Editor's Guide

Main Menu: Description of Buttons and Functions

"Editor" is an innovative software tool for creating educational and entertainment games across all school subjects.

The Editor consists of 7 blocks: Math Editor, Quiz Editor, Tournament targets Editor, Puzzles Editor, Smart targets Editor, Dance Editor, Coloring Book Editor. Each block of this software is designed for different types of tasks: puzzles, coloring pages, target games, dance, quizzes, and math problems.

Operating Modes and Password to Access Editing Mode

Each Editor Shown on the Main Menu Has Two Operating Modes

View Mode	Edit Mode
View Mode is designed for playing games on a computer or other devices	Edit Mode is designed for creating new games, as well as editing and deleting existing ones

When working on a computer, either with or without a projector	When working on a touchscreen or on touch-responsive projector equipment	
Selection of answer options or targets is done using a computer mouse	Selection of targets or answer options is done by tapping.	

To switch from View Mode to Edit Mode, press the button at the bottom of the screen labeled Switch to Edit Mode. The password preset in the program is 3333. It acts as a barrier to editing games for users who should not have editing access.

The password can be changed in Edit Mode using the Change Password button

In Edit Mode, below each task, there are tools: Delete and Edit. When you click Delete, a window appears where you need to confirm or cancel the deletion.
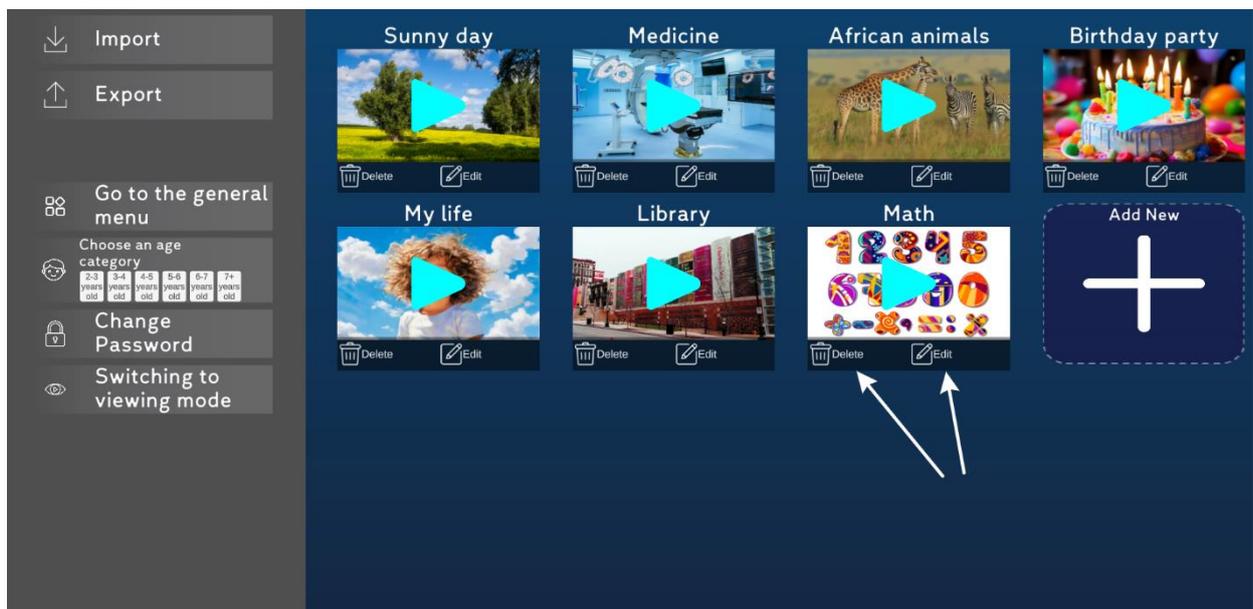
Uploading and downloading games via USB flash drive (**Import/ export**)

1. To transfer games from the editor via a USB flash drive, go to any Block and click the "Export" button in "Edit Mode".

2. In the window that opens, select "Computer".

3. The user's computer will open. Next, select the folder where you want to save the file with tasks/games.

4. After downloading, the archive file «Games Export» will be saved in the folder specified by the user. Then it needs to be transferred to a USB flash drive. There is no need to unzip the file.

5. To download the archive file "Games Export", go to any Editor and click the "Import" button in "Edit Mode".

6. In the window that opens, select "Computer".

7. The user's computer will open. Locate the archive folder "Games Export" and select it.

8. The game import will begin. Upon completion, all tasks from the archive folder will be available in the Editors.

Media Database

Image Database

Each Editor provides access to the image database for creating backgrounds, questions, and answer options. The free database is always available to Editor users offline. To add an image from the database, click Select Background in the menu on the left, then in the window that opens, click Select from Collection.
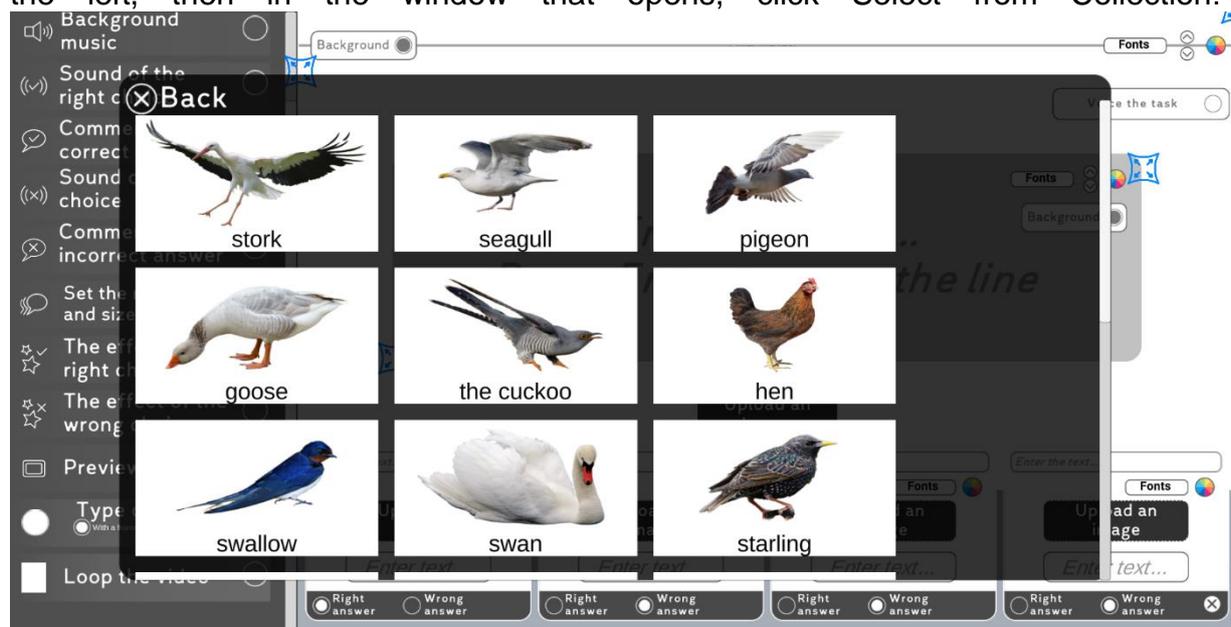

Music Database

Each Editor provides access to the music database for background music. To add a track from the database, select Background Music in the menu on the left, then in the window that opens, click Select from Collection.

Effects Database

In Editors that involve selecting correct and incorrect answers with vibrant animation, the Effects Database is available. Effects are used to visually demonstrate to participants the correctness of their answer choices in tasks that have right and wrong answers, and to enhance the joy of hitting a target with a vivid effect. The free database is always available to Editor software users offline. To add an effect from the database, click Select Effect in the menu on the left.
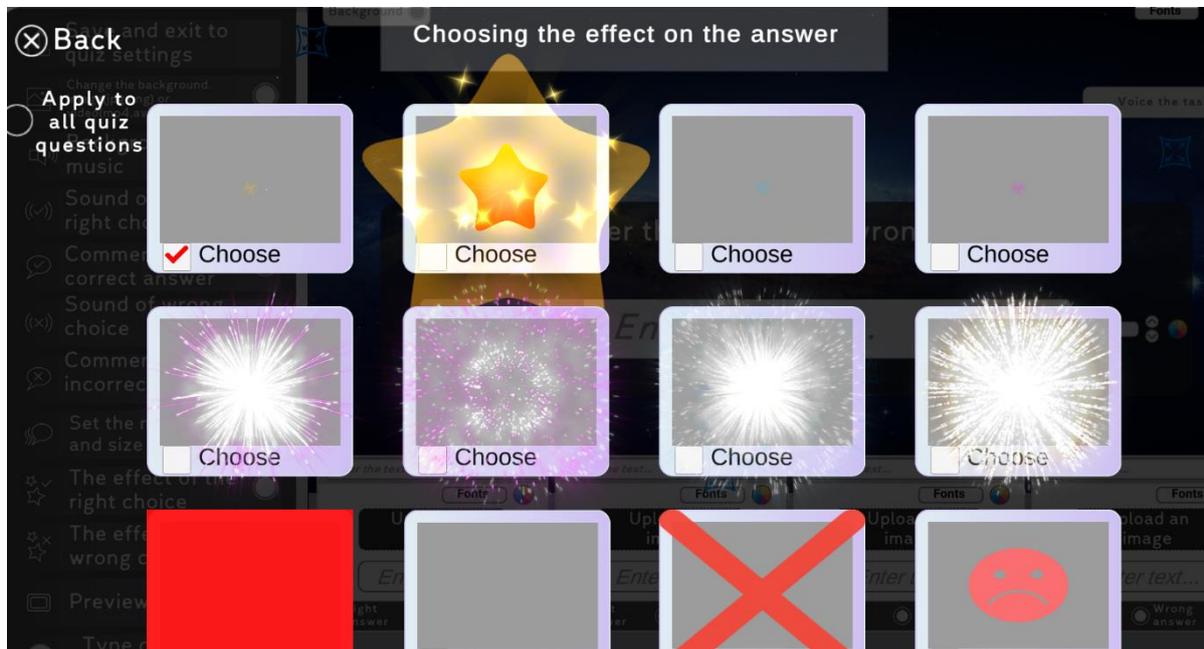
Sounds Database

In Editors that involve answer selection, access to the Sounds Database is available. Sounds are used to provide audio feedback for taps or to indicate correct and incorrect answers. The free database is always available to Editor users offline. To add a sound from the database, select Sound for Correct Answer or Sound for Incorrect Answer in the menu on the left.
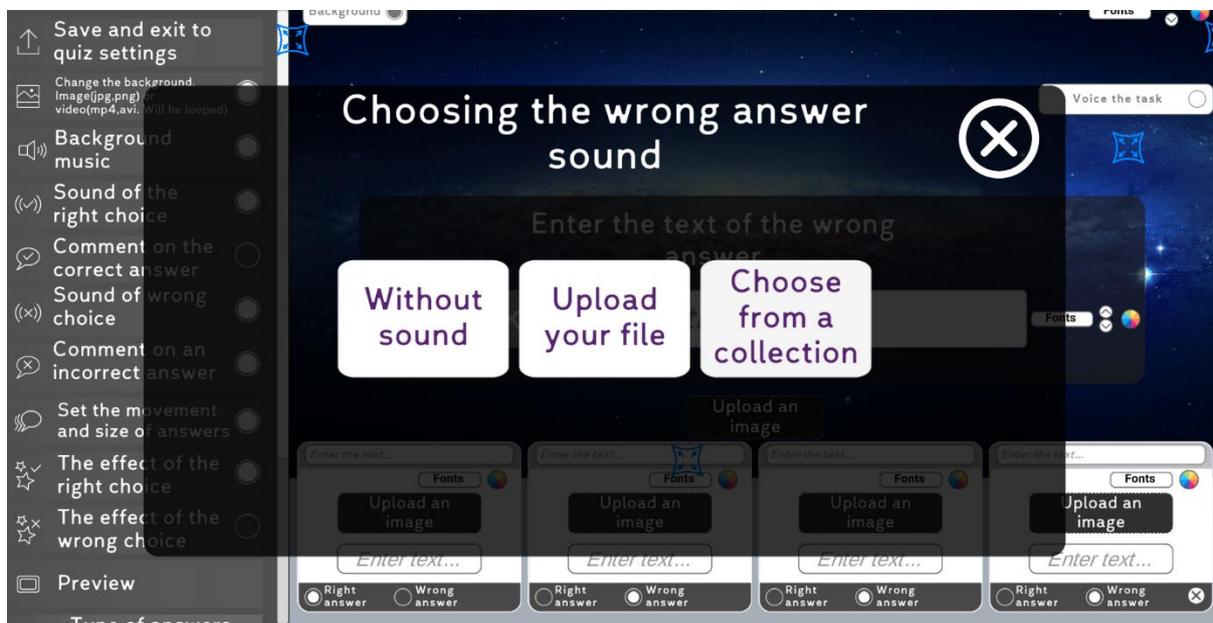
Functionality of Editors

Math Editor

Functionality of Editors

Creating math tasks/examples of varying difficulty involving addition, subtraction, multiplication, division, and comparison of whole numbers. Select the number range, operation, design, single or team game modes, number of answer options for the examples, and musical accompaniment. In the Math Editor, educators create examples for children in accordance with the curriculum.

Game and Task Creation Mode

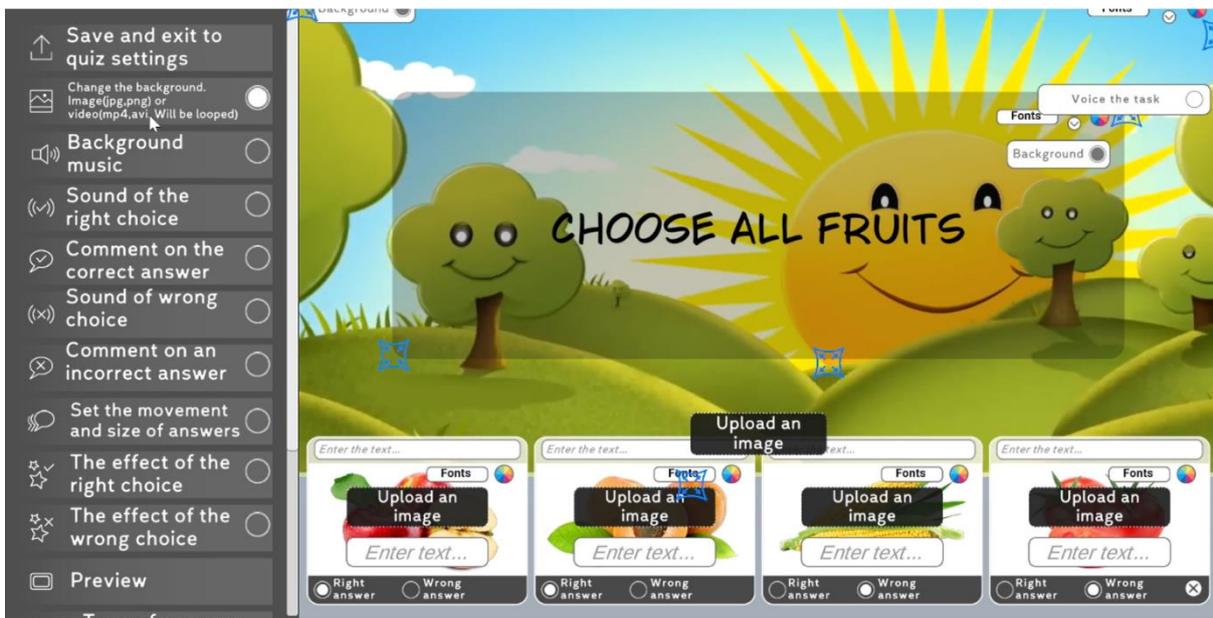| 1	Save and exit to quiz settings	This button is used to save the created questions and switch to Edit Mode, which displays all the game tasks for this Editor.
2	Sound pf the right choice	This button is used to select a click sound from the Sound Base (collection) or from a file on the user's computer.
3	Background music	This button is used to select a background melody for the game exercise from the Background music selection or from a file on the user's computer.
4	Number of players	This button is used to determine how many sectors the game board will be divided into (one, two, three, or four), based on the number of intended players or teams.
5	Loop the game	The button enables the user to choose Yes or No. Choosing Yes permits the designated sequence of examples to loop indefinitely. Choosing No causes the game to terminate after the predetermined number of responses. The screen then shows the results for each team or player.
6	Number of answers	In the task, you can set the number of answer options from which players will choose the correct answer: 3, 6, or 9. For number comparison examples, there can only ever be 3 answer options.
7	Choose a background	This button is used to select a background image for the game exercise from the Image Base or from a file on the user's computer.
8	Back	Button to switch to View Mode
9	Manual	Video overview of game creation
10	Title	In this field, the user can enter a title that will be displayed in Edit Mode and View Mode
11	Install the quiz icon	This button enables the user to choose images from the File selection of the Editor or from their local computer, which will then be displayed as the game icon in both Edit Mode and View Mode.
12	Choose an age category	The user can select an age category to apply the age filter in the main editing menu. When the filter is used, only games in this Editor that match the selected age category will be displayed.
13	The number of targets	This function allows the user to set the required number of selected targets in the participants field.

Quiz Editor

Functionality of Editors

Creating quiz questions with answer options using sound, image, and background databases on any topic (intellectual, sports, creative). Materials from other public sources can also be used. This block allows you to conduct quizzes or use it in lessons as a knowledge assessment tool. Features include voice-over for tasks and answers, and arranging answers by quantity, size, movement type, and speed. Colorfully designed themes increase children's interest in learning.

Game and Task Creation Mode

1	**Save and exit to quiz settings**	This button is used to save the created questions and switch to Edit Mode, which displays all the game tasks for this Editor.
2	**Change the background**	This button is used to select a background image for the game exercise from the Image Base or from a file on the user's computer.
3	**Background music**	This button is used to select a background melody for the game exercise from the Background music selection or from a file on the user's computer.
4	**Sound of the right choice**	This button is used to select a click sound from the Sound Base (collection) or from a file on the user's computer.
5	**Comment on the correct answers**	After pressing the button, a field opens where the user can enter text. The entered text will appear when a correct answer is selected and will be voiced if this function is enabled in the main question field.
6	**Sound of the wrong choice**	This button is used to select the sound for an incorrect answer from the Sound Base (collection) or from a file on the user's computer.
7	**Comment on an incorrect answers**	After pressing the button, a field opens where the user can enter text. The entered text will appear when an incorrect answer is selected and will be voiced if this function is enabled in the main question field.
8	**Set the movement and size of answers**	This button opens a window where the user selects the movement type of answers across the screen, the size of the answers, and their movement speed.
9	**The effect of the right choice**	This button is used to open the Effects Base. The user selects a suitable effect for the correct answer.
10	**The effect of the wrong choice**	This button is used to open the Effects Base. The user selects a suitable effect for the incorrect answer.
11	**Preview**	This function allows the user to preview the visual appearance of the question being created without switching to other modes.
12	**Loop the video**	Selecting this button allows the video in the question to loop until the game participant moves to the next question.
13	**Choose a background**	This button is used to select a background image for the game exercise from the Image Base or from a file on the user's computer.
14	**Back**	Button to switch to View Mode

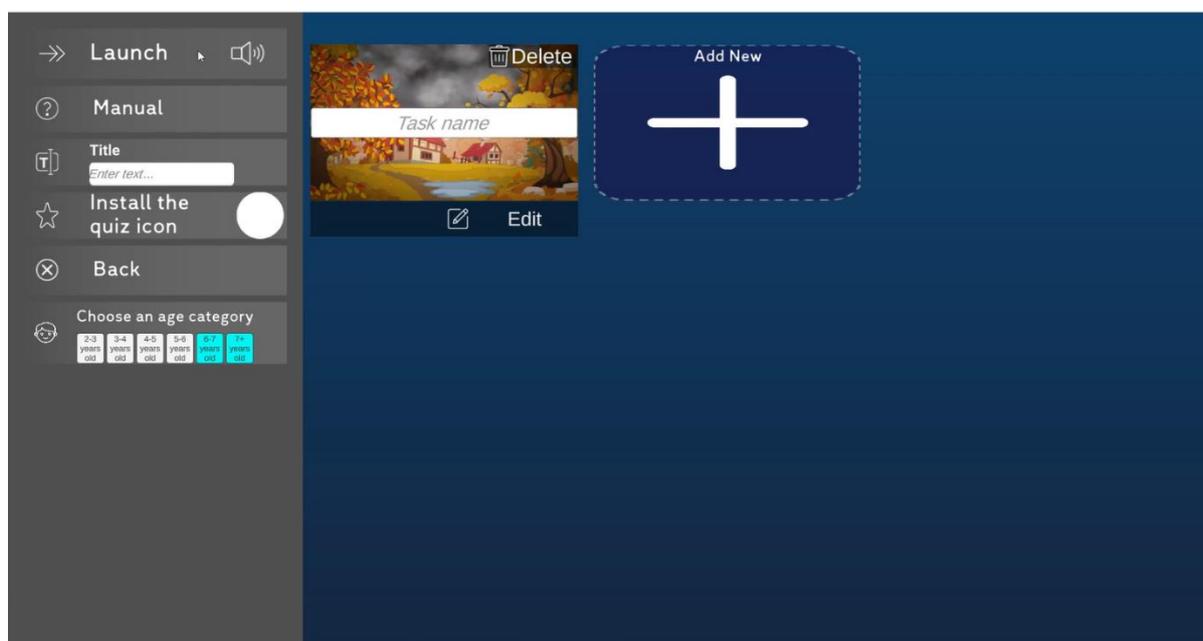| 15	**Manual**	Video overview of game creation
16	**Title**	In this field, the user can enter a title that will be displayed in Edit Mode and View Mode
17	**Install the quiz icon**	This button enables the user to choose images from the File selection of the Editor or from their local computer, which will then be displayed as the game icon in both Edit Mode and View Mode.
18	**Choose an age category**	The user can select an age category to apply the age filter in the main editing menu. When the filter is used, only games in this Editor that match the selected age category will be displayed.

Tournament targets Editor
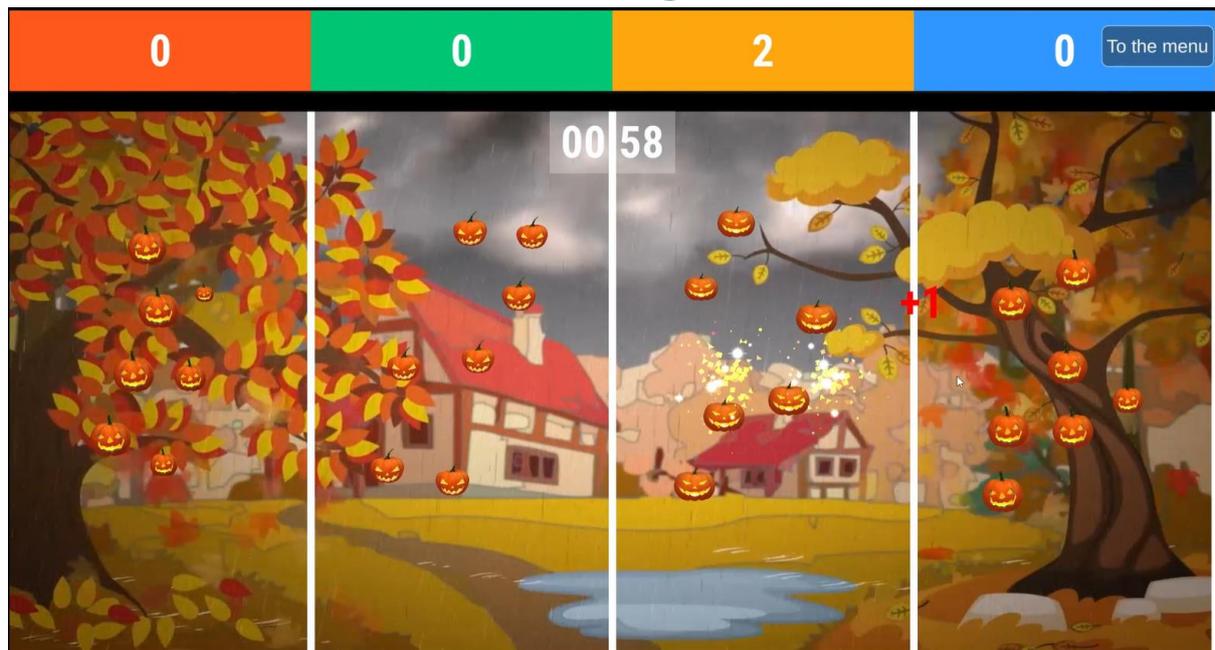
Functionality of Editors

This mode is for creating games using ready-made sets of graphic and animated images, with the ability to split the screen into 1, 2, 3, or 4 parts, along with timing of task completion and target hit results. It includes setting the game background and background music, with the option to use data from the Editor's library or upload materials from external sources to create a unique, one-of-a-kind user game.

Game and Task Creation Mode

Button functionality in the Editor menu

1	Launch	This button is used to save the created questions and switch to Edit Mode, which displays all the game tasks for this Editor.
2	Manual	Video overview of game creation
2	Title	In this field, the user can enter a title that will be displayed in Edit Mode and View Mode
4	Install the quiz icon	This button enables the user to choose images from the File selection of the Editor or from their local computer, which will then be displayed as the game icon in both Edit Mode and View Mode.
5	Back	Button to switch to View Mode
6	Choose an age category	The user can select an age category to apply the age filter in the main editing menu. When the filter is used, only games in this Editor that match the selected age category will be displayed.
7	Background music	This button is used to select a background melody for the game exercise from the Background music selection or from a file on the user's computer.
8	Choose the click sound	This button is used to select a click sound from the Sound Base (collection) or from a file on the user's computer.

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| 9	**Choose a targets**	This button is used to open the target base and selection menu for the task
10	**Choose a background**	This button is used to select a background image for the game exercise from the Image Base or from a file on the user's computer.
11	**Choosing the correct answer effect**	Effect when hitting a target
12	**Number of players**	This button is used to determine how many sectors the game board will be divided into (one, two, three, or four), based on the number of intended players or teams.
13	**Game time in minutes**	This function allows the user to set the game duration in minutes. To do this, enter the number of minutes in the field.
14	**The number of targets**	This function allows the user to set the required number of selected targets in the participants field.

Puzzles Editor
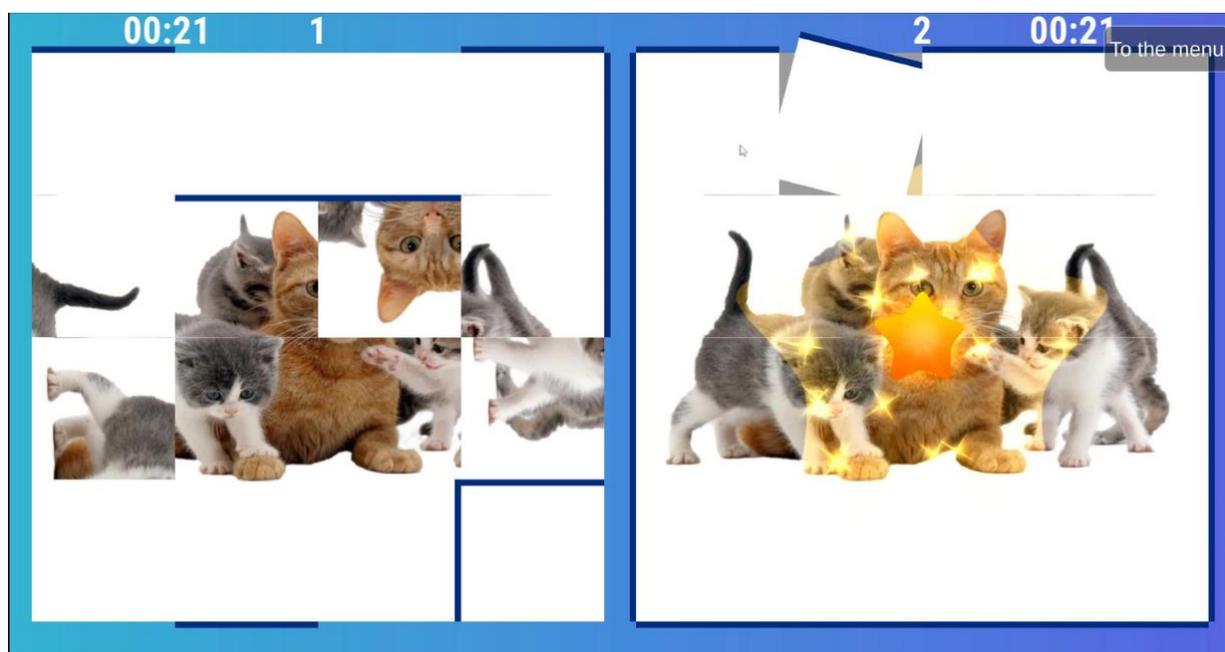
Functionality of Editors

Creating "Assemble the Picture" games. Tasks involving assembling images from 4, 9, 16, or 25 segments are created in the Block. Images, background music, and touch sounds can be selected from the extensive built-in Base or uploaded from the user's computer. Screen splitting into two parts for team play is also available.

Game and Task Creation Mode
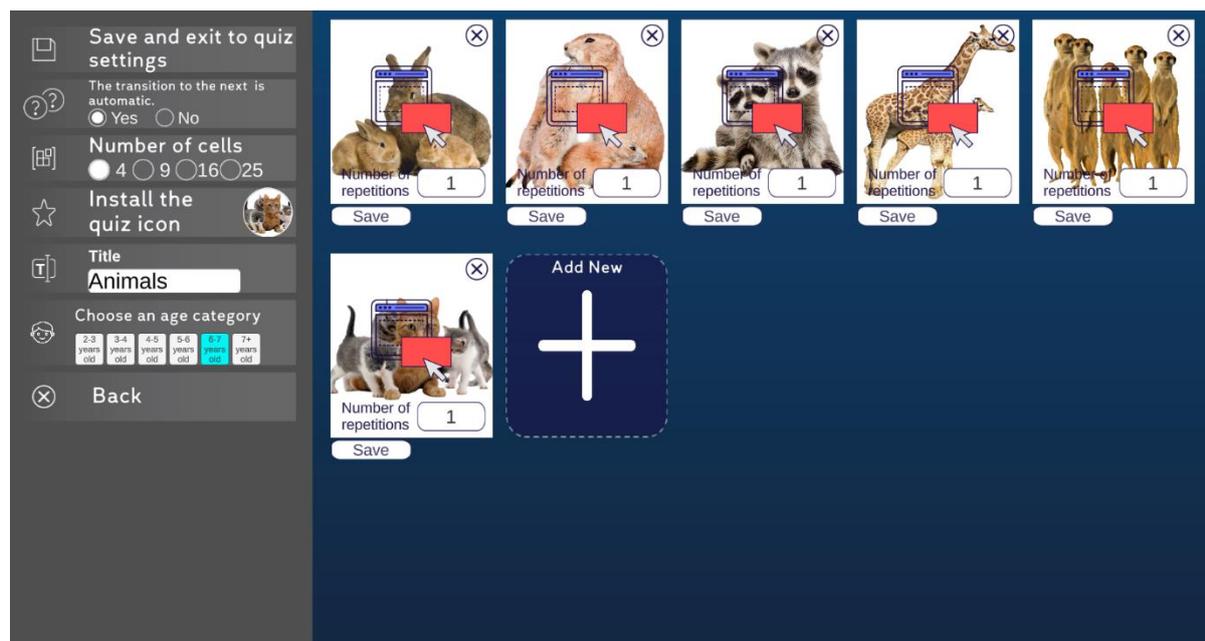
Button functionality in the Editor menu

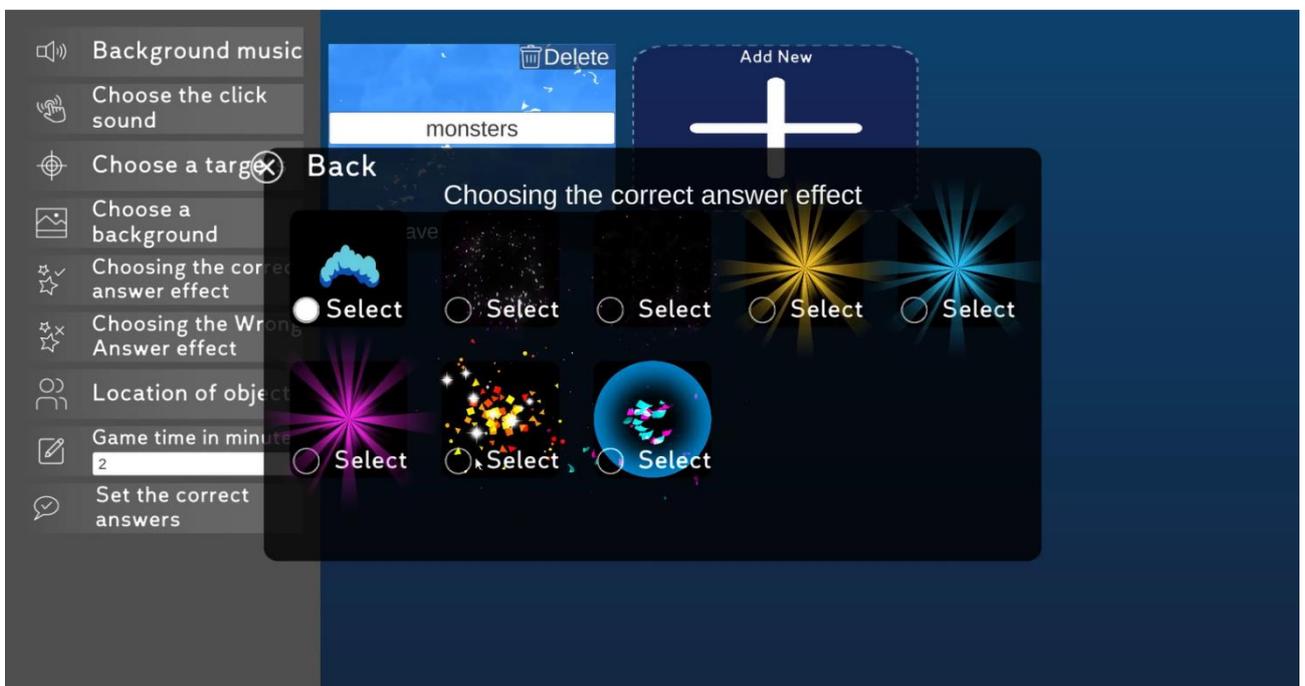| 1	Save and exit to quiz settings	This button is used to save the created questions and switch to Edit Mode, which displays all the game tasks for this Editor.
2	Number of players	This button is used to determine how many sectors the game board will be divided into (one or two), based on the number of intended players or teams.
3	The transition to the next is automatic	The user can select Yes to automatically proceed to the next task after the puzzle is assembled. If No is selected, participants will need to tap the arrow on the screen to move to the next task.
4	Background music	This button is used to select a background melody for the game exercise from the Background music selection or from a file on the user's computer.
5	Choose the click sound	This button is used to select a click sound from the Sound Base (collection) or from a file on the user's computer.
6	Install the quiz icon	This button enables the user to choose images from the File selection of the Editor or from their local computer, which will then be displayed as the game icon in both Edit Mode and View Mode.
7	Title	In this field, the user can enter a title that will be displayed in Edit Mode and View Mode
9	Choose an age category	The user can select an age category to apply the age filter in the main editing menu. When the filter is used, only games in this Editor that match the selected age category will be displayed.
10	Back	Button to switch to View Mode

Smart targets Editor

Functionality of Editors

Creating target games where players need to select the correct answers.

When creating a game, you can use both ready-made sets of graphic and animated images as well as your own. When setting up the game, you can choose the background image, game characters, their placement, and musical accompaniment. To create a didactic game, the teacher selects which targets will represent correct answers and which will be incorrect. During gameplay, points are awarded for selecting correct answers.

Game and Task Creation Mode

Button functionality in the Editor menu

| 1	Launch	This button is used to save the created questions and switch to Edit Mode, which displays all the game tasks for this Editor.
2	Choosing the correct answer effect	This button is used to open the Effects Base (collection). The user then selects a suitable effect.
3	Game time in minutes	This function allows the user to set the game duration in minutes. To do this, enter the number of minutes in the field.
4	Title	In this field, the user can enter a title that will be displayed in Edit Mode and View Mode
5	Install the quiz icon	This button enables the user to choose images from the File selection of the Editor or from their local computer, which will then be displayed as the game icon in both Edit Mode and View Mode.
7	Choose an age category	The user can select an age category to apply the age filter in the main editing menu. When the filter is used, only games in this Editor that match the selected age category will be displayed.
8	Back	Button to switch to View Mode
9	Choose the click sound	This button is used to select a click sound from the Sound Base (collection) or from a file on the user's computer.
10	Background music	This button is used to select a background melody for the game exercise from the Background music selection or from a file on the user's computer.
11	Choose a targets	This button is used to open the target base and selection menu for the task
12	Choose a background	This button is used to select a background image for the game exercise from the Image Base or from a file on the user's computer.
13	Choosing the correct answer effect	This button is used to open the Effects Base (collection). The user selects an effect that will appear when a target with an incorrect answer is selected.
14	Choosing the wrong answer effect	This button is used to open the Effects Base (collection). The user selects an effect that will appear when a target with an incorrect answer is selected.
15	Location of objects	This function allows the user to manually position targets on the field and select their movement type. Please note! Targets must be positioned correctly to ensure they are displayed properly in the game.
17	Set the correct answers	This function allows the user to mark which targets will be correct and incorrect in this game

Dance Editor

Functionality of Editors

Learn dance movements with options to select the number of repetitions, movement speed, background, and, of course, music. The "Dances" movement base includes various dance moves for a light warm-up.

In the Dance Editor, users can independently create a dance using an extensive gallery of dance movements, musical compositions, and backgrounds.

Button functionality in the Editor menu
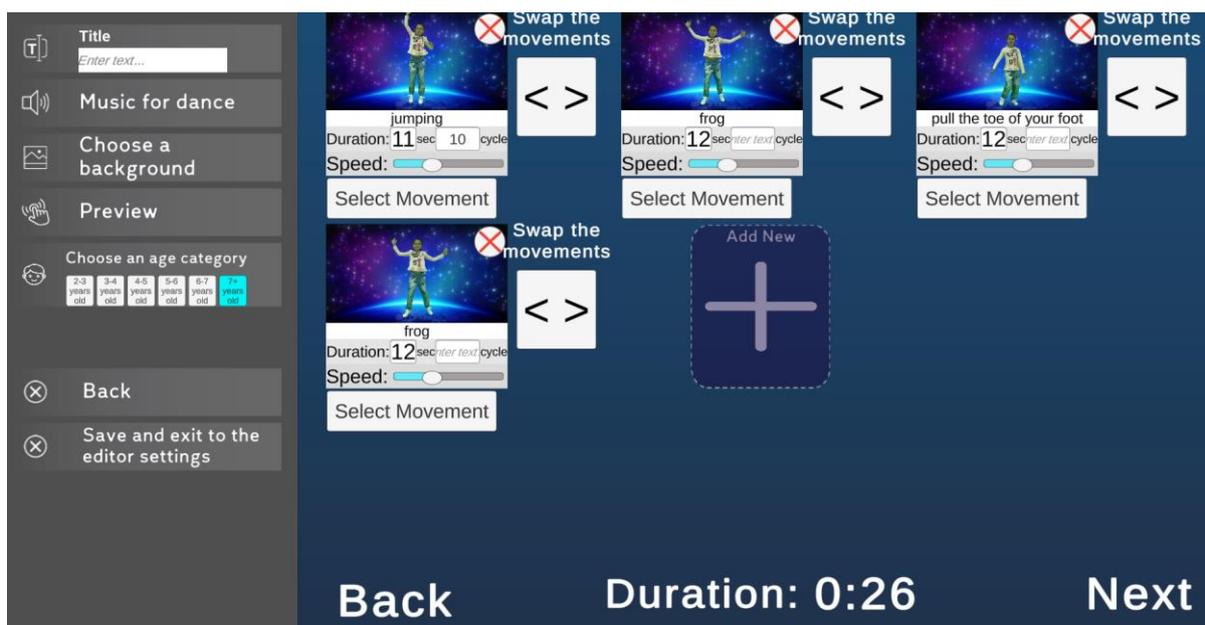
1	**Title**	In this field, the user can enter a title that will be displayed in Edit Mode and View Mode
2	**Music for dance**	This button is used to select music from the Melody Base (collection) or from a file on the user's computer.

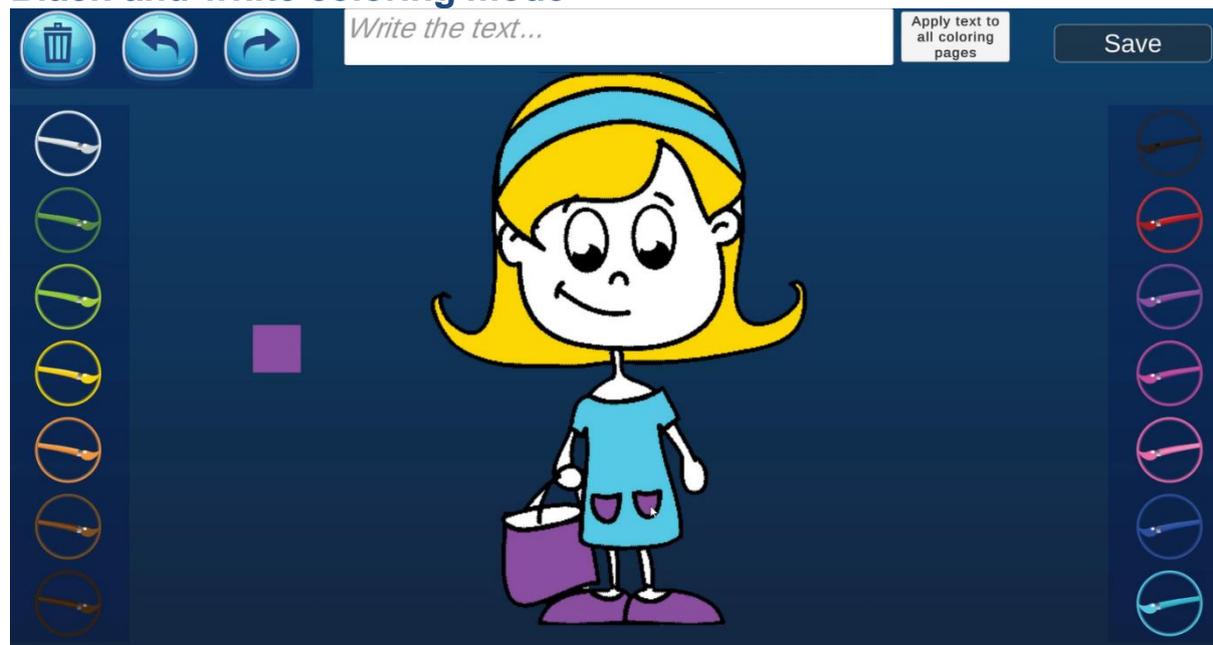| 3	**Choose a background**	This button is used to select a background image for the game exercise from the Image Base or from a file on the user's computer.
4	**Preview**	This function allows the user to preview the visual appearance of the created dance without switching to other modes.
5	**Choose the click sound**	This button is used to select a click sound from the Sound Base (collection) or from a file on the user's computer.
6	**Back**	Button to switch to View Mode
7	**Save and exit to quiz settings**	This button is used to save the created dance and switch to Edit Mode, which displays all the game tasks for this Block.
8	**Choose an age category**	The user can select an age category to apply the age filter in the main editing menu. When the filter is used, only games in this Editor that match the selected age category will be displayed.
9	**Back**	Button to switch to View Mode

Coloring Book Editor
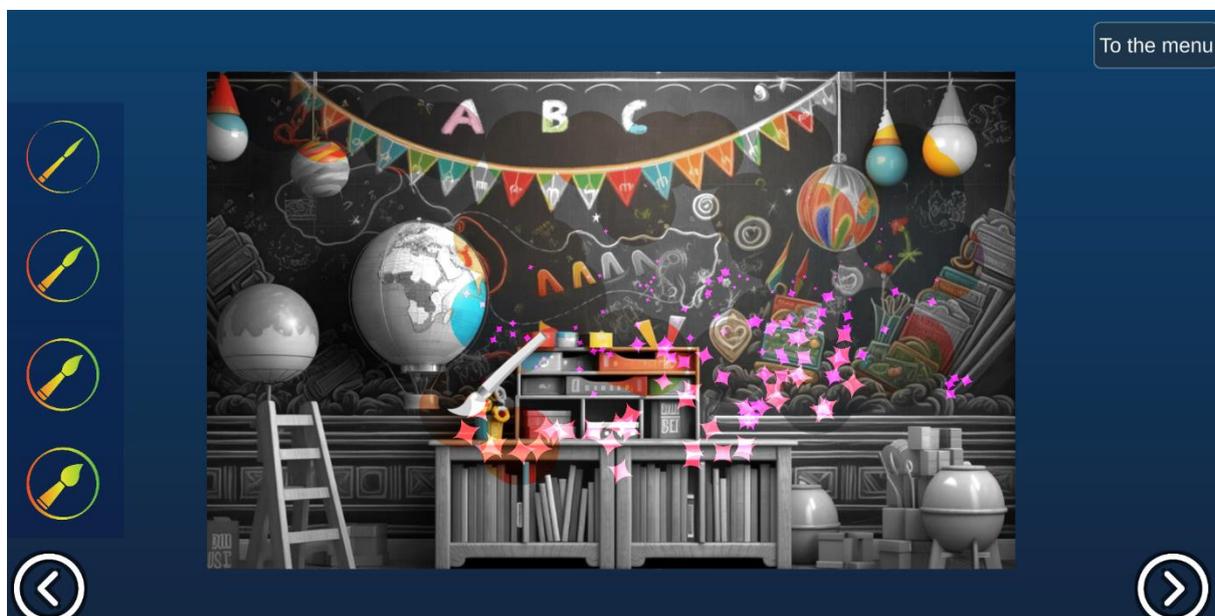
Functionality of Editors

Creating coloring games for interactive equipment based on a model with color selection or the "magical" transformation of a black-and-white picture into a colored one.
Coloring pictures uploaded from the Gallery or from the user's computer, music selection, and a text field for entering and voicing the task.
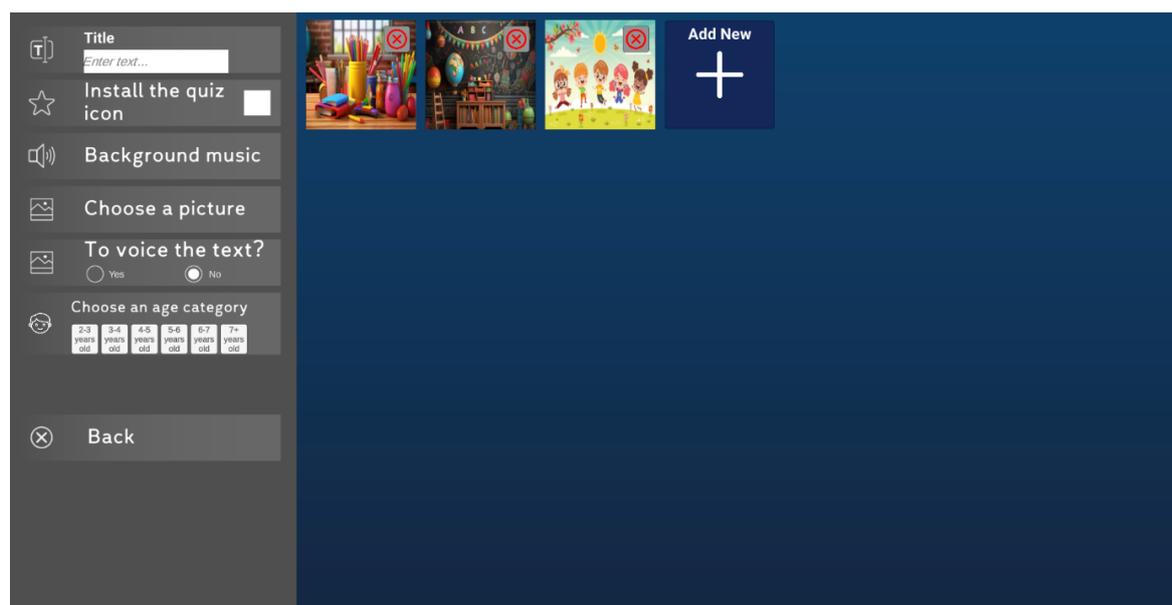
Game and Task Coloring Mode
Black-and-white coloring mode

Button functionality in the Editor menu

1	Title	In this field, the user can enter a title that will be displayed in Edit Mode and View Mode
2	Install the quiz icon	This button enables the user to choose images from the File selection of the Editor or from their local computer, which will then be displayed as the game icon in both Edit Mode and View Mode.
3	Background music	This button is used to select a background melody for the game exercise from the Background music selection or from a file on the user's computer.
4	Choose a picture	This button is used to select a coloring page from the Image Base (collection) or from a file on the user's computer.
5	To voice the text	This button allows the user to voice the text that is entered above the coloring page as a task or as accompaniment to the coloring activity.
7	Choose an age category	The user can select an age category to apply the age filter in the main editing menu. When the filter is used, only games in this Editor that match the selected age category will be displayed.
8	Back	Button to switch to View Mode

Color display mode

Button functionality in the Editor menu

1	Title	In this field, the user can enter a title that will be displayed in Edit Mode and View Mode
2	Install the quiz icon	This button enables the user to choose images from the File selection of the Editor or from their local computer, which will then be displayed as the game icon in both Edit Mode and View Mode.
3	Background music	This button is used to select a background melody for the game exercise from the Background music selection or from a file on the user's computer.
4	Choose a picture	This button is used to select a color image from the Image Base (collection) or from a file on the user's computer. The selected image will appear in black and white. Participants in the game exercise will need to paint it using brush movements.
5	To voice the text	This button allows the user to voice the text that is entered above the coloring page as a task or as accompaniment to the coloring activity.
6	Manual	Video overview of game creation
7	Choose an age category	The user can select an age category to apply the age filter in the main editing menu. When the filter is used, only games in this Editor that match the selected age category will be displayed.
8	Back	Button to switch to View Mode