



**INTRODUCING**

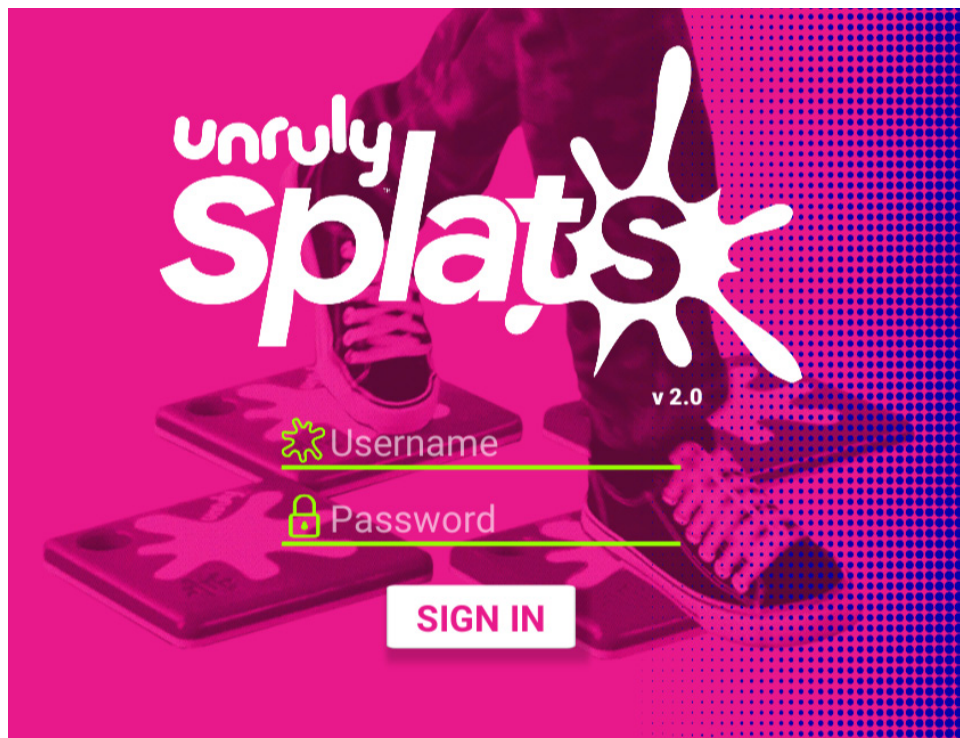
**APP 2.0**

INTRODUCING

# UNRULY APP 2.0

**WELCOME** to Unruly Splats App 2.0! Whether you have been a long-time Splattist, or you are eagerly awaiting your Splats in the mail, this guide will be your introduction to the parts and features of the Splats App. Let's get started!

## LOGIN SCREEN



If this is the first time you're opening the Unruly App on your device of choice, you will be greeted by a login screen. This is where you will enter your school's username and password to log in!

This username and password is the same for everyone using Splats in your organization, and is provided by Unruly Studios.

*If you don't know your organization's login, contact us at [educators@unruly-studios.com](mailto:educators@unruly-studios.com)!*

## INTRODUCING UNRULY APP 2.0

### PROFILE SCREEN

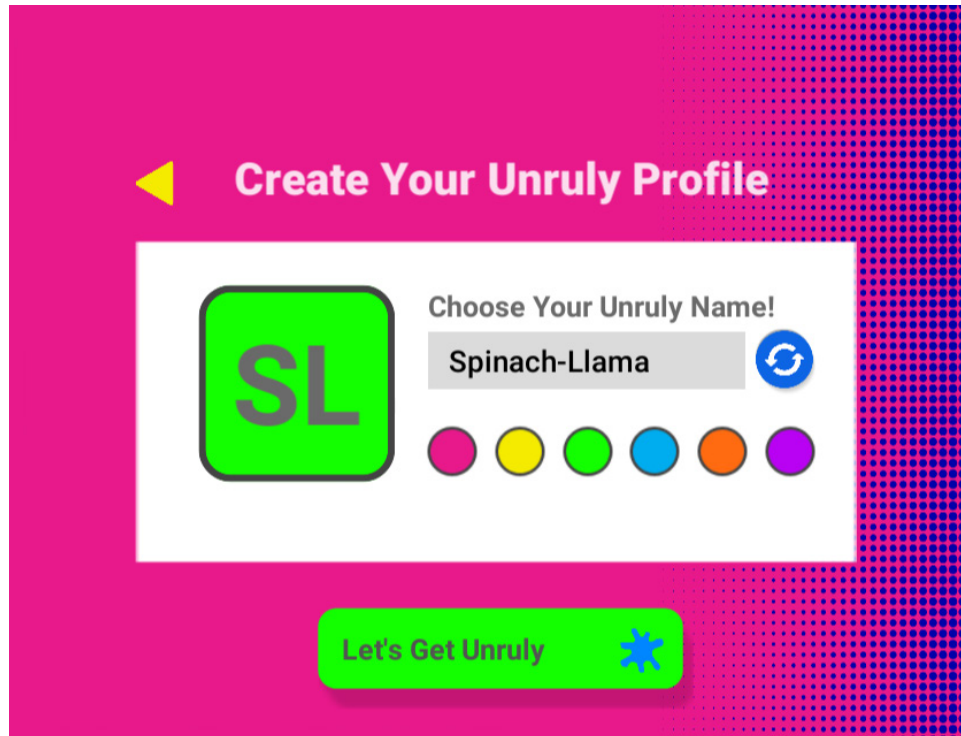


Profiles are how each different person uses the app. This means they can access everything that the app has to offer, and each profile has its own place to save projects via (our new cloud storage option) the Gamelocker!



## INTRODUCING UNRULY APP 2.0

### PROFILE CREATION

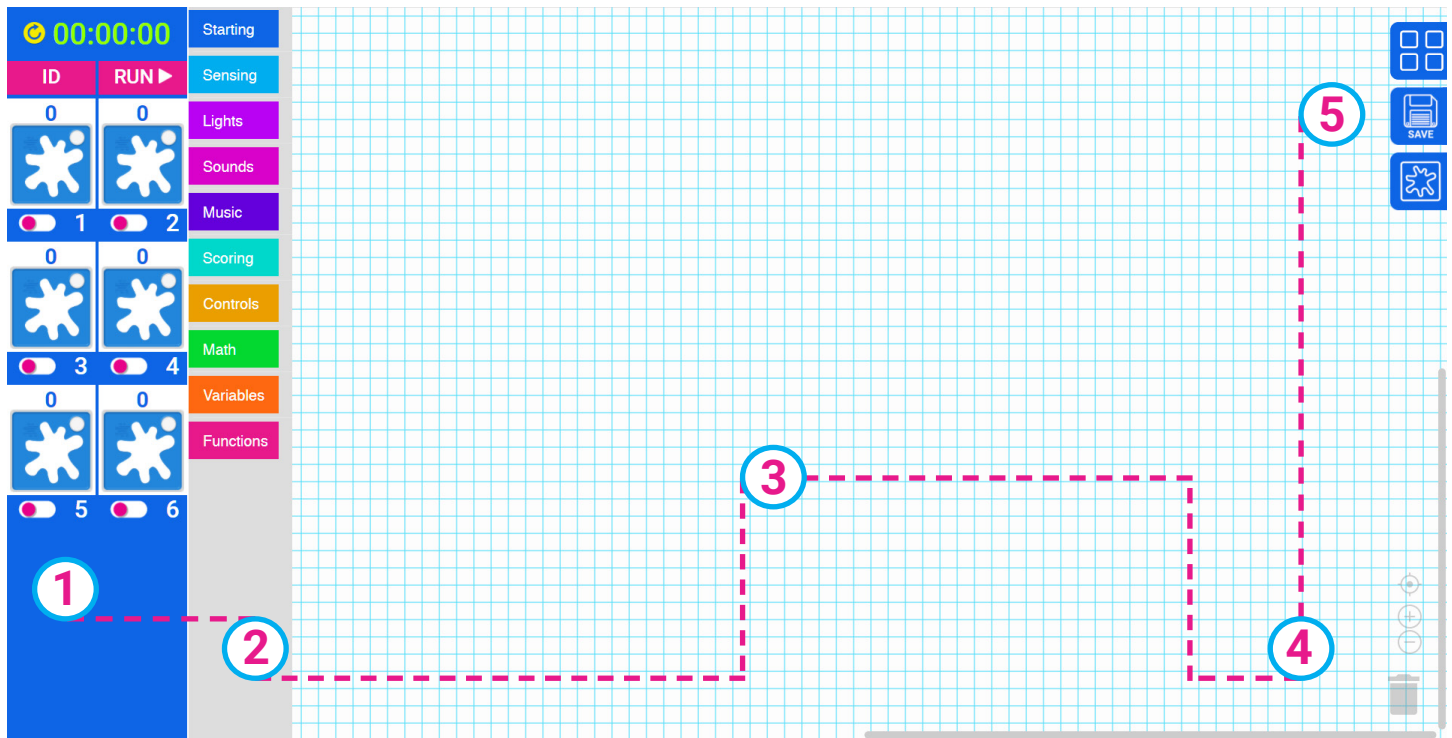


In App 2.0, all profiles are made using a pair of randomly selected words! This means that each profile is private and cannot contain any personally identifiable information.

Click the refresh button to try new combinations until you find your perfect Unruly Profile name! The color select buttons are a great way to sort students by class, period, or anything else that makes sense to your class.

# INTRODUCING UNRULY APP 2.0

## HOME SCREEN



The home screen is where you'll spend most of your time with Splats!

- ① On the left side is the Command Center. Here you can see and reset the Stopwatch, identify and connect physical Splats, RUN your program, and test how your Splats will behave.
- ② Next, we have the Block Tray. Notice the new Music block type! These blocks were previously grouped with the Sound blocks.
- ③ The center of the Home Screen is the Programming Area. Drag your blocks out from the block tray, load an example Project, or run a saved program here.
- ④ On the lower right is the Trash, Zoom, and Project Name display that appears after you save a project.
- ⑤ In the top right corner are some exciting new features – the App Tray, **Save Button**, and **Virtual Splats App**!

# INTRODUCING UNRULY APP 2.0

## THE APP TRAY

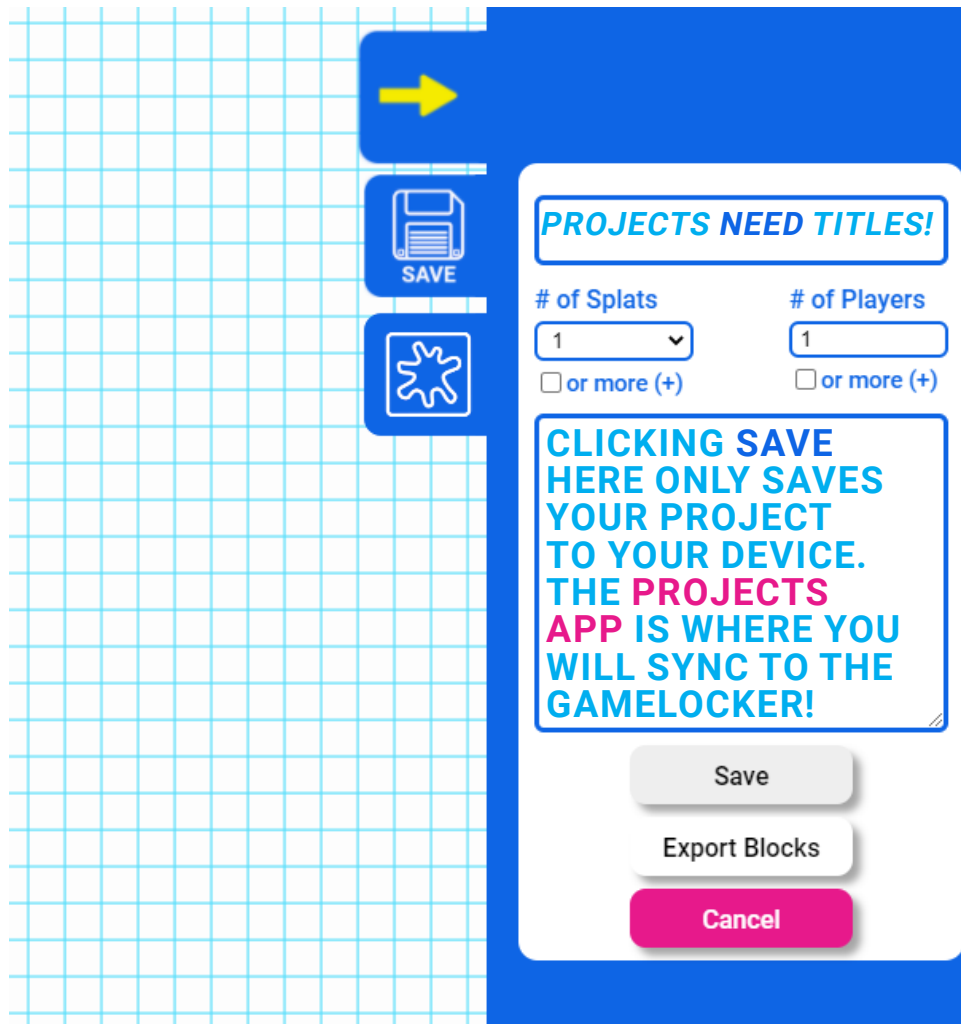


The App Tray is where all of our features, settings, and tools live!

Here you can change **Settings** (like Splat volume), see **Profile** details, manage and start new **Projects**, start our built in **Games/Examples**, try the **Tutorial**, read the important **Code of Conduct**, and access the **Virtual Splats App**! The **Recordings** feature is *COMING SOON*, and will bring an all new feature to our web app, previously only found on iOS.

## INTRODUCING UNRULY APP 2.0

### THE SAVE BUTTON



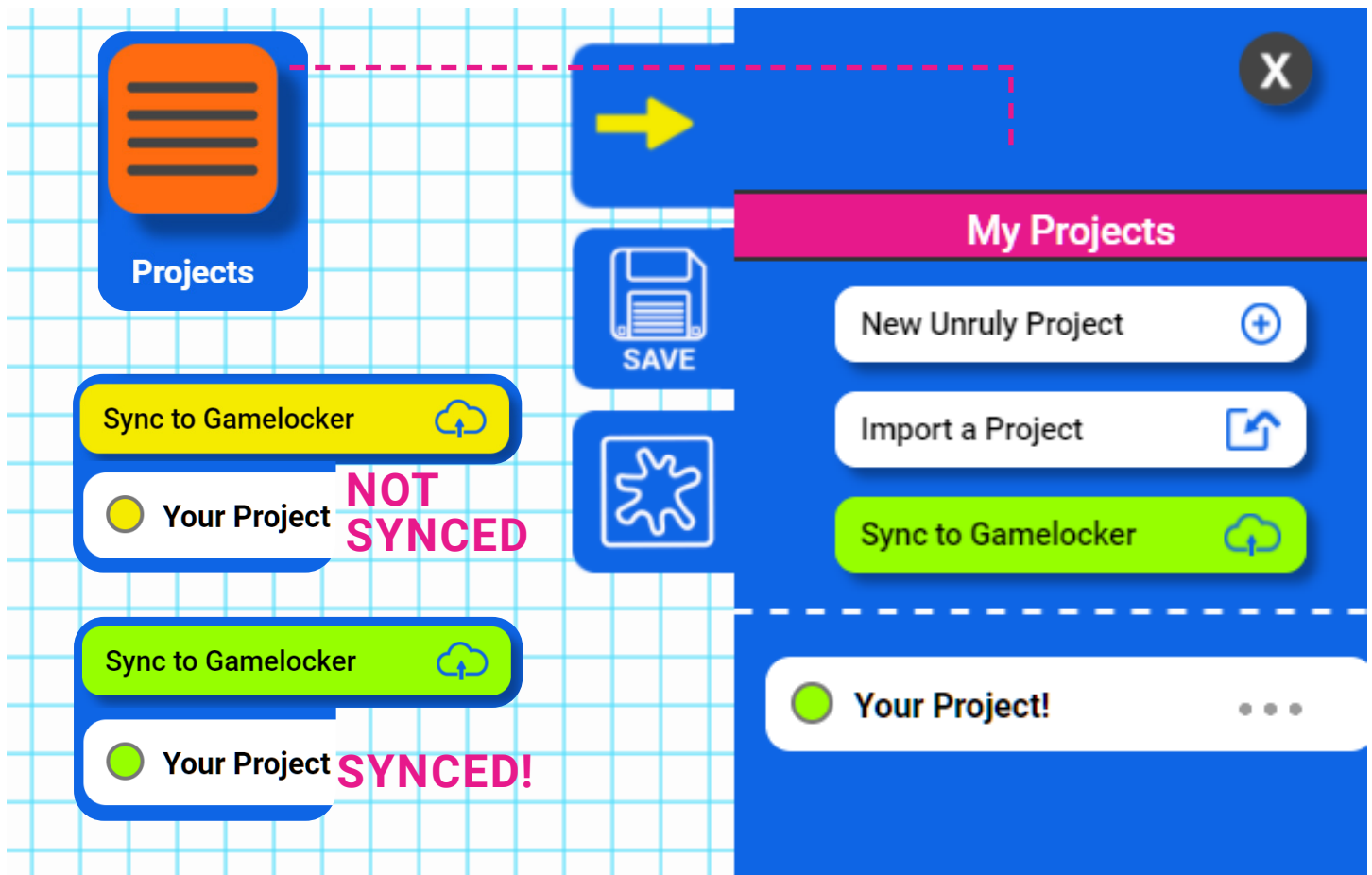
The **Save Button** is where all of your hard work gets a name, and is saved on your device! You can also export the blocks of your Project here.

Give your Project a name, a number of Splats and Players, and a great description of the rules. Once you have saved successfully, your Project's name will be displayed at the bottom right hand corner of the Programing Area, and will now be visible in the **Projects App**!



## INTRODUCING UNRULY APP 2.0

# PROJECTS APP & GAMELOCKER



The **Projects App** is where you start, import, or sync your projects to the Gamelocker. After you have saved your project it will appear in the Projects App with a YELLOW DOT next to its title. This means that the game has been saved to your device, but has not been Synced to the Gamelocker!

If any of your projects have changes that haven't been Synced, the Gamelocker button will also turn yellow.

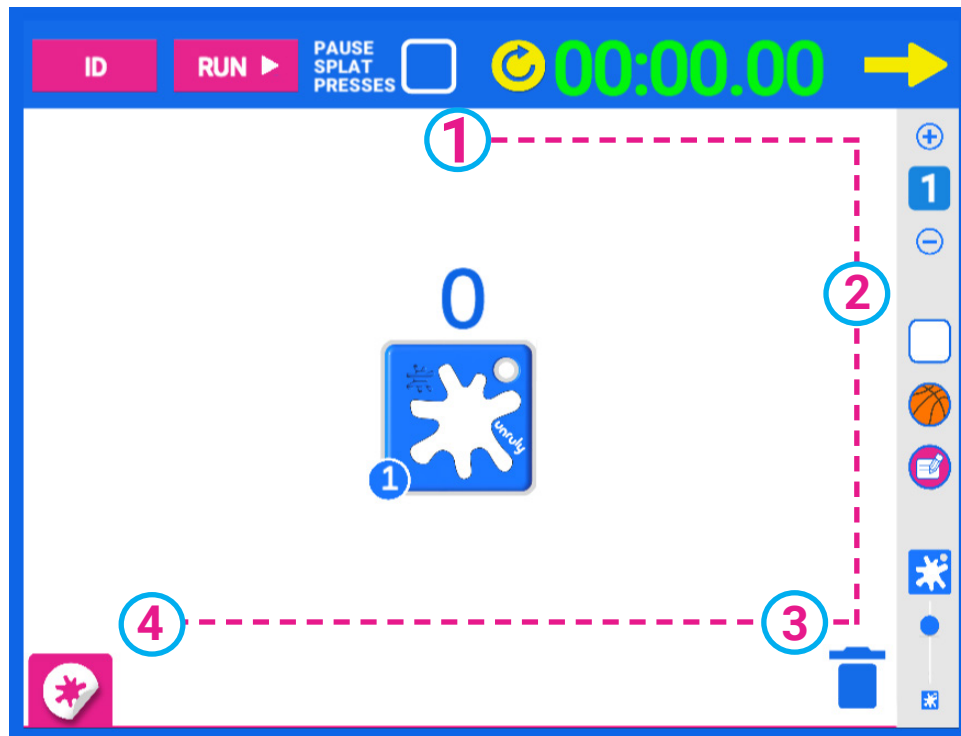
Once you press the Gamelocker button, and it Syncs successfully, it will turn green, any yellow dots will turn green, and your games will be saved in your profile, no matter what device you access the App on!

**It is important to remember this step!** Before closing the app, double check that your projects are saved, and there aren't any YELLOW DOTS on your projects.



## INTRODUCING UNRULY APP 2.0

### VIRTUAL SPLATS APP



Our Virtual Splats App is a dedicated tool for planning, testing, and PLAYING your games and projects, with or without the use of physical Splats.

Click and drag the Splats around the play field, add more Splats, change the background, leave notes and comments on your game, and even add descriptive stickers spelling out how to use your creation.

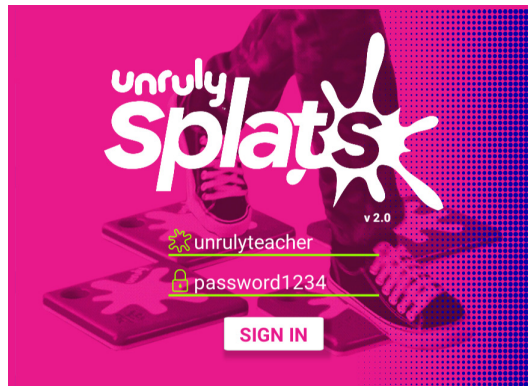
- ① At the top, we have control buttons ID and RUN. Next, a Pause button that disables Splat presses so you can drag them without triggering your code.
- ② On the top right we have the selector for the number of Splats. Under that the controls for background color or image. Next, is the Notes Button where you add, customize, and hide your Project's notes.
- ③ In the bottom right corner, we have the scale slider to grow or shrink your virtual objects, and a trash icon to remove them.
- ④ The bottom left corner is the Sticker Tray! Inside is a pack of descriptive stickers to plan and share the rules of your game. Drag stickers on to the play field, and click them to rotate!

## INTRODUCING UNRULY APP 2.0

# GLOSSARY

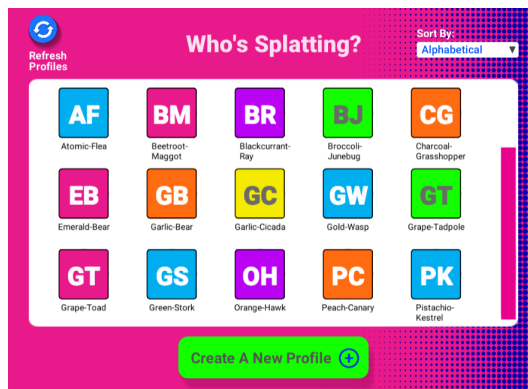
## LOGIN SCREEN

Enter your School-wide login info here.



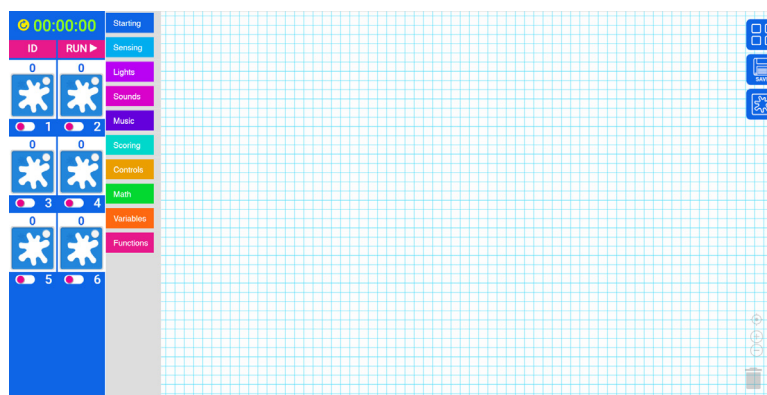
## PROFILES SCREEN

Pick or start a new Profile for your Projects to be stored in.



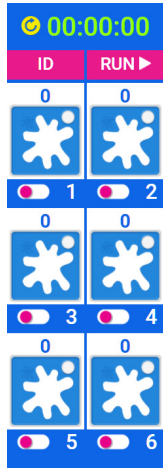
## HOME SCREEN

Where every great Project starts!



# INTRODUCING UNRULY APP 2.0

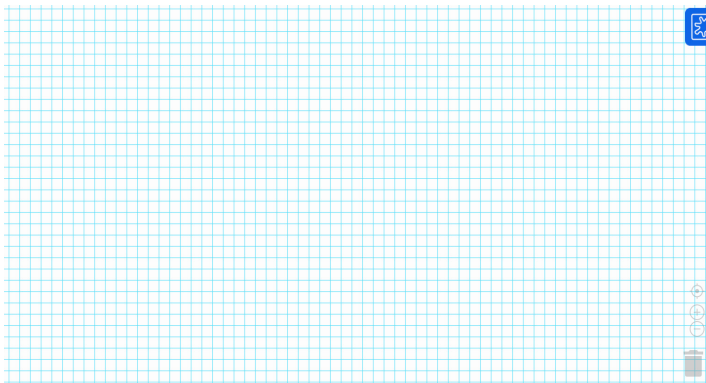
## COMMAND CENTER



Connect, control, and ID Splats.

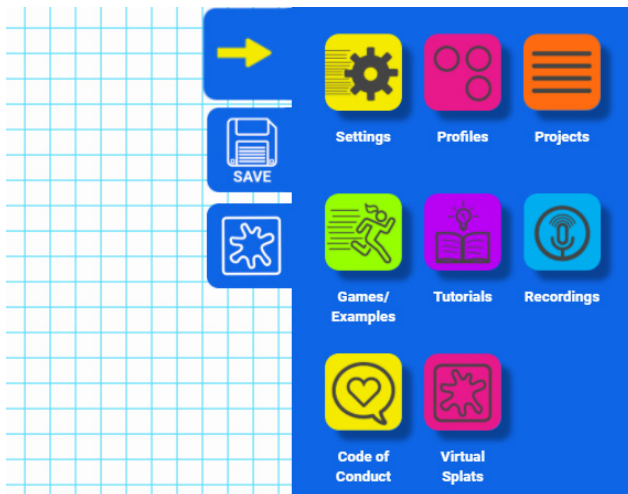
## PROGRAMMING AREA

Where blocks connect and create programs.

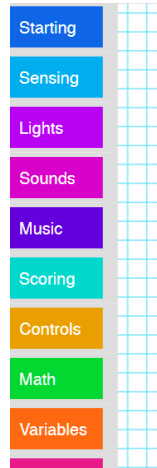


## APP TRAY

Open the tray to access your Projects, switch profiles, or try out other Splat settings, features and examples.



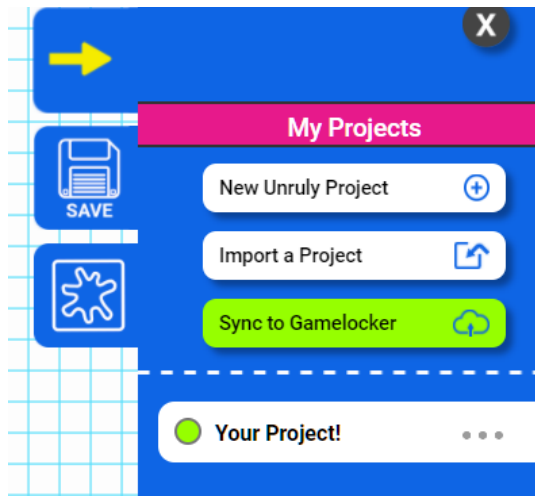
## BLOCK TRAY



Where all of your programming blocks live! Drag and drop blocks from the tray into the programming area.

## PROJECTS APP & GAMELOCKER

Create, import, or load your Projects! Once a project has been modified and saved, click to *Sync to Gamelocker*.



## VIRTUAL SPLATS APP

Test, plan, and play your creations! Drag virtual Splats around like physical ones.

