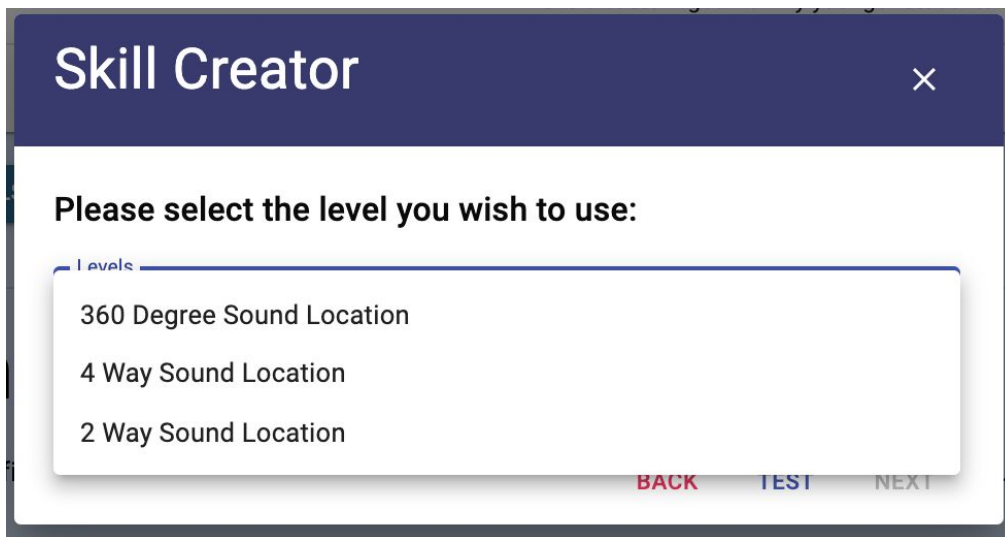


# Creating Custom Skills: Audio Asteroid

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

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)



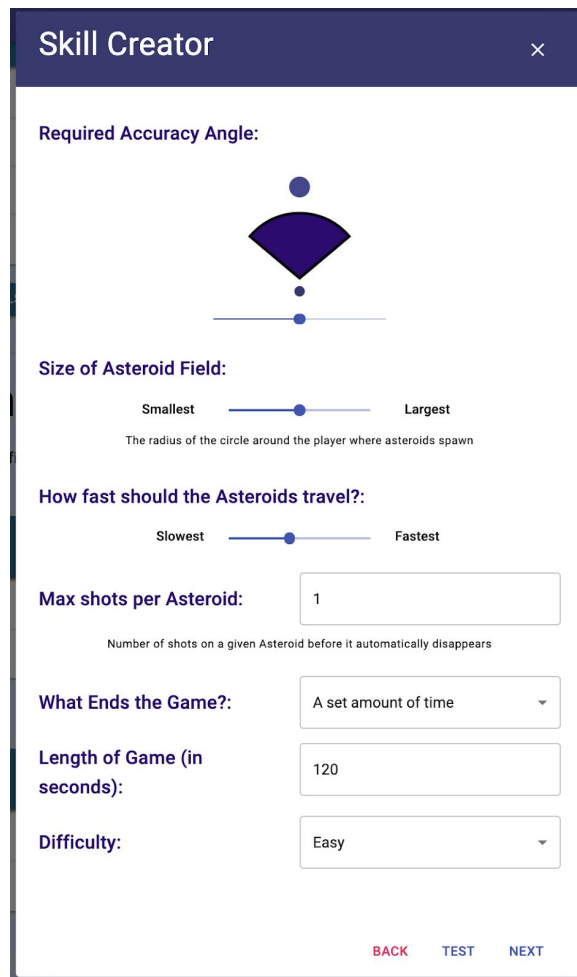
The first step is that it will have you select a level for the skill. This is the most basic and broad configuration option of the skill. Your options are,

**360 Degree Sound Location:** This means the student will be practicing finding sounds anywhere within 360 degrees of them.

**4 Way Sound Location:** This means the student will be practicing finding sounds a 4 way axis from where they are looking, meaning sounds will always appear 45 or 135 degrees to the left or right of the student.

**2 Way Sound Location:** This means the student will be practicing find sounds that appear directly to the students left or right.

## Skill Options:



The screenshot shows a 'Skill Creator' window with a dark blue header and a close button (X). The interface is white with blue text. It features several adjustable options:

- Required Accuracy Angle:** A diagram showing a purple fan shape with a small dot at the top and a larger dot at the bottom, connected by a vertical line. A horizontal line is below the larger dot.
- Size of Asteroid Field:** A slider between 'Smallest' and 'Largest' with a blue dot in the middle. Below it is the text: 'The radius of the circle around the player where asteroids spawn'.
- How fast should the Asteroids travel?:** A slider between 'Slowest' and 'Fastest' with a blue dot in the middle.
- Max shots per Asteroid:** A text input field containing the number '1'. Below it is the text: 'Number of shots on a given Asteroid before it automatically disappears'.
- What Ends the Game?:** A dropdown menu with 'A set amount of time' selected.
- Length of Game (in seconds):** A text input field containing '120'.
- Difficulty:** A dropdown menu with 'Easy' selected.

At the bottom right, there are three buttons: 'BACK' (red), 'TEST' (blue), and 'NEXT' (blue).

**Required Accuracy Angle:** This adjusts how accurate the students needs to be in finding the sound (asteroid) Adjust the slider to increase or decrease required accuracy. The student is the small dot at the bottom and the asteroid is the larger dot at the top.

**Size of the Asteroid Field:** This adjusts how far away the asteroids appear. The asteroids will travel towards the student and they have to find them and shoot them before they pass. This will adjust how far or close the asteroid first appears from the student.

**How fast should the Asteroids travel:** This adjusts the speed at which the asteroid approaches the student. Slowing the asteroid down gives the student longer to find it. Speeding it up reduces the amount of time the student has to find it. This can be paired with the size of the asteroid field to have greater control over how quickly or how long the student has to find the sound (asteroid)

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**Max Shots Per Asteroid:** This determines how many shots a student has to try and shoot the asteroid.

**What Ends the Game:** You have a few options for this field

A Set Amount of Time

Total Shots Fired

Number of Asteroids Seen

Number of Asteroids Missed

After selecting one of these options you can select your desired number for that choice.

**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.