

# Creating Custom Skills: Braille Cell Tutor

This document will cover how to create a custom skill for Braille Cell Tutor and in doing so will explain all of the configuration options for Braille Cell Tutor.

1. This guide starts from the page of the Skill Creator you arrive at after you have selected the game (Please see [Creating Custom Skills \(Overview\)](#) for steps leading up to this stage)

The screenshot shows a 'Skill Creator' window with a dark blue header and a close button. The main title is 'Cell Tutor' with a subtitle: 'A game using braille displays to teach individual braille cells.' Below this are several configuration fields: 'Number of Rounds' (input: 1), 'Max Guesses' (input: 1), 'Should they be shuffled?' (dropdown: No), and 'Difficulty' (dropdown: Easy). At the bottom, there is a section for 'Puzzles to use in game (up to three characters per puzzle, one per box):' with three input boxes containing 'a', 'b', and 'c'. A red 'x' icon is to the left of the first box. An 'ADD PUZZLE' button is centered below the boxes. At the bottom right, there are three links: 'BACK', 'TEST', and 'NEXT'.

Start by entering in your “Puzzles” In Braille Cell Tutor, students are tasked with identifying up to 3 letters or numbers at a time on their Braille Display. Enter 1 letter or number in each box and up to three total. For instance, in the screenshot I have entered A, B, and C. When the student plays this skill on the ObjectiveEd Games Application, and has their Braille Display connected to their device. A, B, and C will appear on their Braille Display for them to read through. The game may

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ask them “Which is the letter A” to which they would type R (Dots 1, 2, 3, + 5) on their Braille Display and could answer by saying “First, One, Left”

**Number of Rounds:** This determines how many of the Puzzles you have entered that you want the student to solve each time they play. If you enter in 10 or 20 puzzles (sets of letters/numbers) into the skill, you most likely do not want the student to work through all of those puzzles each time they play. The *number of rounds* field allows you to determine exactly how many of the puzzles you entered, you want the student to solve each time they play.

**Max Guesses:** This gives the student additional guesses to solve the puzzle.

**Should they be shuffled:** When set to **Yes**, the puzzles will be presented in a shuffled order. When set to **No** they will be presented top to bottom as entered on the skill. Giving you a unique way of creating a progression of letters or numbers for the student to be presented with.

**Difficulty:** This does not adjust the game at all, it is just a tool you can use to classify how easy medium or hard the skill you designed is for your student. This difficulty will show up in the skill tables next to the skill, allowing you to easily locate skills of specific difficulties.