# WERO APP

## GAME GENERATION GUIDE

A Comprehensive How, What and Why of Wero App

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## OVERVIEW

The Wero App allows quick and easy game creation through the use of Google Sheets and many premade puzzle types.

## HOW TO MAKE A NEW GOOGLE SHEET

So you want to make a new game? The first step is creating a Google sheet based on the examples in the [Wero App Google Sheet](#). The GameNameTemplate sheet has a breakdown of each type of row, and this sheet can be duplicated for new games.

| Segment | Header | Text | Answer | Buttons | Data | Data | Data |
|---|---|---|---|---|---|---|---|
| Theme | Name of the theme - u | | | | Background Colour e.g. #ffffff | Transition colour e.g. #ffe783 | Button ( |
| Transition | Header Text | Paragraph Text | | Text on button | | | |
| Text | Header Text | The whole text which can take up the screen. Can | Answer if the us | Text on button | | | |
| Image | Header Text | Small paragraph above the image | Answer if the us | Text on button | Image name e.g. picture.png | Text above the input field if the | |
| Nonogram | Header Text | Small paragraph above the nonogram | | Text on button | Image name e.g. nonogram.p | | |
| Wordsearch | Header Text | Small paragraph above the wordsearch | | Text on button | Size of wordsearch e.g 10 (cr | Word to find in wordsearch (M | Word to |
| Picture | Header Text | Small paragraph above the camera | | Text on button | | | |
| ConnectDots | Header Text | Small paragraph above the dots | | Text on button | Image name e.g. dots.png | Image name for overlay image | |
| HiddenObjec | Header Text | Small paragraph above the image - "find the alien | | Text on button | Top image e.g. spaceship.png | Heatmap e.g. heatmap.png | Image o |
| CustomScen | Name of custom scen | | | | | | |
| GridTitle | Header Text | Small paragraph above grid | Answer if the us | Text on button | | | |
| Image | Text shown on grid im | | Answer if the us | Text on button | Image name e.g. picture.png | | |
| Nonogram | Text shown on grid image e.g. ? (will disappear once nonogram is solved) | | | | Image name e.g. nonogram.p | | |
| GridEnd | | Small paragraph above the input box | Answer if the us | Text on button | | | |
| Ending | Header Text | Big paragraph of text | | Text on button | Logo Image e.g. logo.png | | |

The first column - Column A titled Segment - selects from a list of set strings and this determines the rest of the data. The general purpose of each column can be found in the very first row. Generally the Header column holds the text for the header of each scene, the Answer will always hold the answer for the page and the Buttons will hold the text shown in the buttons. The rest of the columns store data for the puzzles, and this data can stretch for as many columns as necessary. Each segment has different data requirements, find out more below.

## THE DIFFERENT TYPES OF DATA

What do you want to do? Check this handy table to see which segment to use.

| Segment | Explanation | Link |
|---|---|---|
| Theme | This is where you set the colour theme and background images for the game. All scenes following this row will use this theme until a new one is defined. | Page 7 |
| Transition | A "Checkpoint" so to speak, breaks up the puzzles with a transition. MUST be put before any puzzles - ideally the second row following the Theme. | Page 10 |
| Text | A page of text, which can include an input box for player answers or can simply let the player pass after reading. | Page 11 |
| LargeTextInput | A large input field that takes up the majority of the screen. Best for when players need to write a long interpretive answer / poem. | Page 12 |
| Image | A page with limited text and a large image which can be interacted with. | Page 13 |
| Video | A page with limited text and a video which can be paused and muted. | Page 14 |
| Nonogram | A nonogram puzzle that players have to complete before progressing. | Page 15 |
| Wordsearch | A wordsearch that players have to complete before progressing. | Page 16 |
| Picture | Access the player's camera to allow them to take a picture based on a prompt. | Page 17 |
| ConnectDots | A connect the dots style game that can be covered with any image you like to give different looks, e.g. a circuit board or a map. | Page 18 |
| HiddenObject | A hidden object game where players must find items based on a prompt. | Page 20 |
| CustomScene | A custom scene built in unity for this client specifically. | Page 23 |
| MultipleChoice | A text prompt with multiple option buttons to press as opposed to a text input. | Page 24 |

| Vote | A vote between multiple options with no correct answer - MUST BE A MULTIPLAYER GAME | Page 25 |
|------|------|------|
| Ending | The end of a game must be specified with the Ending row, which will create a new ending scene. | Page 27 |
| Grids | A collection of puzzles that can all link to a meta puzzle, displayed in a grid. | Page 28 |
| Teams | Make a game multiplayer. | Page 33 |

# THE BASICS

The basic Segments and puzzles needed to make a simple Wero Game.

## THEME

Theme can be inserted at any point but it is important that this is the first row in the table after the headers - otherwise the scenes will still use the Wero colour scheme.
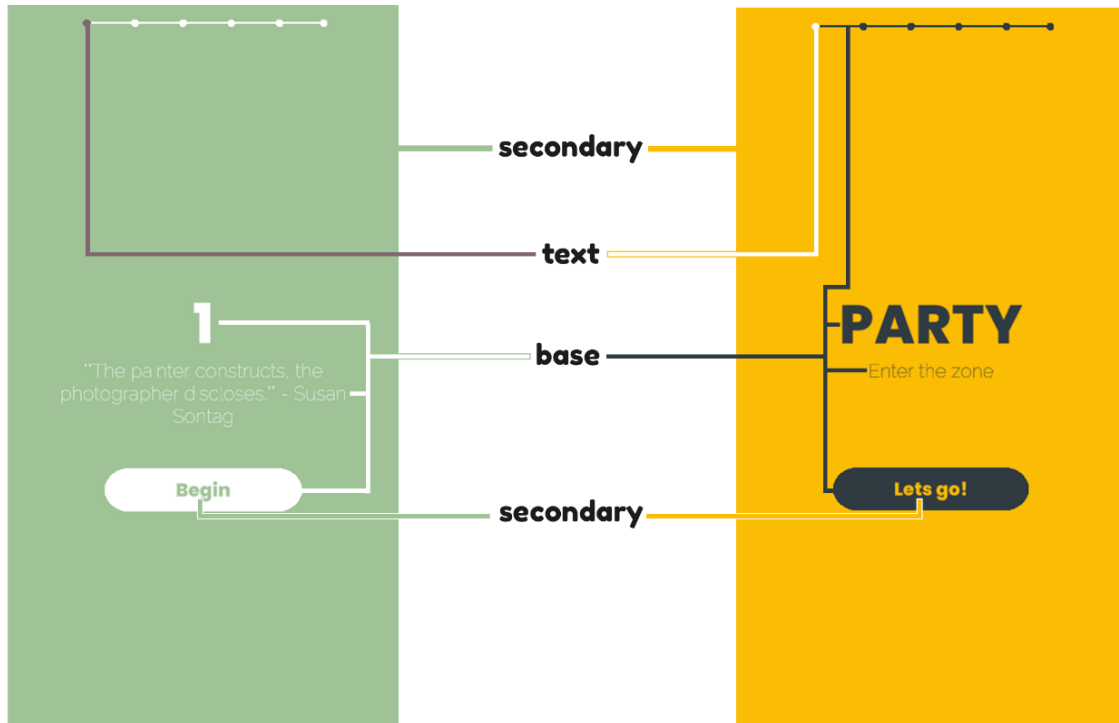
Note - The following table explains all the cells used in the Theme row but is vertically aligned for formatting. For an example of the layout in the Google sheet check out the  Wero App Google Sheet.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | Theme | Theme |
| B | Header | **THEME NAME** This is the name of the theme, used in the backend so never seen by the players. Each theme you create should have a unique name. If you wish to return to a theme later in the table you don't need to copy all the cells  - simply copy the name and the game will refer to the previously saved theme. | MindfulnessTheme |
| C | Paragraph | N/A | |
| D | Answer | N/A | |
| E | Button | **NOTEPAD** This row can be filled with TRUE or FALSE to turn on or off the notepad button (allowing players to take notes in app or not). Leave blank to not update the state of the notepad button. | TRUE |
| F | Data | **BASE COLOUR** This is the hex code colour used for the background of the scenes. This is also used as the text colour over transitions and so should contrast with the secondary colour. | #FFFFFF |
| G | Data | **SECONDARY COLOUR** This secondary colour is used as the background colour for transitions as well as other details throughout the game. | #876543 |
| H | Data | **ACCENT COLOUR** This colour is used mainly for buttons and other accenting details. Should be distinct from both the Base and Secondary | #ABCDEF |

| | | | |
|---|---|---|---|
| | | colours. | |
| I | Data | **TEXT COLOUR** This colour is used for the majority of the text in scenes, meaning it should contrast clearly with the Base colour. | #000000 |
| J | Data | **TOP LEFT IMAGE** The image that will be shown at the Top Left of the screen behind all the other UI. Leave blank to have no image appear. | topLeftImage.png |
| K | Data | **TOP RIGHT IMAGE** The image that will be shown at the Top Left of the screen behind all the other UI. Leave blank to have no image appear. | topRightImage.png |
| L | Data | **BOTTOM LEFT IMAGE** The image that will be shown at the Top Left of the screen behind all the other UI. Leave blank to have no image appear. | bottomLeftImage.png |
| M | Data | **BOTTOM RIGHT IMAGE** The image that will be shown at the Top Left of the screen behind all the other UI. Leave blank to have no image appear. | bottomRightImage.png |

# themes

**base**
**secondary**
**accent**
**text**

**base**
**secondary**
**accent**
**text**

secondary

secondary

text

text

**1**

"The pa nter constructs, the photographer d scloses." - Susan Sontag

base

**Begin**

secondary

# PARTY

Enter the zone

**Lets go!**

01 - top left    02 - top right    **corner images**

## A THOUSAND WORDS

Time to step away from the computer and stretch your legs. Get up and go for a walk in or around your home. Take a picture of a place or object of meaning for you. Make your photo as abstract or as literal as you like  Do not share it until instructed. Be back in 15 minutes.Be prepared to share the picture with the other members of your group. Do not share your picture until instructed. optional: Also include a picture of your pet. Once your group has taken your individual pictures, review the instructions as you already have the word you are looking for.

**This is a button**

03 - bottom left    04 - bottom right

# FIND MY POGS

They're rare pokemon pogs and there's 6 of 'em

text

base

accent

text

base

accent

## TRANSITION

Transitions are used as checkpoints to section off different puzzles and help with the feeling of progression. A Transition will block the *Forward and Back Buttons* in the game, meaning that once a player has passed a transition they can no longer go back to an earlier puzzle.

Note - You can add as many or as few Transitions as you'd like, however, it is necessary that there is a Transition right at the start of the game, following the first Theme row.

|  | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment |  | Transition |
| B | Header | **TITLE** This is the text that will be shown in the header of the Transition. Keep it short and sweet. | Welcome |
| C | Paragraph | **MAIN TEXT** A small paragraph of text below the Title. | "Maybe a quote or something" - Fred |
| D | Answer | N/A |  |
| E | Button | **BUTTON TEXT** The text shown in the button. | Next |

Transitions also display a progress bar at the top which shows the player how far through the game they are. This bar uses the Transitions to generalize the player's progress, meaning that adding lots of Transitions at the start of the game for example may lead the player into being misled about their progress.

## TEXT

Text scenes are just a large paragraph of text. If there is an answer defined in the Answer column then the player will be presented with an Input field at the bottom of the page. If the Answer cell is left blank the player will simply be presented with a button to progress.

|   | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | Text |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | I wrote you somethin' |
| C | Paragraph | **MAIN TEXT** The main body of text which can be enhanced with RichText tags, see below. | *A whole short story* |
| D | Answer | **ANSWER** Only fill in if the player needs to answer something in the text. | Mongoose |
| E | Button | **BUTTON TEXT** The text shown in the button. Default text is "Done". | Next |

### RICH TEXT

The game supports most simple RichText tags which can be used to affect the text that is displayed. The game will not read the formatting from the Google Sheet so this is the only way to customize text. These tags can be used for any text in the sheet including Titles and Button Texts.

**NEVER CREATE NEW LINES WITHIN CELLS OF THE GOOGLE SHEET**
**This will break when converted to a CSV. Instead type all data within a cell on the same line and use \n to insert new lines.**

| Tags | Result |
|---|---|
| \n or <br> | Creates a new line. Use two next to each other to create a line gap. |
| <b> </b> | Bolds any text between these tags. |
| <i> </i> | Italicizes any text between these tags. |
| <u> </u> | Underlines any text between these tags. |

## LINKS IN TEXT

Creating a link in text is easy but uses specific tags, different to the normal HTML tags for links:

> **<link=www.example.com> This is the text </link>**

Make sure to not include quotation marks around the link and to include the </link> end tag.

## QUOTES IN TEXT

Try to avoid using speech marks as they can cause issues when Google Sheets exports to CSV. Instead use two apostrophes. You can use the find and replace tool in Google Sheets to replace " with '.

> **SPEECH MARKS ARE EVIL!**
> **USE APOSTROPHES INSTEAD TO AVOID ISSUES!**

## LARGE TEXT INPUT

Large Text Input screens allow players to write as much as they want in response to a prompt. This will not be checked by the game and so there is no "answer" to this puzzle.

|   | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | LargeTextInput |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Got something to say? |
| C | Paragraph | **MAIN TEXT** A small paragraph at the top of the page | *Write a poem* |
| D | Answer | **NA** | |
| E | Button | **BUTTON TEXT** The text shown in the button. | Next |

IMAGE

Image scenes can be used to easily display images or images of puzzles for the player to see. The player is able to zoom and drag the image to see it in detail. If the Answer cell is not left blank then an input field will be shown at the bottom. This input area can have a small paragraph of text above it, and the scene also has a small area for text at the top under the Title.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | Image |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Look at this |
| C | Paragraph | **MAIN TEXT** The small paragraph of text at the top of the scene. | You can interact with the image by pinching |
| D | Answer | **ANSWER** Only fill in if the player needs to answer something in the image. | Mongoose |
| E | Button | **BUTTON TEXT** The text shown in the button. | Next |
| F | Data | **IMAGE FILE NAME** The name of the image file to be found in the server. Make sure to include the file type on the name such as .png or .jpg | mongoose.png |
| G | Data | **INPUT TEXT** The text shown above the input field at the bottom | What is this animal? |

Images will scale to fit best within the size of the screen, and the player is able to zoom in for more detail. However, the size/ratio of the image should be considered. Long landscape images will have to be shrunk to fit in the portrait phone screen.

VIDEO

Video scenes are very similar to Image scenes, using almost the exact same row layout. The scene will play one video on loop, and players will be able to pause and mute it.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | Video |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Look at this |
| C | Paragraph | **MAIN TEXT** The small paragraph of text at the top of the scene. | You can pause the video by tapping. |
| D | Answer | **ANSWER** Only fill in if the player needs to answer something in the image. | Mongoose |
| E | Button | **BUTTON TEXT** The text shown in the button. | Next |
| F | Data | **IMAGE FILE NAME** The name of the image file to be found in the server. Make sure to include the file type on the name such as .png or .jpg | mongoose.png |
| G | Data | **INPUT TEXT** The text shown above the input field at the bottom | What is this animal? |

Videos will scale to fit best within the size of the screen, long landscape videos will have to be shrunk to fit in the portrait phone screen.

NONOGRAM

Nonogram scenes use a small pixel image to generate the nonogram game. This image can be created in photoshop or similar and must be uploaded to the server.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | Nonogram |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Do this Nonogram |
| C | Paragraph | **MAIN TEXT** The small paragraph of text at the top of the scene. | You can interact with the image by pinching |
| D | Answer | N/A | |
| E | Button | **BUTTON TEXT** The text shown in the button. | Next |
| F | Data | **NONOGRAM IMAGE** The pixel image used to generate the nonogram. Check below for the rules for creating a nonogram image. | nonogramImage.png |

## NONOGRAM IMAGES
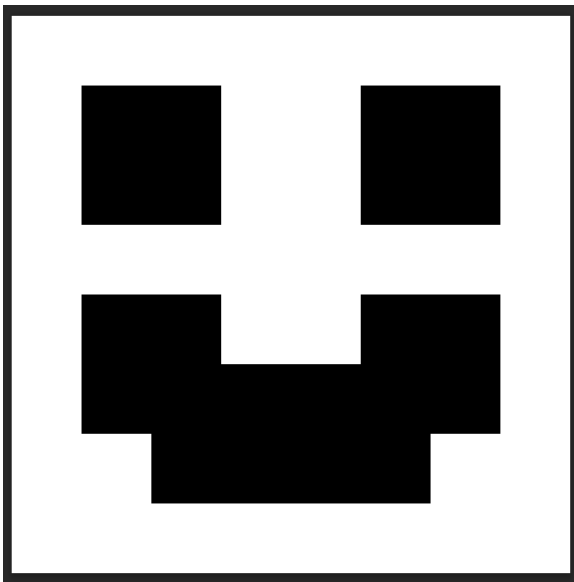


### RULES FOR CREATING NONOGRAMS

- The size of the nonogram is equal to the size of the image in pixels. The recommended size is 8x8 pixels or smaller.

- The squares in the nonogram that are filled are decided by the black pixels. The pixels have to be fully black - #000000

- Make sure the image doesn't have any blended pixels between the black and white as this could confuse the program.

## WORDSEARCH

One of the easiest puzzles to construct, the wordsearch is generated in game. This means you only have to supply the Spreadsheet with the size of the wordsearch and the words you want to be hidden. The wordsearch is generated locally for each player, meaning that no two players will have the same wordsearch - just something to keep in mind for facilitation.

|  | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | Wordsearch |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Can you find them? |
| C | Paragraph | **MAIN TEXT** The small paragraph of text at the top of the scene. | They're in here. They're just hiding... |
| D | Answer | **N/A** | |
| E | Button | **BUTTON TEXT** The text shown in the button. | Next |
| F | Data | **WORDSEARCH SIZE** The number of letters wide / tall the Wordsearch will be. Make sure this is larger than the largest hidden word to allow space for all the words to be hidden. | 10 |
| G | Data | **HIDDEN WORD** One of the words hidden in the wordsearch. | Fred |
| H + | Data | **HIDDEN WORD** There can be as many hidden words as needed, each taking up an individual cell. Bear in mind the size of the wordsearch, the recommendation is to keep it less than 8 words for players ease of use. | Fred |

## PICTURE

The Picture puzzle accesses the user's device camera to allow them to take a picture based on a prompt.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | Picture |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Take a picture |
| C | Paragraph | **MAIN TEXT** The small paragraph of text at the top of the scene. | Take a pic of something that makes you happy |
| D | Answer | **N/A** | |
| E | Button | **BUTTON TEXT** The text shown in the done button. This will not affect the icon button to take a picture, and will not affect the 'Retake' button. | Next |

## CONNECT THE DOTS

Connect the dots is a puzzle where players have to connect matching colour dots with lines that cannot overlap. In the Wero app we have the added functionality of *Blocks* which act as walls blocking the paths, as well as the ability to overlay an image to theme the puzzle.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | ConnectDots |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Connect these dots |
| C | Paragraph | **MAIN TEXT** The small paragraph of text at the top of the scene. | Drag on the dots to start a connection. |
| D | Answer | **N/A** | |
| E | Button | **BUTTON TEXT** The text shown in the button. | Next |
| F | Data | **DOT MAP IMAGE NAME** The name of the image file to be found in the server. Make sure to include the file type on the name such as .png or .jpg. This image is the "map" for where the dots should generate, check below for rules for creating this image. | dotsMap.png |
| G | Data | **OVERLAY IMAGE NAME** The name of the image file to be found in the server. Make sure to include the file type on the name such as .png or .jpg. This is the image that will go over the top of the dots. | circuitBoard.png |

There are two images which go into the creation of Connect the Dots, and both images have very different requirements. The Dot Map is a small pixel image that is used to load the dots in the correct place. The Overlay Image is a high resolution image. Both images need to line up despite their size differences, follow the outline below to guarantee your game will load correctly.

THE DOT MAP IMAGE

# connect the dots
# how to make
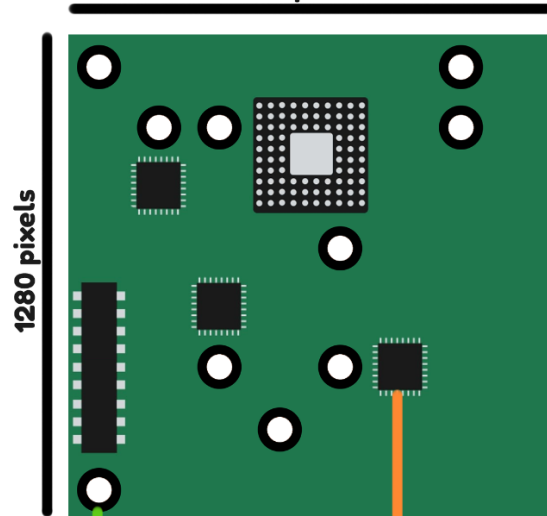
## Each puzzle is made up of 2 parts:

### map
**8 pixels**

**8 pixels**

### overlay
**1280 pixels**
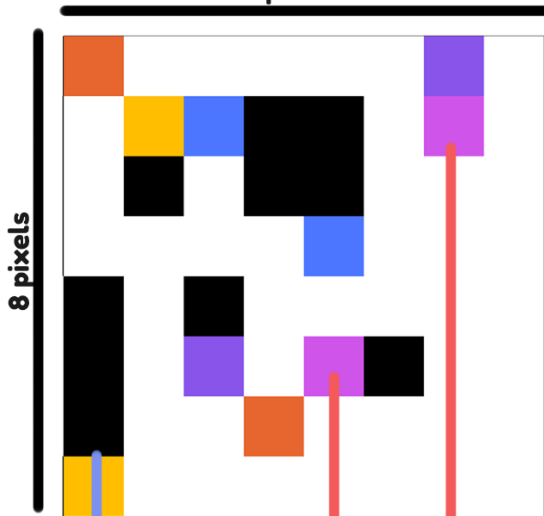
**1280 pixels**

**Pure black (#000000) is used to create Blocks which stop lines.**

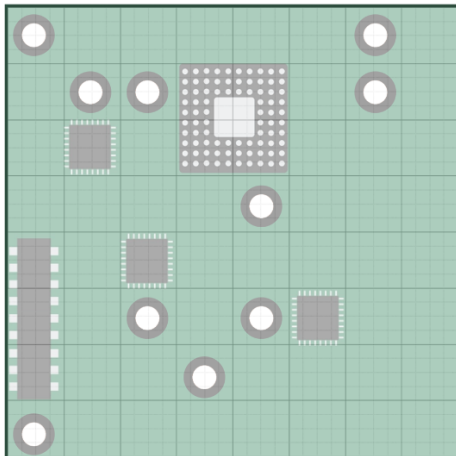**Must have 2 pixels of the exact same colour, these form the dots. This is the colour of the dots / line.**
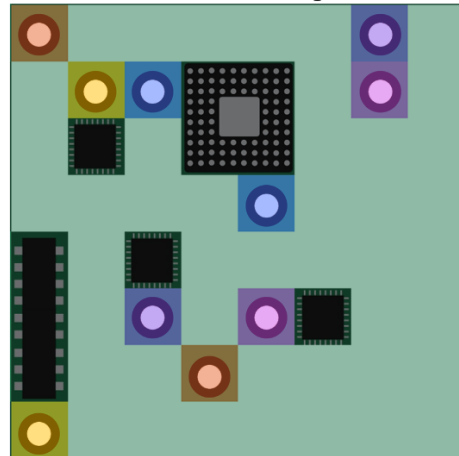
**Transparent hole to allow the dot colour to show through.**

**Decoration used to show where Blocks are.**

## Make sure the images will line up:

**Turn on the grid in Photoshop and use each large grid square to represent the a pixel on the map**

**You can also use a screenshot of the map to line up your overlay image.**

## HIDDEN OBJECTS

Hidden Objects is a simple point-and-click inspired game, where players are given a prompt and must find up to 6 items in an image. The game does this with the use of a *Heatmap* image, which uses 6 distinct colours to recognise when a player has clicked an object.

|  | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | HiddenObject |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Find the things |
| C | Paragraph | **MAIN TEXT** The small paragraph of text at the top of the scene. | I dropped all my various unique clocks, help me find all 6? |
| D | Answer | **N/A** | |
| E | Button | **BUTTON TEXT** The text shown in the button. | Next |
| F | Data | **OVERLAY IMAGE NAME** The name of the image file to be found in the server. Make sure to include the file type on the name such as .png or .jpg. This image is the detailed hidden object picture. | hiddenObjects.png |
| G | Data | **HEATMAP IMAGE NAME** The name of the image file to be found in the server. Make sure to include the file type on the name such as .png or .jpg. This is the heatmap which is hidden beneath the Overlay image | hiddenHeatmap.png |
| H | Data | **OBJECT ONE IMAGE** The individual image of object one which will be revealed once the player finds it in the picture. | objectOne.png |
| I | Data | **OBJECT TWO IMAGE** The individual image of object two which will be revealed once the player finds it in the picture. | objectTwo.png |
| J | Data | **OBJECT THREE IMAGE** The individual image of object three which will be revealed once the player finds it in the picture. | objectThree.png |

| K | Data | **OBJECT FOUR IMAGE** The individual image of object four which will be revealed once the player finds it in the picture. | objectFour.png |
|---|------|---|---|
| L | Data | **OBJECT FIVE IMAGE** The individual image of object five which will be revealed once the player finds it in the picture. | objectFive.png |
| M | Data | **OBJECT SIX IMAGE** The individual image of object six which will be revealed once the player finds it in the picture. | objectSix.png |

**Note - There can only be up to 6 hidden objects in each image. There can be less but never more. Each item is associated with a unique colour which is used in the Heatmap, see below.**
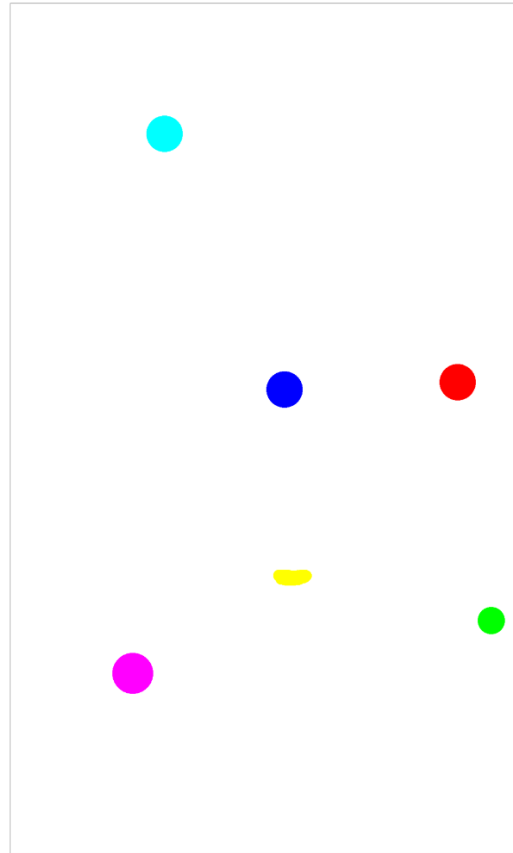
| ITEM NUMBER | | COLOUR |
|---|---|---|
| 1 | | #FF0000 |
| 2 | | #00FF00 |
| 3 | | #0000FF |
| 4 | | #FFFF00 |
| 5 | | #FF00FF |
| 6 | | #00FFFF |

# hidden objects how to:

## overlay image

## map



The map can be made on a new layer
in the same Photoshop file, highlight
each of the collectables in the image.
Use the preset colours listed above.

Individual png images of the items to find
named in the order of the colours on the map

image01.png    image02.png    image03.png

image04.png    image05.png    image06.png

## CUSTOM SCENE

Some games may require a whole new custom puzzle. This will take a rebuild of the app and each new Custom game could be added to the Game Manager to load through the spreadsheet. The other, simpler option is to use the Custom Scene segment. This will simply call the scene name provided, and will not pass any additional data to the game.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | CustomScene |
| B | Header | **SCENE NAME** This is the name of the scene to be loaded. | MyNewScene |

Note - If the game cannot find this scene, it will transition to a scene called *FailedToLoadScene,* which has a default message to tell the player that the scene couldn't be loaded.

## MULTIPLE CHOICE

A small text prompt with multiple options beneath. Players can try answering the question as many times as possible without any real punishment until they find the correct answer. You can define as many options in the sheet as necessary.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | MultipleChoice |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Pick a Card |
| C | Paragraph | **MAIN TEXT** The small text prompt above the options, normally a question. | Pick the highest card |
| D | Answer | **ANSWER** The index number of the correct answer - starting at 1. | 2 |
| E | Button | **BUTTON TEXT** The text shown in the button. Default text is "Done". | Next |
| F | Data | **INDEX IDENTIFIER** The index identifier which shows on each option. A choice between Letters, Numbers or Null. | "Letters" / "Numbers" / "Null" |
| G | Data | **OPTION 1** The first option in the list. Will be displayed first in game and will have the Index Identifier of 1 or A. | 2 of Clubs |
| H | Data | **OPTION 2** The second option in the list. Will be displayed second in game and will have the Index Identifier of 2 or B. (in this example this is the correct answer) | Queen of Diamonds |
| I | Data | **OPTION 3** The third option in the list. Will be displayed third in game and will have the Index Identifier of 3 or C. | 5 of Spades |
| J ... | Data | **OPTION 4...** This can be repeated for as many options as needed (limited at 26 for letter Identifiers) | 10 of Hearts |

## VOTE

A vote is similar to The Multiple Choice puzzle, however there is no correct answer. All members of a team will vote using a Dot voting system, and once everyone has voted the anonymous results are shown.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | Vote |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Vote on a Card |
| C | Paragraph | **MAIN TEXT** The small text prompt above the options, normally a question. | Vote on the coolest card |
| D | Answer | **NUMBER OF VOTES** There is no correct answer to votes, and so this cell is used to decide how many votes each player has. | 5 |
| E | Button | **BUTTON TEXT** The text shown in the button. Default text is "Done". | Next |
| F | Data | **INDEX IDENTIFIER** The index identifier which shows on each option. A choice between Letters, Numbers or Null. | "Letters" / "Numbers" / "Null" |
| G | Data | **OPTION 1** The first option in the list. Will be displayed first in game and will have the Index Identifier of 1 or A. | 2 of Clubs |
| H | Data | **OPTION 2** The second option in the list. Will be displayed second in game and will have the Index Identifier of 2 or B. | Queen of Diamonds |
| I | Data | **OPTION 3** The third option in the list. Will be displayed third in game and will have the Index Identifier of 3 or C. | 5 of Spades |
| J ... | Data | **OPTION 4...** This can be repeated for as many options as needed (limited at 26 for letter Identifiers) | 10 of Hearts |

ENDING

The Ending row will force the ending of the game even if there are rows following it in the sheet, so this row must be put last. The Ending page can show an image, a small conclusion paragraph as well as an input area for email collection and possibly a reflection button for looking back on Large Text Inputs and Camera pictures. The Ending scene also has a share button, and the preloaded info shared can be edited in the google sheet.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | Ending |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Thanks for Playing |
| C | Paragraph | **MAIN TEXT** This is a larger paragraph that can take up half the screen if there is an image, or the whole screen if there is no image. | Thanks for playing, hope you had fun. Wanna keep in touch? Put your email below. |
| D | Answer | **N/A** | |
| E | Button | **BUTTON TEXT** The text shown in the button. Default text is "Done". | Back to Menu |
| F | Data | **IMAGE** The image shown at the top of the page - could be a logo or a custom picture or could be left blank if no image is needed. | endImage.png |
| G | Data | **SHARE SUBJECT** The subject of the message when shared using the share button. May not be used in all sharing apps, but will be the subject of an email. | I had a great time with Wero. |
| H | Data | **SHARE MESSAGE** The message when shared using the share button. | I did good at game. |
| I | Data | **SHARE LINK** A URL link that will be appended onto the message - in some apps this will load a small preview of the site. | https://werocreative.com/ |
| J | Data | **SHARE IMAGE** The image that will be shared using the share button. Can be left blank if there is no image. | shareImage.png |

# GRIDS

To use a Grid to layout puzzles requires the use of multiple rows:

Grid Title

Grid Components
...

Grid End

## GRID TITLE

The Grid Title needs to be included first before any other Grid rows. This row is what tells the game to load a Grid Scene, and so it holds the Text shown in this scene.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | GridTitle |
| B | Header | **TITLE** This is the text that will be shown in the header of the scene. Keep it short and sweet. | Answer all these puzzles |
| C | Paragraph | **MAIN TEXT** The small paragraph of text at the top of the scene. | You can do this in any order you like! |

Grids can technically contain as many Grid components as needed, and the puzzle buttons will layout to fit inside the grid on the screen. However, avoid creating grids with too many components, as this will result in smaller buttons on mobile devices.

## GRID COMPONENT - IMAGE

Grids can contain images, and the row is similar to the normal Image row, with only a few changes.

GO TO BASE IMAGE INFO

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | Image |
| B | Header | **GRID TEXT** The text shown on the item in the grid - often just a letter or number to help distinguish items. | A |
| C | Paragraph | **N/A** | |
| D | Answer | **ANSWER** If the player needs to input an answer here, if not then leave blank. | Answer |
| E | Button | **BUTTON TEXT** Text shown on button | Done |
| F | Data | **IMAGE** The name of the image that will be shown. Make sure to include the file type. | image.png |

## GRID COMPONENT - TEXT

Grids can contain Text, and the row is similar to the normal Text row, with only a few changes.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | Text |
| B | Header | **GRID TEXT** The text shown on the item in the grid - often just a letter or number to help distinguish items. | A |
| C | Paragraph | **TEXT** The main text shown on the page | *Lots of words* |
| D | Answer | **ANSWER** If the player needs to input an answer here, if not then leave blank. | Answer |
| E | Button | **BUTTON TEXT** Text shown on button | Done |

## GRID COMPONENT - CONNECT THE DOTS

Grids can contain Connect the Dots, and the row is similar to the normal Connect the Dots row, with only a few changes.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | ConnectDots |
| B | Header | **GRID TEXT** The text shown on the item in the grid - often just a letter or number to help distinguish items. | A |
| C | Paragraph | N/A | |
| D | Answer | N/A | |
| E | Button | **BUTTON TEXT** Text shown on button | Done |
| F | Data | **DOT MAP IMAGE NAME** The name of the image file. This image is the "map" for where the dots should generate. | dotsMap.png |
| G | Data | **OVERLAY IMAGE NAME** The name of the image that will go over the dots. | circuitBoard.png |

## GRID COMPONENT - HIDDEN OBJECT

Grids can contain Hidden Object, and the row is similar to the normal Hidden Object row, with only a few changes.

GO TO BASE HIDDEN OBJECT INFO

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | HiddenObject |
| B | Header | **GRID TEXT** The text shown on the item in the grid - often just a letter or number to help distinguish items. | A |
| C | Paragraph | N/A | |
| D | Answer | N/A | |
| E | Button | **BUTTON TEXT** Text shown on button | Done |
| F | Data | **OVERLAY IMAGE NAME** The name of the image file. This is the detailed hidden object picture. | hiddenObjects.png |
| G | Data | **HEATMAP IMAGE NAME** The name of the image file. This is the heatmap which is hidden beneath the Overlay image | hiddenHeatmap.png |
| H | Data | **OBJECT ONE IMAGE** The individual image of object one which will be revealed once the player finds it in the picture. | objectOne.png |
| I | Data | **OBJECT TWO IMAGE** The individual image of object two which will be revealed once the player finds it in the picture. | objectTwo.png |
| J | Data | **OBJECT THREE IMAGE** The individual image of object three which will be revealed once the player finds it in the picture. | objectThree.png |
| K | Data | **OBJECT FOUR IMAGE** The individual image of object four which will be revealed once the player finds it in the picture. | objectFour.png |

| | | | |
|---|---|---|---|
| L | Data | **OBJECT FIVE IMAGE** The individual image of object five which will be revealed once the player finds it in the picture. | objectFive.png |
| M | Data | **OBJECT SIX IMAGE** The individual image of object six which will be revealed once the player finds it in the picture. | objectSix.png |

GRID END

Grids must be completed with the GridEnd row. This will bookend all of the Grid Components and is also the row where a meta-puzzle password for the grid is stored.

| | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | GridEnd |
| B | Header | **N/A** | |
| C | Paragraph | **TEXT** A small paragraph above the Input box | Put all the answers together and type them below. |
| D | Answer | **ANSWER** The answer which relates to the entire grid, leave blank if there is no meta-puzzle and players can progress after completing all grid components. | Answer |
| E | Button | **BUTTON TEXT** Text shown on button | Done |

# TEAMS

**Team work makes the dream work**

## TEAM SELECTION

The Team Selection row is the only row needed to set a game to multiplayer. This row must be added at the start of the game following the first Transition and the Theme. This is the page where the players will choose their player name, team and icon, as well as the page where Facilitators can sign in.

|   | Column Title | Explanation | Example |
|---|---|---|---|
| A | Segment | | TeamSelection |
| B | Header | **TITLE** This is the text that will be shown in the header of the screen. Keep it short and sweet. | Join a team |
| C | Paragraph | **TEXT** A small paragraph of text below the Title. | Pick a username |
| D | Answer | N/A | |
| E | Button | **BUTTON TEXT** The text shown in the button. | Next |
| F | Data | **TEXT** A small paragraph above the team selection | Pick a team to join |
| G | Data | **PASSWORD** The password that locks off the Facilitator space - Caps sensitive. | AdminPassword |
| H | Data | **ALLOW CUSTOM TEAMS** True or False to determine if players can create custom teams. Defaults to True. If False you must fill the next few columns with Team Names | TRUE / FALSE |
| I | Data | **TEAM NAME** A pre-set team that players can join. | Cool Team One |
| J ... | Data | **TEAM NAME** A pre-set team that players can join. | Nice Other Team |

MULTIPLAYER SETUP

Setting a game to multiplayer is simple, and there are only a few steps to follow:

**STEP ONE - Add team row to Spreadsheet**

Make sure the Spreadsheet includes a TeamSelect row. This is the part that tells the game it is multiplayer.

**STEP TWO - Create the SQL table**
Create a SQL table in the database to store the data. Each game will need a different table to store data, and these tables will be different sizes depending on the puzzle. Table creation can be done either manually or automatically with the unity project. The automatic approach is recommended.

**THE AUTOMATIC APPROACH**
Make sure the Spreadsheet is saved as a CSV and uploaded to the server, see here for details. In the Unity project there is a scene called *DoNotBuild-CreateDatabaseTable* (may be renamed / built into a standalone application in the future). Run the scene and type the name of the game into the Input box. The program will then retrieve the CSV file and read through it to create an SQL table for this game.

**THE MANUAL APPROACH**
If you are unable to use the automatic approach for any reason, the table can be generated manually, however there are some strict requirements to follow, it must have the following columns in this order:

| # | Name | Type | Collation | Attributes | Null | Default | Comments | Extra |
|---|------|------|-----------|------------|------|---------|----------|-------|
| 1 | PlayerID 🔑 | int | | | No | *None* | | AUTO_INCREMENT |
| 2 | PlayerName | text | utf8mb4_general_ci | | No | *None* | | |
| 3 | PlayerIcon | int | | | No | *None* | | |
| 4 | TeamName | text | utf8mb4_general_ci | | No | *None* | | |
| 5 | Timer | text | utf8mb4_general_ci | | No | *None* | | |
| 6 | FacilitatorMessage | text | utf8mb4_general_ci | | No | *None* | | |
| 7 | Row_0 | text | utf8mb4_general_ci | | Yes | *NULL* | | |

There must be a column for each puzzle named Row_[index] like the one above. Puzzles are rows in the spreadsheet excluding *Transitions*, *Themes* and *GridTitles*. Vote puzzles require the column Type to be text, whilst other puzzles are Booleans set to false by default.

## THE MANUAL SQL STATEMENT

To create a table using an SQL statement, update this base command:

CREATE TABLE {database} {userGame}_PlayerProgress (

PlayerID INT NOT NULL AUTO_INCREMENT ,

PlayerName TEXT NOT NULL ,

PlayerIcon INT NOT NULL ,

TeamName TEXT NOT NULL ,

Timer TEXT NOT NULL ,

FacilitatorMessage TEXT NOT NULL,

Row_0 BOOLEAN NOT NULL DEFAULT FALSE,

Row_1 BOOLEAN NOT NULL DEFAULT FALSE,

Row_2 BOOLEAN NOT NULL DEFAULT FALSE,

PRIMARY KEY (PlayerID)) ENGINE = InnoDB;

# DATABASE

How to upload data to the database

## HOW TO UPLOAD A GOOGLE SHEET TO THE SERVER

So you've made your game? Here's how to put it on the server so it can be played. Uploading new games to the server is a quick process, but there are some important steps you must take to make sure everything will work correctly. This process can be repeated and the file on the server can be overwritten for any updates or changes to the game.

### STEP ONE - Check the game

Before anything else, it is important to check that the Google sheet is formatted correctly. Make sure there are no typos - especially in the Segment column. Make sure there are no extraneous cells halfway along the sheet. Make sure there is an Ending row at the end of the game.

### STEP TWO - Save as a CSV

Google sheets allow you to export a sheet as a CSV file. Go to File/Download/Comma Separated Values (.csv) and choose a local folder to save the file. This will only export the sheet you are currently on.

### STEP THREE - Rename the file

You will likely have to rename the file, the name will be the text players will have to input to join the game. Because of this it is important that this file has a human readable and easy to spell name.

*RULES*
- *Use simple and easy to read names*
- *Keep names short and unique*
- *Avoid spaces and other strange characters*
- *KEEP THE NAME ALL LOWER CASE!*
- *NO CAMEL CASE OR ANYTHING FANCY*
- *JUST LOWER CASE LETTERS*

### STEP FOUR - Upload to the server

Upload the CSV file to the Sheets folder in the server. Great work! The final step is to create a folder in the Images file in the server. This folder must have the exact same name as the game sheet, and this is where the images for the game will be stored. Read below for more details...

## HOW TO UPLOAD AN IMAGE TO THE SERVER

Images are very important to the creation of games for the Wero App, and they have to be uploaded to the server in a specific way to make sure everything works.

### STEP ONE - Make an image

This is an easy step, but make sure to check if the puzzle you're making an image for has any requirements, for example Nonogram images need to be small in size and must only use black and white pixels. Save this image locally as either a PNG or similar.

### STEP TWO - Put it on the server

Within the WeroAppData server there is a folder called *images*. In this folder you need to have a dedicated folder for the images used in this game. This folder should share the name EXACTLY with the CSV for the game for example *mindfulness.* This is where you can upload the image.

### STEP THREE - Reference it in the sheet

Now just make sure you've named it correctly in the google sheet. This is case sensitive. Make sure to include the file type in the google sheet e.g. imageOfMongoose.png.

### STEP FOUR - Relax

It's that easy! If the game crashes / doesn't load the images make sure to double check spelling of folders and image names.

## HELP IT'S NOT WORKING!

If the game isn't loading correctly there are a few things you can check:

- Check Google sheet for typos - especially in the first Column titled *Segment.* These cells cannot be misspelled as the game uses this string to distinguish which scene to load.

- Check spelling of image names and make sure you're including the file extension.

- Check that the image file in the server has the same name as the game sheet and contains all the images referenced.

- Check the saved name of the CSV and make sure it matches the name of the image folder.

- Check you aren't using a Vote puzzle in a single player game.

- If creating a multiplayer game make sure that Custom Teams is set to true and/or you have created some preexisting teams. If not then players will be unable to join a team. Adding premade teams will require the SQL table to be deleted and rebuilt. See [Team Selection](#) for details.

- Make sure you haven't used any speech marks (") as this can cause issues when converting to CSV. The best option is to use two apostrophes instead (") which doesn't break anything and looks the same.

## HOW TO BUILD TO WEB

To build to WebGL and automatically load a certain game update the AutoLoader object in the main menu scene:
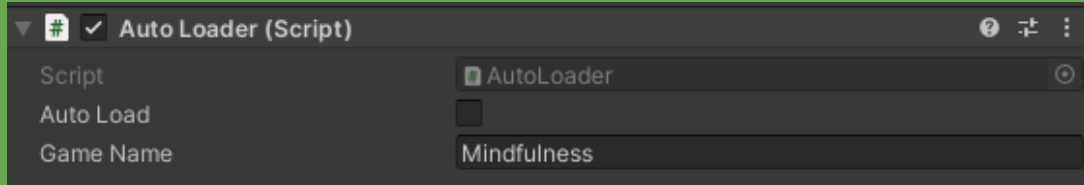


Set *Auto Load* to true and change the game name to the sheet name of the game you wish to load.

## BACKLOG

A list of ideas and dreams for the project in the future:

- Progress tracking and replay for facilitators to see

- Branching puzzle design

- Wero Builder - web app for creating games