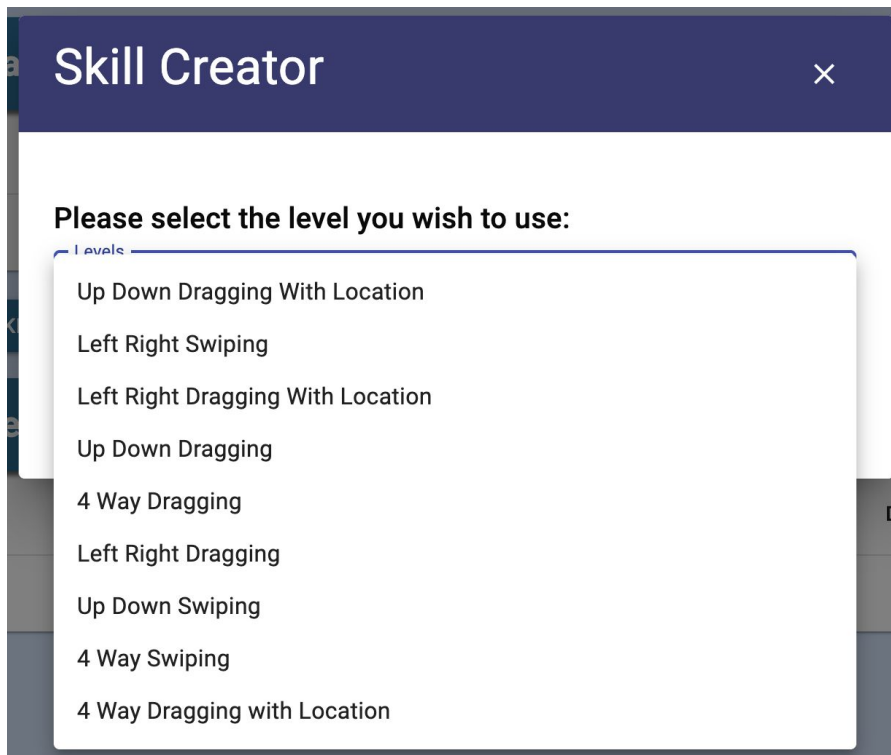


Creating Custom Skills: Barnyard

This document will cover how to create a custom skill for your Barnyard, and in doing so will explain all of the configuration options for Barnyard.

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)



- 2). You will be asked to select the level you want the student to work on. This is the first and broadest choice in making a Barnyard Skill. Your choice determines whether or not the student is working on swiping, or dragging and to two or four fences. Select the level by clicking on an option from the drop down.

Skill Creator [Close]

Please select the level you wish to use:

Levels
Left Right Swiping

Description:
On this level, the student will be asked to swipe the animals into the appropriate pen. Instructions in the game will be presented based on which variables you have chosen below. The correct pen will always be on either the left or right side of the screen.

Configure this Level:

Direction Type: [Dropdown]

Always Prompt? Yes [Dropdown]

Difficulty Easy [Dropdown]

Difficulty dictates the time in seconds the user has to put an animal in to their pen. The maximum amount of time a student has to put the animal in the pen is what they will be given on their first play-through. With each successive play-through in which they achieve their target percentage the time allowed will decrease incrementally towards the minimum.

Maximum amount of time (Seconds): 9 [Input]

Minimum amount of time (Seconds): 7 [Input]

Description: This will describe this Barnyard level and how it is played by the student and what they will be asked to do.

Direction Type: What type of directions you want the student to be prompted with (Cardinal, Clock, Relative)

Always Prompt: An animal will always be swiped/dragged to the same pen. Meaning if the student hears “Donkey Swipe Left” for the rest of the playthrough the student will always swipe the donkey to the left. Everytime an animal appears they will hear the noise that animals makes. This field determines whether or not the student always receives a prompt on where the animal is supposed to be swiped or dragged. If set to “Yes” the student will always be given the prompt. If set to “No” the following options will appear,

Always Prompt?

No

Number of Mistakes Before Prompting:

0

Number of Animal Prompts at Start:

0

Number of Mistakes Before Prompting: How many times should the student swipe/drag the animal to the wrong pen before they are given the prompt on where the animal goes again.

Number of Animal Prompts at Start: How many times should the student be informed about which fence that particular animal goes to before the prompts stop.

*These Always Prompt fields are a way to add a memory and sound identification component to Barnyard. You can use these fields to adjust the game so that the student receives the prompt and associates the animal with a certain fence and then has to remember that information and swipe/drag the animal to that correct fence and are only prompted by the sound of the animal when it appears on screen.

Difficulty: Difficulty adjusts the amount of time the student has to respond to the prompt. Changing from Easy to Medium to Hard will adjust our presets for the time accordingly, but you can adjust this setting further to be more appropriate for your student and what you are trying to teach the student.

Maximum Time: When the student selects Barnyard and plays, they will be given the maximum amount of time to respond to the prompt.

Minimum Time: If the student is reaching their target percentage while playing, each time the student selects "Play Again" we will slowly decrease them towards the minimum time. This creates a way of having the game adjust itself to challenge the student based on their performance with regards to their target percentage.