# Creating Custom Skills: Audio Memory

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

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)
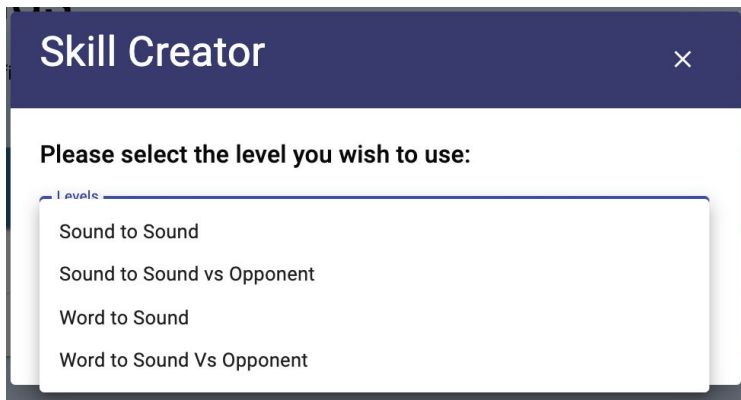
The first step is that it will have you select a level for the skill. This is the most basic and broad configuration option of the skill. Your options are,
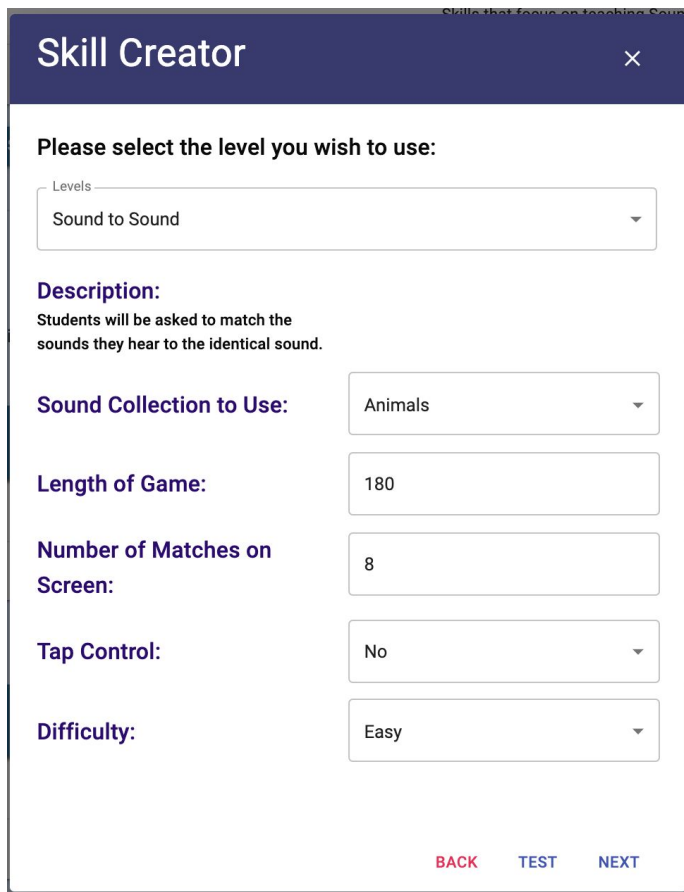
Sound to Sound: Students will be matching sound cards (cards that play sounds) to the identical sound card.

Sound to Sound vs Opponent: Students will be matching sound cards (cards that play sounds) to the identical sound card but are playing against a computer opponent.

Word to Sound: Students will be matching word cards (cards that announce words) to their corresponding sound card.

Word to Sound vs Opponent: Students will be matching word cards to their corresponding sound card but are playing against a computer opponent.

Skill Options:

Sound Collection to Use: You can select the sound collection you want the student to focus on, the options are,

> *Instruments*
>
> *Animals*
>
> *Indoor Sounds*
>
> *Vehicles*
>
> *Toys*

Length of Game: This determines how long, in seconds, the game will last.

Number of Matches on Screen: This determines how many possible matches are in the grid of cards.

Tap Control: When set to **Yes** the student can tap on cards to flip them. When set to **No** the student must swipe to navigate through the grid. **No** is generally the option we recommend for most students. But if a student expresses a desire to not have to swipe through the grip you can set tap control to **Yes**

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.