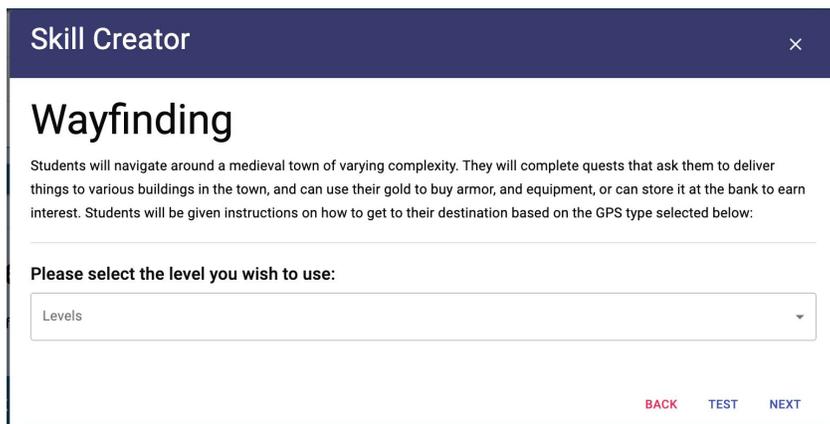


Creating Custom Skills: Wayfinding

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

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 window titled "Skill Creator" with a close button (X) in the top right corner. The main heading is "Wayfinding". Below the heading is a paragraph of text: "Students will navigate around a medieval town of varying complexity. They will complete quests that ask them to deliver things to various buildings in the town, and can use their gold to buy armor, and equipment, or can store it at the bank to earn interest. Students will be given instructions on how to get to their destination based on the GPS type selected below:". Below this text is a horizontal line. Underneath the line is the instruction "Please select the level you wish to use:" followed by a dropdown menu with the word "Levels" and a downward arrow. At the bottom right of the window are three buttons: "BACK" in red, "TEST" in blue, and "NEXT" in blue.

The first step is that it will have you select a level for the skill. This is the most basic and broad configuration option of the skill. Your options are,

Advanced Mental Mapping

Intermediate Mental Mapping

Basic Mental Mapping



Basic Mental Mapping: This has the student navigate around a basic town layout as seen by the picture below



Intermediate Mental Mapping: This has the student navigate around an intermediate difficulty town layout as seen by the picture below



Advanced Mental Mapping: This has the student navigate around an advanced difficulty town layout as seen by the picture below



Skill Options:

Skill Creator

Students will navigate around a medieval town of varying complexity. They will complete quests that ask them to deliver things to various buildings in the town, and can use their gold to buy armor, and equipment, or can store it at the bank to earn interest. Students will be given instructions on how to get to their destination based on the GPS type selected below.

Please select the level you wish to use:

Levels
Basic Mental Mapping



How should navigation be handled?
Step by Step

Difficulty
Easy

BACK TEST NEXT

How should navigation be handled: This will allow you to select whether you want the GPS to be presented to the student using **Step by Step** instructions (Similar to standard aStar GPS) **As the**

Crow Flies which will present as the crow flies GPS instructions, having the student rely more on their Mental Map. Or **Navigation using Audio and Memory** this will mean the student has no GPS instructions and will have to navigate to their destination based solely on their mental map and the audio cues in the game.

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.