

Creating Custom Skills: Temple Explorer

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

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)

Skill Creator ×

Temple Explorer

Temple Explorer is a game to help students practice both basic and advanced directionality concepts. Students will practice 4 or 8 way directionality, and will be presented with relative, cardinal, or clock directions in up to 3 instructions at a time.

How many doors will each room have:

Four Doors ▼

What type of directions are given:

Cardinal ▼

How many instructions are given at a time:

1 ▼

Difficulty:

Easy ▼

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How many doors will each room have: This will determine how many doors the room will have. Four doors will place doors to the front, back, left and right of the student. Whereas 8 Doors will place the student in an octagon, adding additional possible directions.

What type of directions are given: This determines what type of directions are presented to the student.

Relative: Forward, Back, Left or Right

Cardinal: North, North East, East, South East, South, South West, West, North West
(Depending on the number of doors in the room)

■

*Cardinal Fixed has North always in front of the student and towards the top of their screen.

**Cardinal uses a True-to-Life style of directions, where North will change positions as the student's perspective in the game changes.

How many instructions are given at a time: This determines how many instructions the student receives each time the genie helps them. This can be set to a maximum of three.

For example: When set to three, the genie will appear and ask the student to travel, North then South then West. The student will need to remember the instructions and swipe in the correct direction each time they enter the subsequent room.

Difficulty: This does not affect the game and is only a tool to help you label skills based on their perceived difficulty.