# Creating Custom Skills: Braille Hunt

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

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)
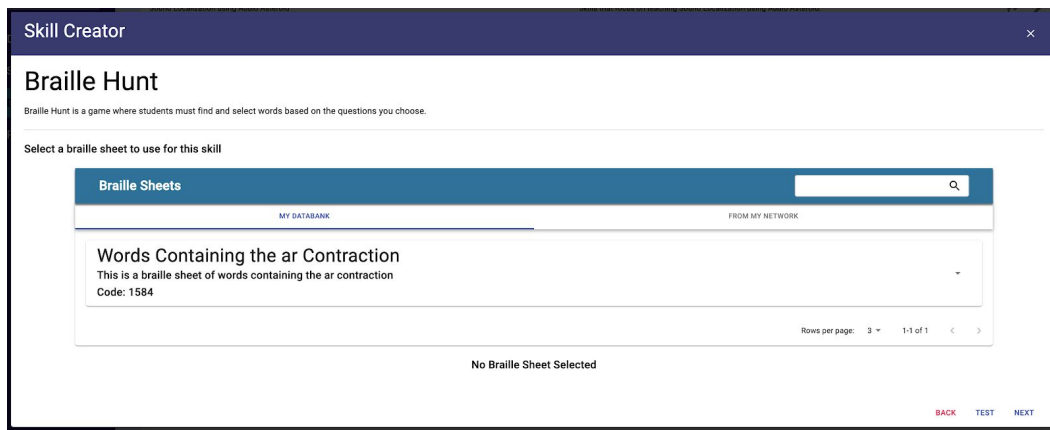
The first step is that it will have you select a braille sheet for the skill you wish to make. If you have not already made a braille sheet please review the document titled "Creating Braille Sheets"

Select the braille sheet you want the skill to use by clicking on the sheet.

It will show you the content of the sheet you selected, and you can fill out the fields to create the skill for your student.

1). Start by filling out the questions you want the student to be asked. Use the drop downs in the Question Field to create the category of words or letters you want the student to be asked to find i.e. "The Student Should Find *All Words Containing ar*" All of the italicized options are what you can adjust to match your sheet and desired question.

2). Add additional questions if desired using the "Add a Question" button

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.

Time per Question (in seconds): Adjust this to give the student more or less time to answer the questions you have created

How should feedback be given: Select how you want feedback presented to the student. Your options are,

How should feedback be given?

Read only missed answers

Read all Words

Read number of missed/correct

If your question has multiple answers you will have the additional option appear,

They will need   80   % correct to move on

This allows you to adjust, what percentage of possible answers must the student find before they can proceed to the next question.