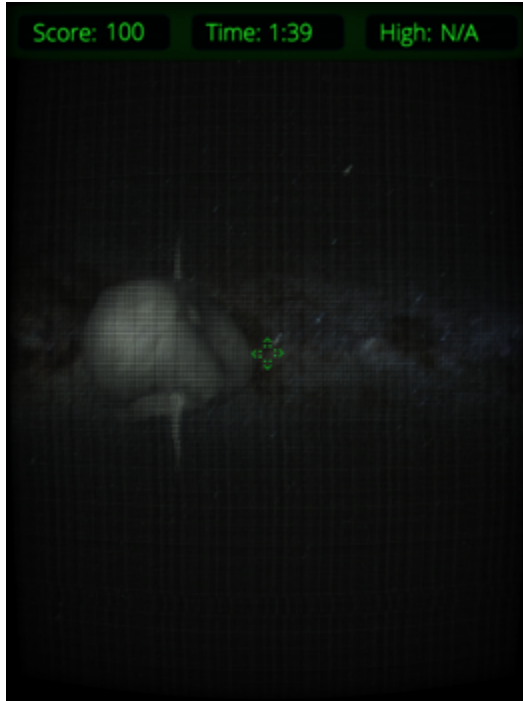


Playing/Using the Games: Audio Asteroid

This document will go over how a student plays Audio Asteroid



When a student first plays Audio Asteroid they will be prompted to enable location services. Audio Asteroid uses the location services of the device to determine which direction the device is facing.

**If the student denies the prompt to allow location services, the game will close and announce that location services is not enabled. Each time they try to open the game, it will announce that same message and close the game.

To enable location services, the student/parent will need to navigate to,

→ Go to the settings app on the device → Select Privacy → Select Location Services → Select ObjectiveEd Games → Set to “While using the App”

After completing these steps, close the app entirely and re-open. After this the student will be able to launch Audio Asteroids and begin playing.


Playing the game:

We recommend that students wear headphones for this game.

The student will hear a pinging noise when they start the game. This is an asteroid. They must physically turn the device towards the sound they are hearing until it sounds as if it is in front of them.

Once they think it is in front of them they should tap on the screen to destroy the asteroid.

The asteroid will travel towards the student, getting louder as it gets closer. The student will need to find the asteroid and shoot it before it passes by!