

Storyline Level One: Exercise 6 Bonus

Exercise 6: GameMe alternate triggering method

1. Duplicate the 2.5 slide after finishing adding the single click functionality.
 - a. Select the slide in the slide list.
 - b. CTRL D / CMD D
2. Select and delete all the triggers for the game board.
 - a. Expand the trigger objects triggers.
 - b. Click the first one, hold the SHIFT key and select the last one.
 - c. Click the Trash Can button at the top of the Triggers panel.
3. Create a new trigger.
 - a. Action = Adjust Variable
 - b. Variable = TotalScore
 - i. Add or Subtract (depending on correct or incorrect answers) value of 1 to TotalScore
 - c. When= State
 - i. When the State of At Least One of

Object= Select the correct or incorrect answers from the drop-down list

- d. State= is Visited

The logic of this is when any of the listed choices are in a Normal state a point will be added or subtracted are clicked. Once the state is Visited no points will be added or subtracted.

