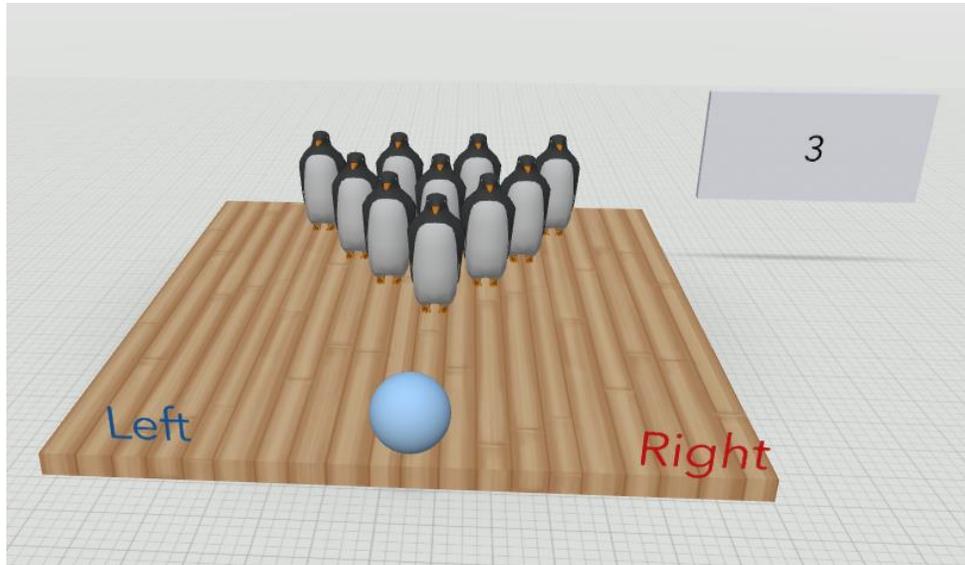


CoSpaces Edu- Bowling with Penguins

Published - CarrollMakes



Getting Started

Create CoSpace -> AR/VR CoSpace -> 3D environment

Adding Objects from the Library

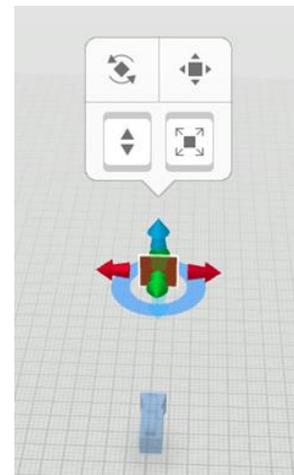
In the Library Tab, select Building, and then drag and drop the Brick wall onto your scene in front of the camera view.

Select the Drag to scale icon (four arrows expanding outwards) to scale the wall.

Select the Rotation mode icon (two arrows orbiting) to rotate the wall to lay flat.

Select the Drag to lift icon (up and down arrow) to lay the wall flat on the scene surface.

Right click on the wall to open the object properties and select Material to choose the wood floor texture.



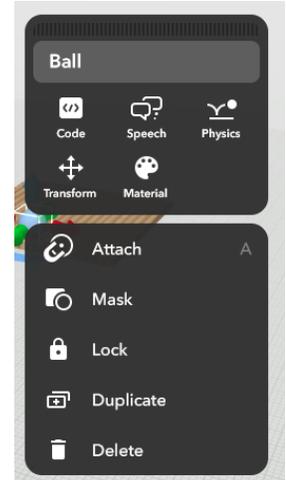
In the Building menu, drag and drop the Ellipsoid (sphere/ball) on your bowling floor at the starting location and scale to an appropriate size.

Right click on the ball to select Material and choose a color for this object.

While within the ball object properties, rename the object "Ball".

Also select Code to toggle on Use in CoBlocks.

Select Physics to toggle on the physics properties and set precise collision and static within the physics settings.

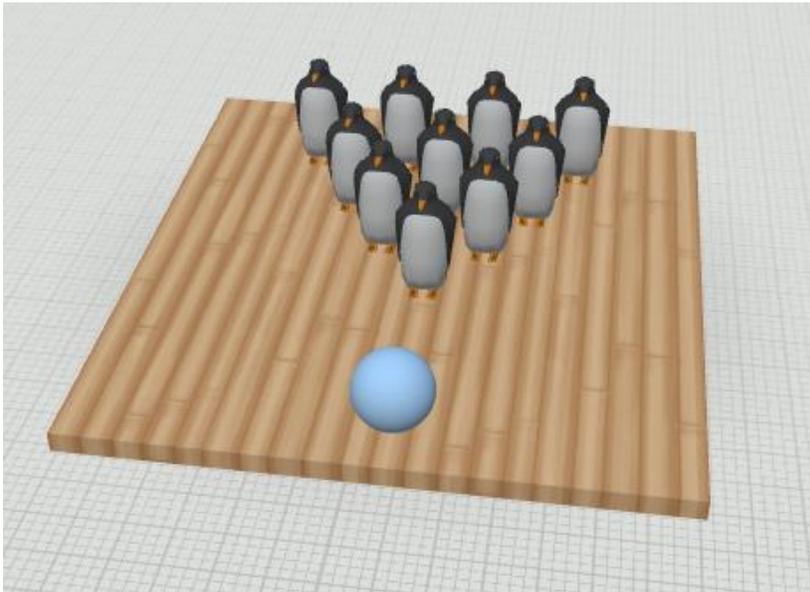


In the Library, select Animals to locate the Penguin. Drag and drop the penguin in the appropriate location on your bowling floor and scale, lift, rotate, and translate as needed to size and position as desired.

Right click on the penguin to open the object properties and select Physics to toggle on the physics properties, including precise collision.

Select Animation and choose the Looking around animation to give the penguins movement.

Right click on the Penguin and Duplicate to create multiple penguins to use as bowling pins and place as desired on the bowling floor, see layout below.

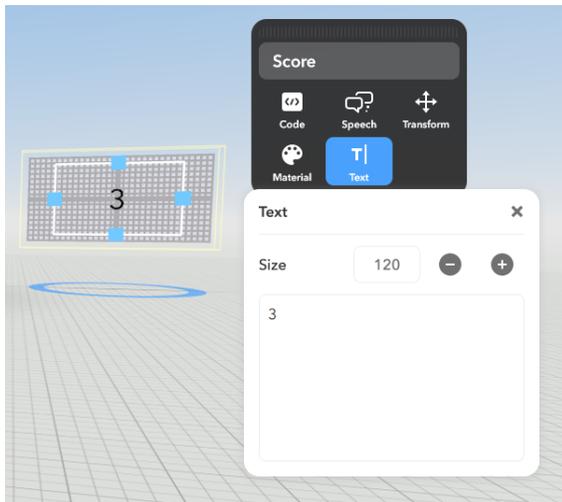


In the Library, select Building and drag and drop a Text panel onto your scene; this will be used to show the number of balls left in the game. Scale, lift, rotate, and translate as desired.

Right click on the text section of the text panel to edit the object properties and rename to “Score”.

Select Code to toggle on Use in CoBlocks.

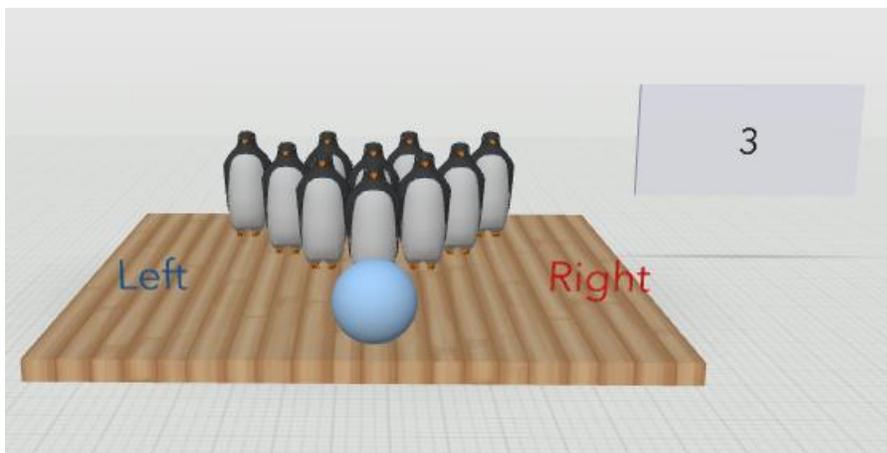
Select Text to replace the default “New text” with 3 (as the number of bowling balls allotted per game play). You can also adjust the size and color of the text and panel within the object property settings.



Add two more text panels slightly in front of your bowling floor, one for “Left” and one for “Right” and rename them “Left” and “Right” as appropriate (in the text section of the text panel).

Select Code to toggle on Use in CoBlocks (in the text section of the text panel).

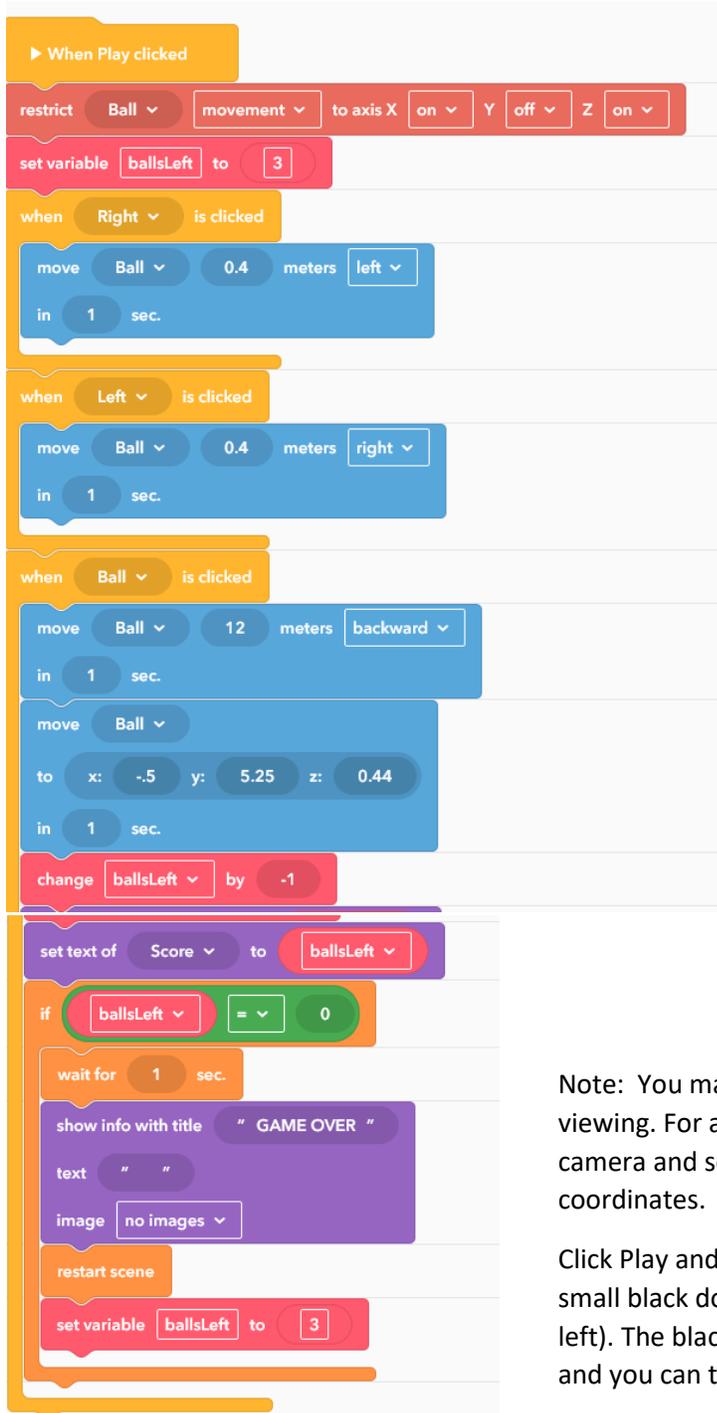
Add the text “Left” and “Right” as appropriate in the text field within the properties. With the text panel selected, within the properties, choose texture and toggle the opacity to 0% if you want to have only the text showing.



Adding Code with CoBlocks

To add the code for the game using CoBlocks, select Code in the upper right. For Choose a Script Language, select CoBlocks. At the bottom of the CoBlocks options, open the Settings icon (gear) to turn on Advanced CoBlocks (show all CoBlocks) if not already selected.

Drag and drop the coding blocks as shown below:



For setting the variable ballsLeft, make sure you are dragging the integer block over to set as 3. This variable needs to be an integer to subtract from as balls are played and not set as a string "3".

Right click on Ball to open the properties, then select Transform to get the starting x, y, z position.

Note: You may need to adjust your camera position for optimal viewing. For additional camera adjustments, right click on the camera and select transform to manually adjust the x, y, z coordinates.

Click Play and enjoy your game! To play in VR or AR, position the small black dot on where you would like to click (e.g. ball, right, or left). The black dot will expand once hovering on a clickable area and you can then select/tap to perform that action.