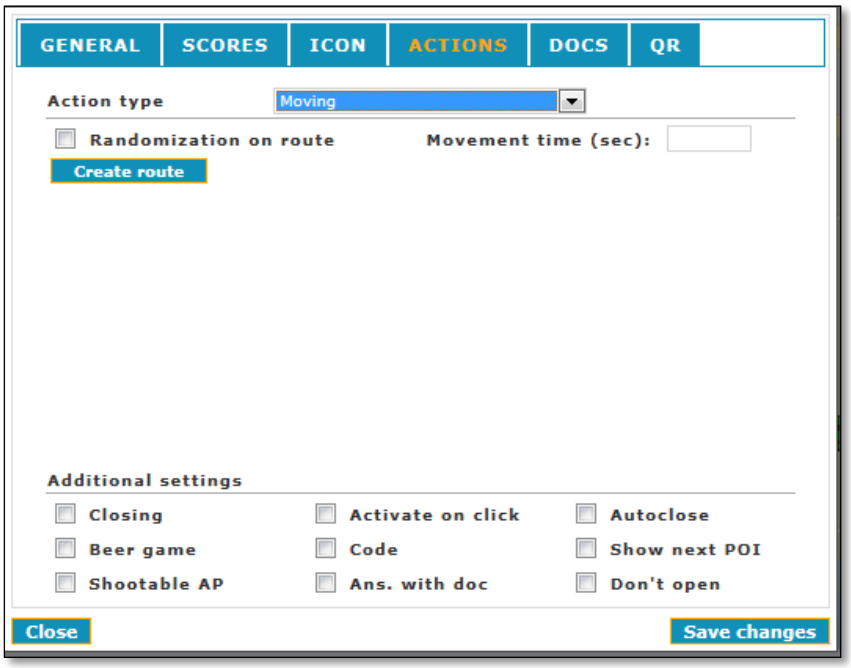
When activated this action will make the AP follow the mobile device within the indicated distance.



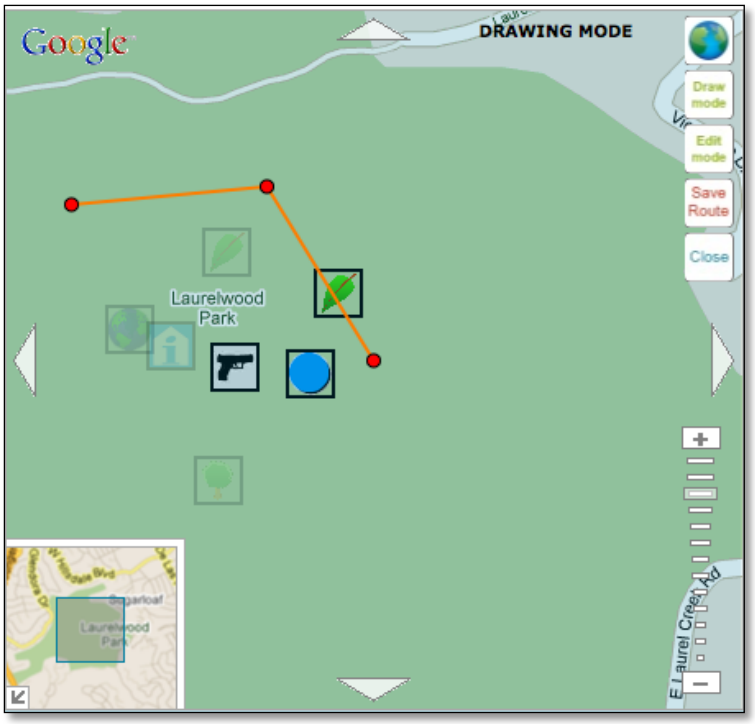
- **Runaway distance (m):** This AP will chase the player in the indicated number of meters.
- **Speed (km.h):** Indicates in km/h how fast this AP moves.

5.2.4.5 Moving

Chosing this action will make the AP move around in a route. You can either indicate a specific route or you can randomize a route for the AP.

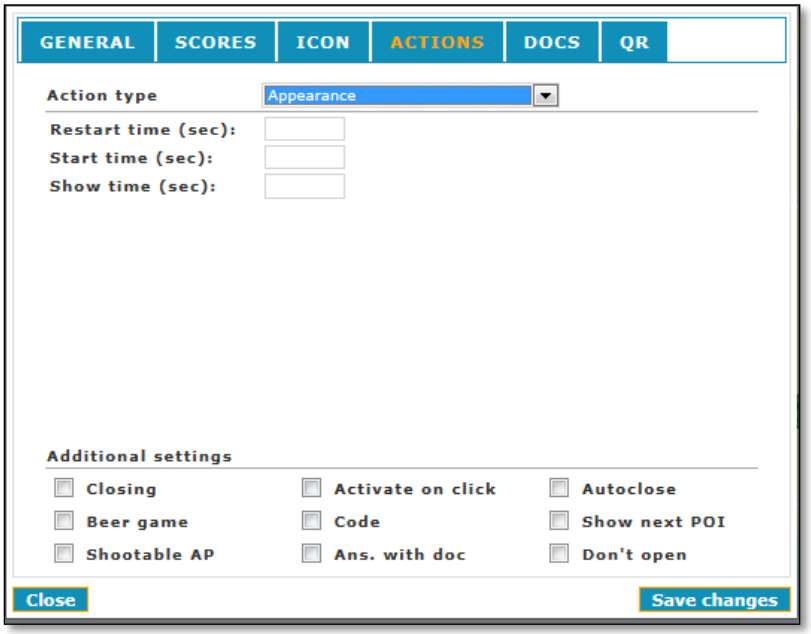


- **Movement time (sec):** Indicates in seconds, how fast this AP moves from point A to B on an already defined route. Is only usable if the AP has a defined route – see *Create route*.
- **Randomization of route:** Select if the AP should make random moves on the defined route.
- **Create route**: Select this if a defined route is wanted for this AP. When clicked the *Drawing Mode* window appear. Click ***Draw mode*** and start marking the route by clicking the points on the map.



- When finished, click ***Save Route*** and you will return to the ***Add new POI – Actions*** window. Please note that the window has now changed. It is now possible to **Edit route** and **Delete path**.

5.2.4.6 Appearance



- **Restart Time (sec.):** The number indicates how may seconds this AP will be re-displayed from last activation.
- **Start time (sec.):** Number of seconds this AP is visible following activation of POI.
- **Show Time (sec.):** Number of seconds this AP is visible in total.

*(**Start** and **Show time** must be set for this function to be activated)

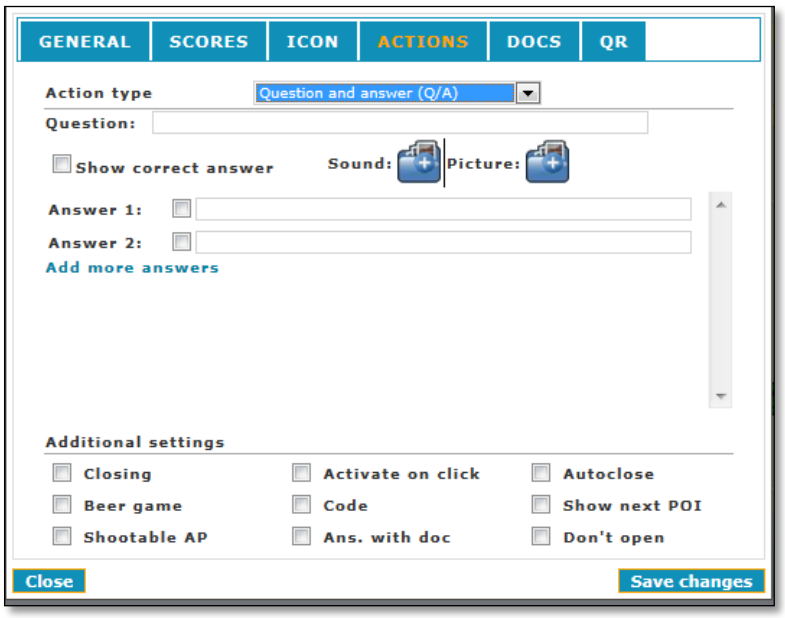
5.2.4.7 Questions & Answers

The Question/Answer function is used in games where the player has to answer defined questions.

Type in the question in the **Question** field. If the **Show correct answer** is selected, the right answer will be displayed if the player does not select the correct answer.

A sound can be played when the question is being asked. Click ***Question sound*** and upload the audio file.

Type the different choices of answers in **Answer 1**, **Answer 2** etc. Mark the correct answer. More choices can be added by clicking **Add more answers.** Remember to add the points in the *Scores* tab.



5.2.4.8 Additional settings

These are actions to be added to all functions regardless of type.

Closing: If more then one AP has closing selected and have the same sort order number, only one will be activated. When the first AP is activated the remaining will disappear and cannot be activated. This is useful in games where the player is supposed to make choices.

Activate on click: The POI will be activated when the AP is being 'clicked'. This can be done either by pointer on the screen or if the mobile device has touch screen – use the finger.

Auto close: If selected the POI will, after display, automatically close and return to the game map.

Beer game: A physical activity game where a virtual glass of beer is being emptied by tilting the mobile device .

Code: This is for games where codes need to be resolved. For example AP's to be put together in a certain order to spell 'dog'. Code is selected and in the Sort order field the numbers 1-3 is added. The AP that has the letter 'd' should have Sort order number '1' etc.

Show next POI: Only when this AP is activated the next POI will become visible. Cannot be combined with *visibility* on the POI level.

Shootable AP: If selected the AP can ONLY be activated by shooting. The function is used in shooting games, where **Liveview** is used. See *Show AR Icon*.

Ans. with docs: To score points the player must "answer" an AP by uploading a document to the server. The document can be photo, sound, video or text.

Don't open: If selected, the POI is visible, but any content is not. This function is typically used to only activate the AP.

5.2.5 Add new AP – Docs

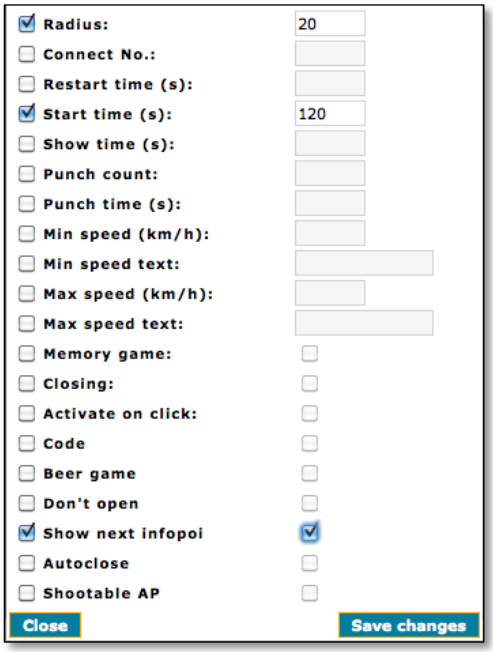
See ***Add new POI – Docs*** for more information.

5.2.6 Add new AP – QR

See ***Add new POI – QR*** for more information.

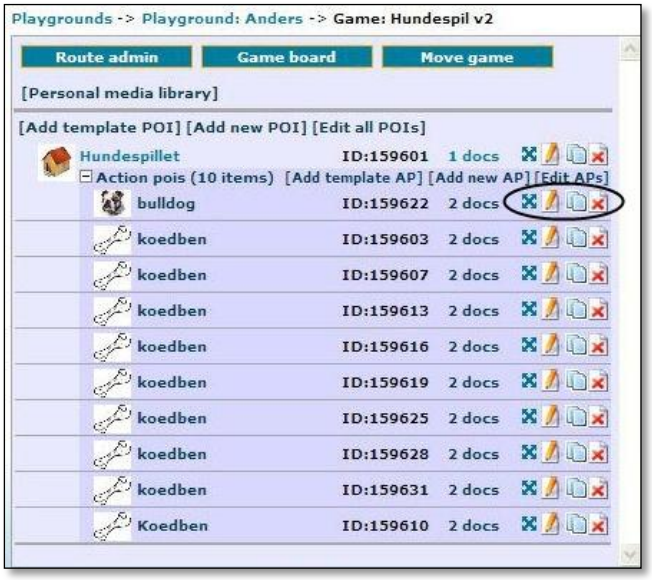
5.3 Edit all AP

Instead of editing each and one AP it is possible to change all in one go. That is of course if it is a function that should be the same for all.



Select all the parameters you'd want to change and add the value. Click ***Save changes***. For more information see: ***Add new AP – Actions***

5.4 AP Functions



Following functions for AP editing is available:

Move Action POI. When clicked a red dot appear and the AP can be moved to position. Click ***Save pos***

Edit Action POI. Click and the window with AP data will appear. Make changes and save.

Clone Action POI. Click the AP you'd like to have copied and a red dot appear. Move to position and click ***Save pos.*** Data from original AP will be imported and the AP window is displayed. Make any potential changes and click ***Save changes.***

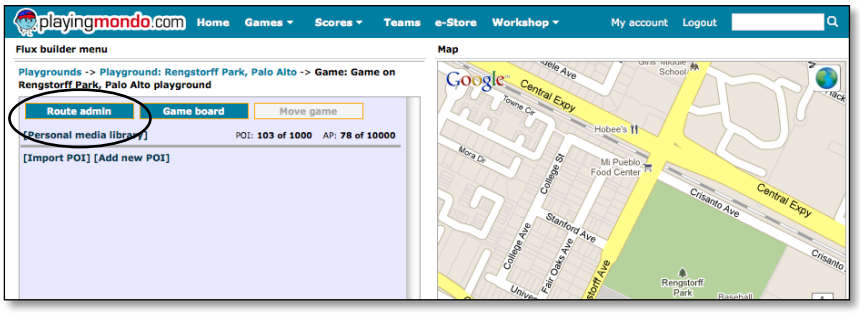
Delete Action POI. The AP chosen will be deleted.

6 Other Game Functions

6.1 Route admin

Some games would benefit from route directions such as guides to a destination or a specific route to follow,

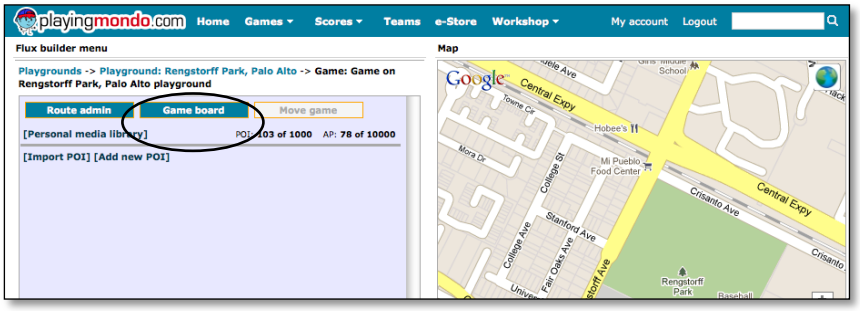
This is possible to create via *Route Admin*. From game level, with the chosen map area visible, click ***Route admin*** .



The map shows drawing mode. Click on the map where you'd like the route to start. A red dot appears. Click on your next point and continue with all points for completion. When done click ***Save route***.

6.2 Game board

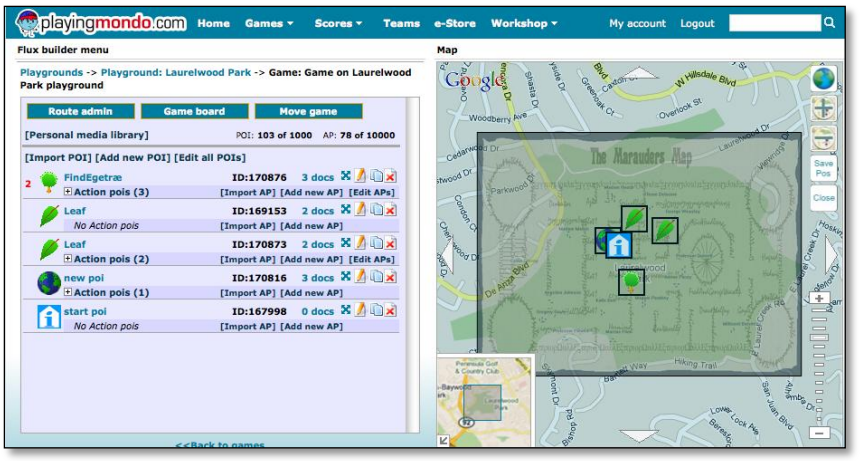
Game board is an image file that you can upload and use as an alternative to the default map. It will be shown on top of the default map and can be added for the whole game or only for a POI.



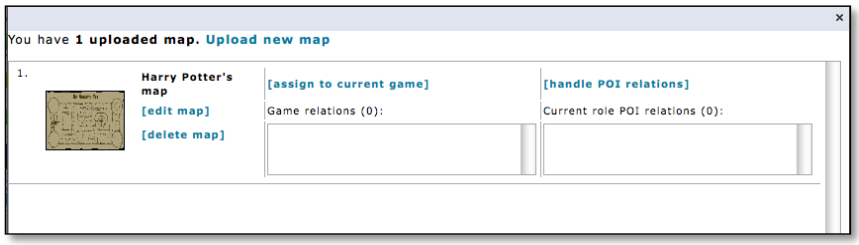
1. Click Game board from the chosen game or POI

If a maps are already uploaded click the one you want. If not:

2. Upload new map
3. Follow directions for uploading map



Size and move map to position and click ***Save pos***.

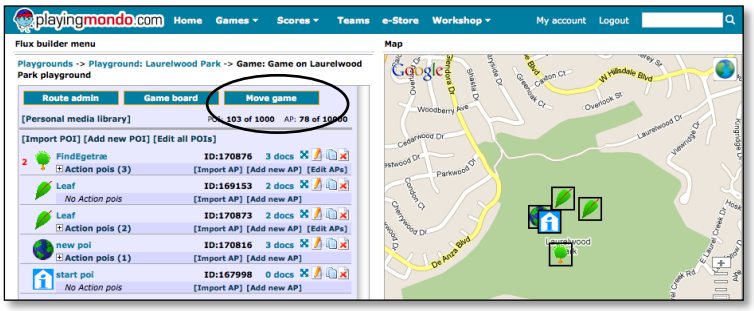


The map assignment window shows. You can assign to current game and the map will become visible throughout the whole game, or you can assign it to a specific POI. If the latter, map will only be visible for this assigned POI.

4. Click close and the map is now in place.

6.3 Move game

This function will make it possible to move a complete game from one area to another in one go.



1. Click Move game
2. A red dot appear
3. Move game to new position
4. Click Save pos. and game is now permanently moved