

FALL/WINTER 2021

# YOUR UNRULY APP GUIDE



# CONTENTS

CLICK TO JUMP TO  
THAT SECTION!



## APP

- 1 LOGIN SCREEN
- 2 PROFILE SCREEN
- 4 HOME SCREEN
- 5 APP TRAY
- 6 SAVING PROJECTS
- 7 PROJECTS APP & GAME LOCKER
- 9 VIRTUAL SPLATS APP



## PORTAL

- 11 LESSONS, RESOURCES, AND THE TEACHER TOOL



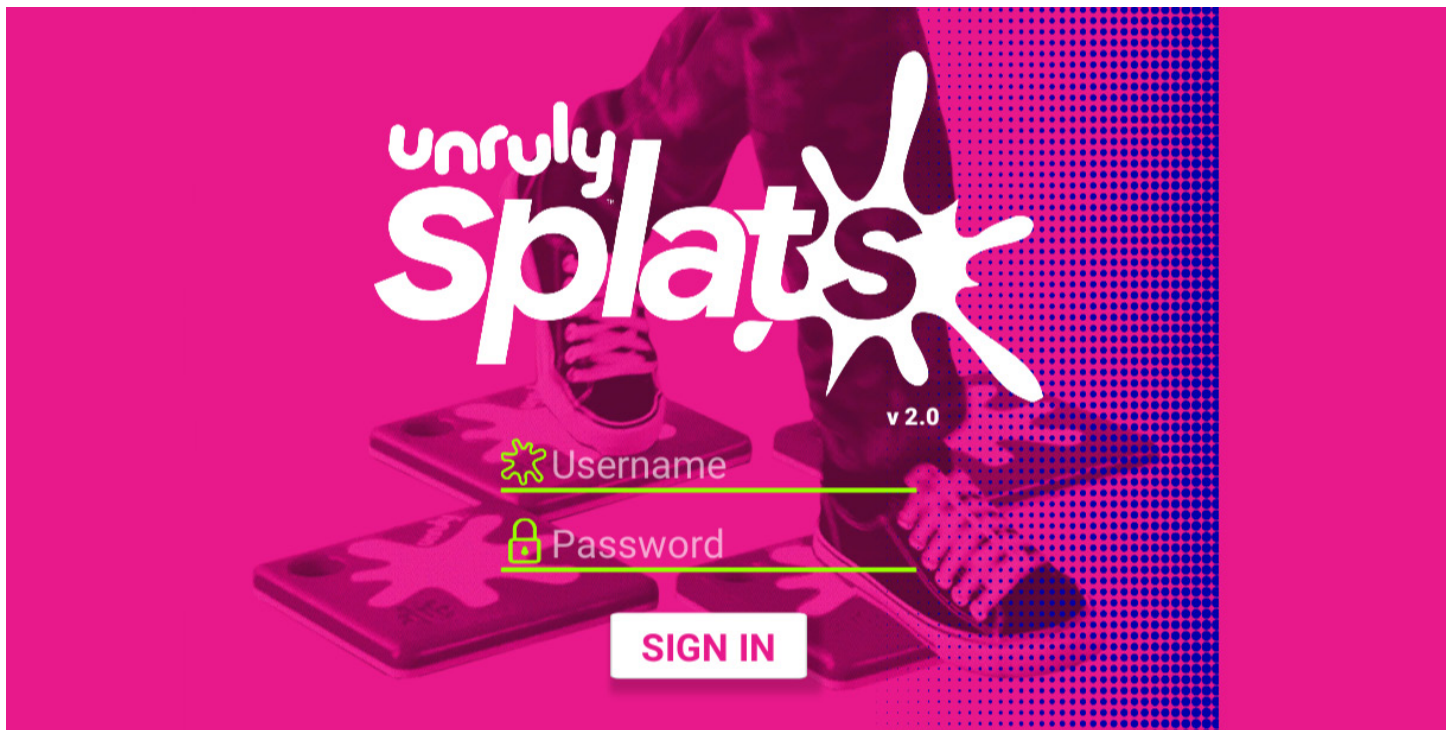
## GLOSSARY

# UNRULY APP

Welcome to Unruly's App! Whether you have been a long-time Splattist or you have just received your Splats in the mail, this document will take you through the parts and features of our app and resource portal.

## LOGIN SCREEN

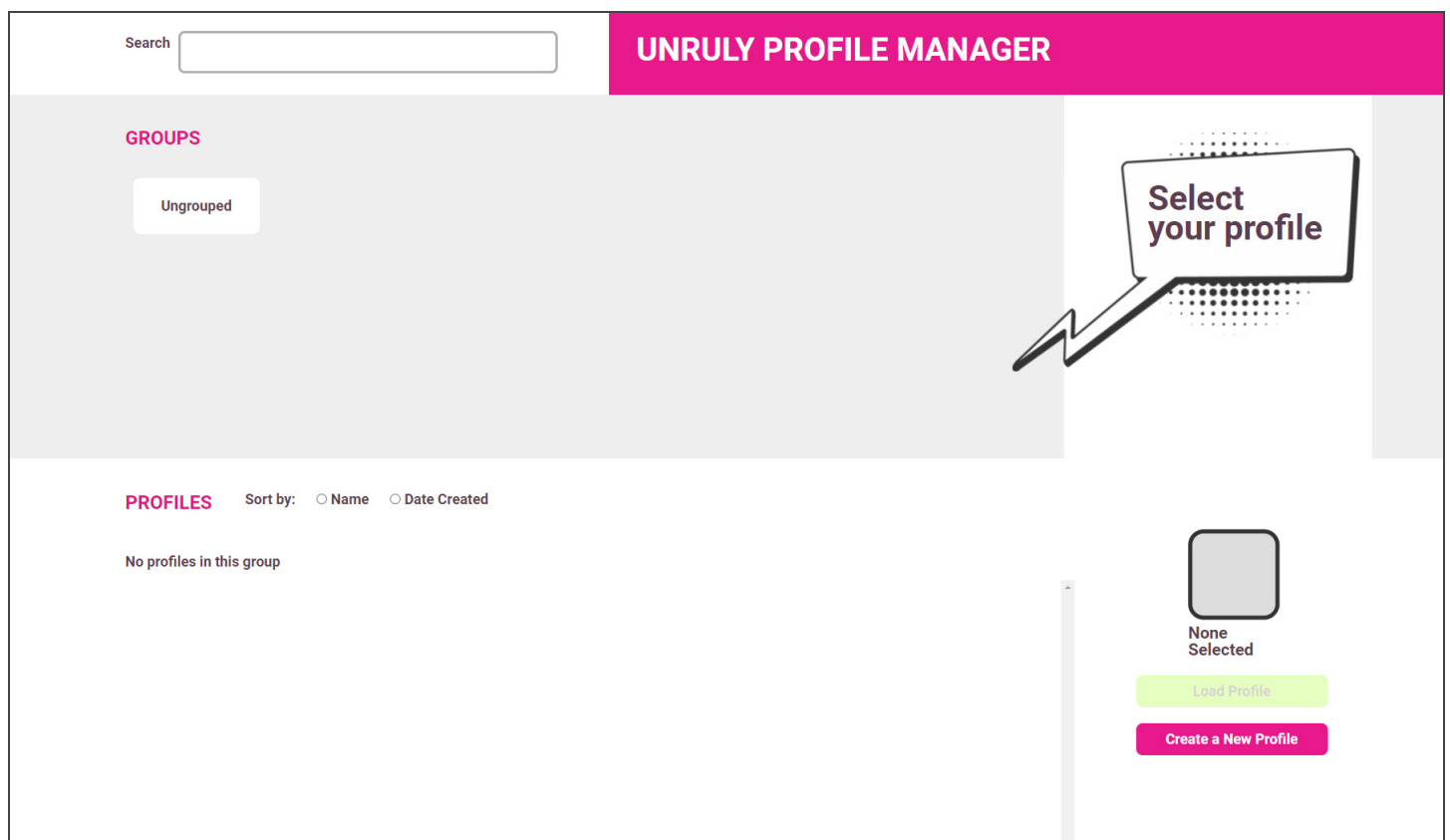
Whether you are logging into the web-app, or iPad, this is where you will enter your school's username and password! This username and password is the same for everyone using Splats at your school, and has been provided by us at Unruly. If you don't know your organization's login, contact us at [educators@unruly-studios.com](mailto:educators@unruly-studios.com).



# PROFILE SCREEN

Profiles are how each different person stores their games in 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 cloud storage option) the Gamelocker!

Multiple people can use the same profile, and you can have as many profiles as you need for your classes. Some classes even choose to use one profile and all save their work in the same place, and that is OK!



# CREATE A NEW PROFILE

Profiles start as a pair of randomly selected words. This means you have the option to keep each profile without any personally identifiable information if you want! Click the refresh button to try new combinations until you find your perfect Unruly name!

If you do want to use Student / Teacher names in your profiles, just edit the First and Last names in this profile creation screen! You can also create, edit, archive, and delete these profiles / groups, in our classroom management tool accessed through the Portal.

The screenshot displays the 'UNRULY PROFILE MANAGER' interface. At the top, there is a search bar and a pink header with the title 'UNRULY PROFILE MANAGER'. Below the header, the 'GROUPS' section shows three buttons: 'Classroom 2' (orange), 'Classroom 1' (green), and 'Ungrouped' (white). The 'PROFILES' section is currently empty, showing 'No profiles in this group'. A modal window titled 'Create New Profile' is open in the center. It features a logo with 'NJ' inside a square. The modal contains two input fields for 'First Unruly Name' (containing 'Neon') and 'Last Unruly Name' (containing 'Jay'). Below these is a dropdown menu for 'Add to group:' set to 'Ungrouped'. A pink button with a refresh icon and the text 'Generate a random name for me!' is present. At the bottom of the modal are 'Cancel' and 'Ok' buttons. To the right of the modal, a speech bubble says 'Select your profile'. Below that is a placeholder for a profile picture labeled 'None Selected', with 'Load Profile' and 'Create a New Profile' buttons.

# HOME SCREEN

On the left side, we have your **COMMAND CENTER**. Here, you can see the stopwatch, identify and connect Splats, run your program, and see how your Splats are behaving while you run your program.

Next, we have the **BLOCK TRAY**. This is where all of the different types of blocks that are used to program the Splats are stored.

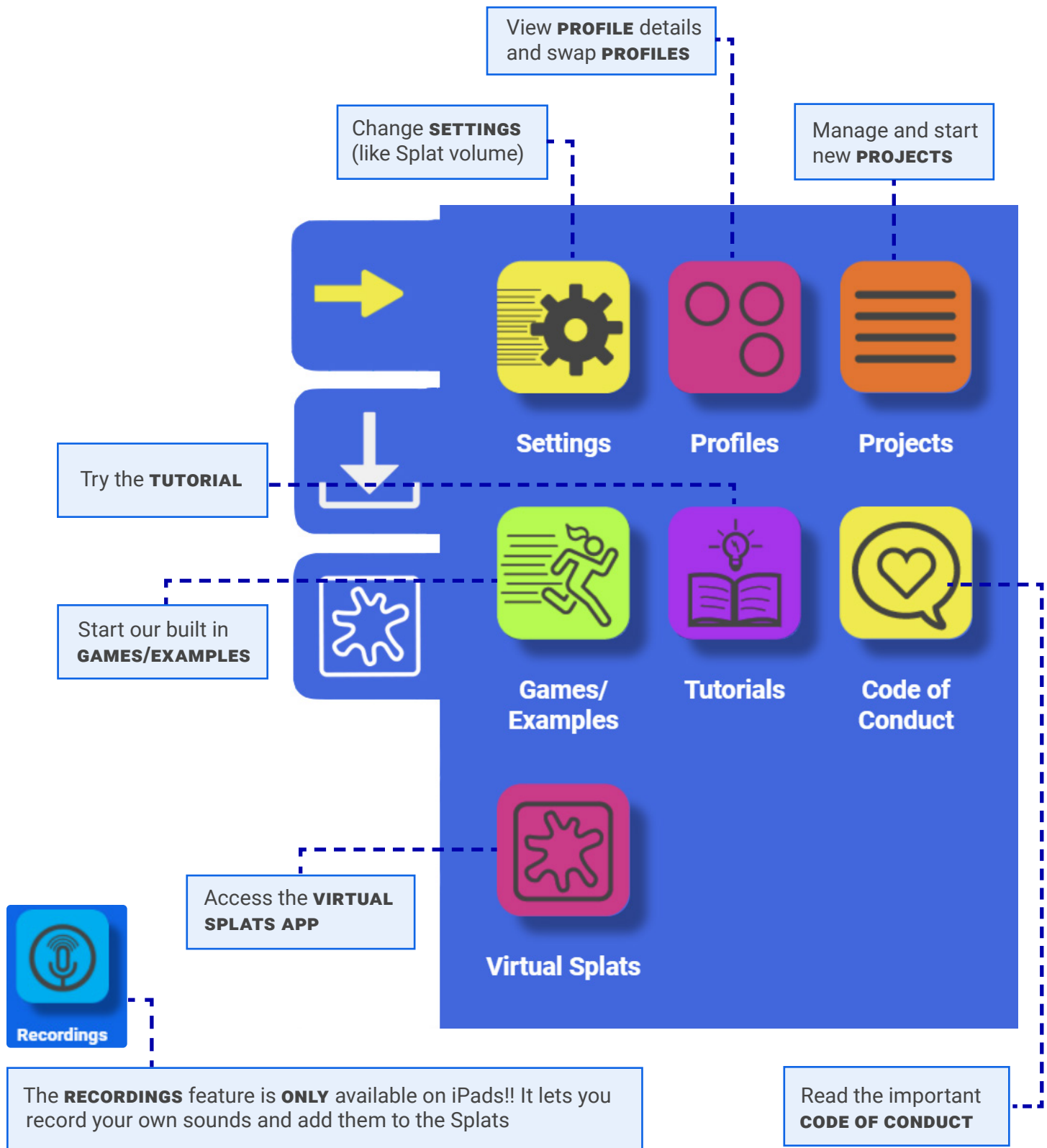
In the top right corner, we have the rest of our features—the **APP TRAY**, **SAVE BUTTON**, and **VIRTUAL SPLATS APP**!



On the lower right, we have our **TRASH**, **ZOOM**, and your **PROJECT NAME** will be displayed here after you save your project.

# THE APP TRAY

The App tray is where all of our features, settings, and tools live.



## 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!

Project Title

# Splats

1

☐ or more (+)

# of Players

1

☐ or more (+)

Description

Save

Export

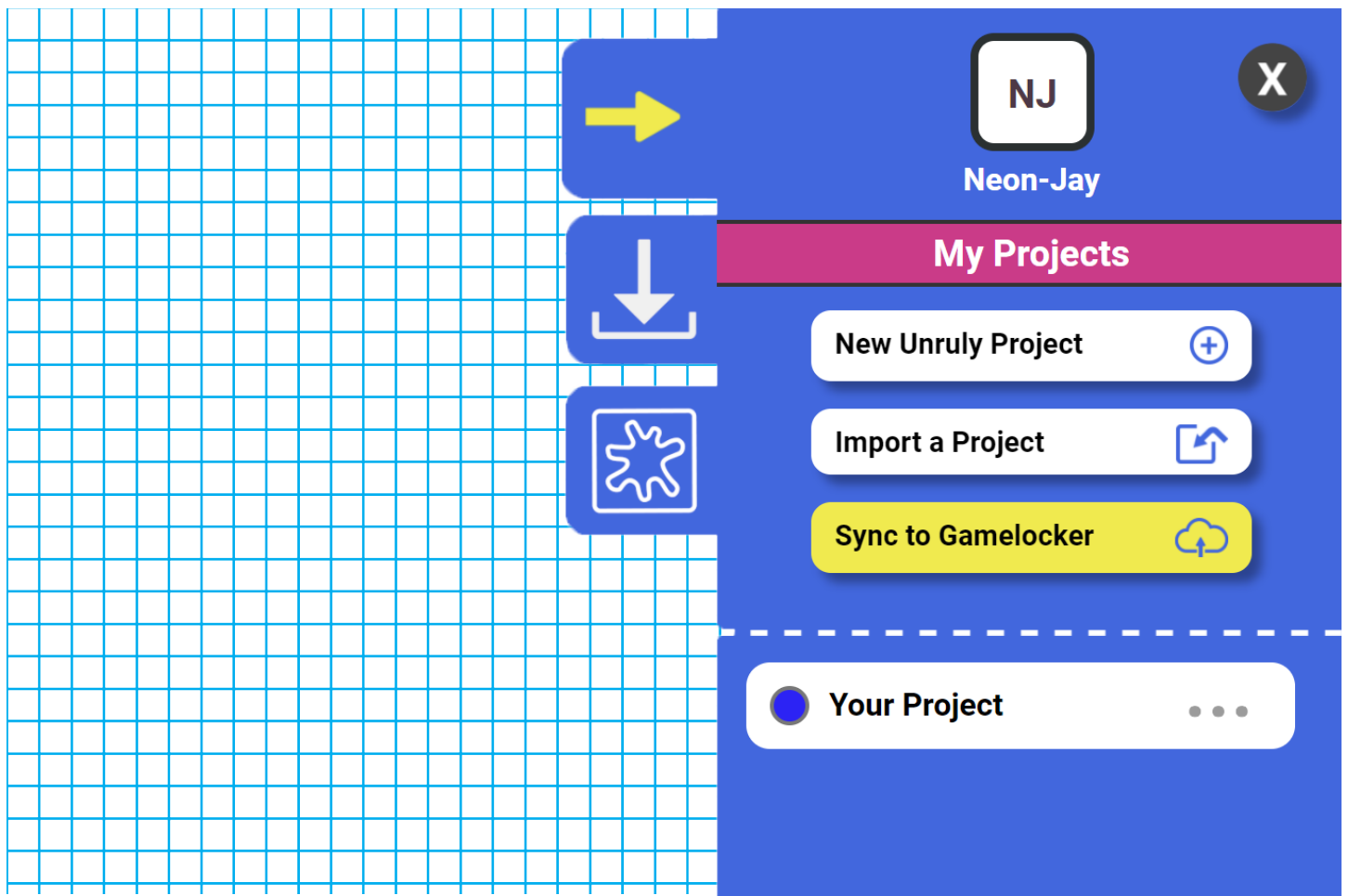
Cancel

Clicking **SAVE** here only saves your project to your computer, the Projects app is where you will sync to your Gamelocker!



# PROJECTS APP & GAME LOCKER

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 BLUE DOT** next to its title.

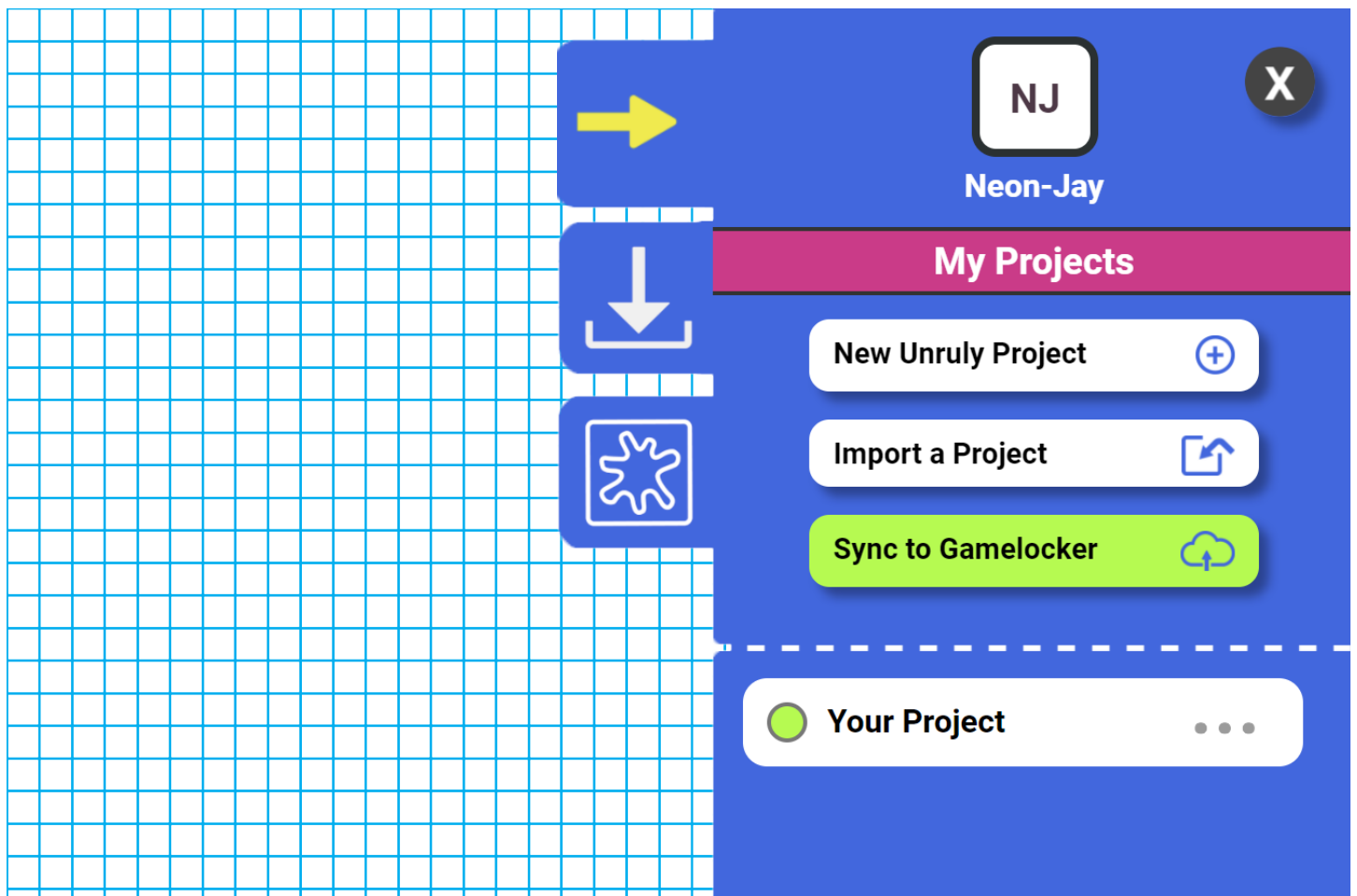


This means that the game has been saved locally, but has not been Synced to the Gamelocker! If any of your projects have changes that haven't been Synced, the Gamelocker button will also turn yellow.



# PROJECTS APP & GAME LOCKER

**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!

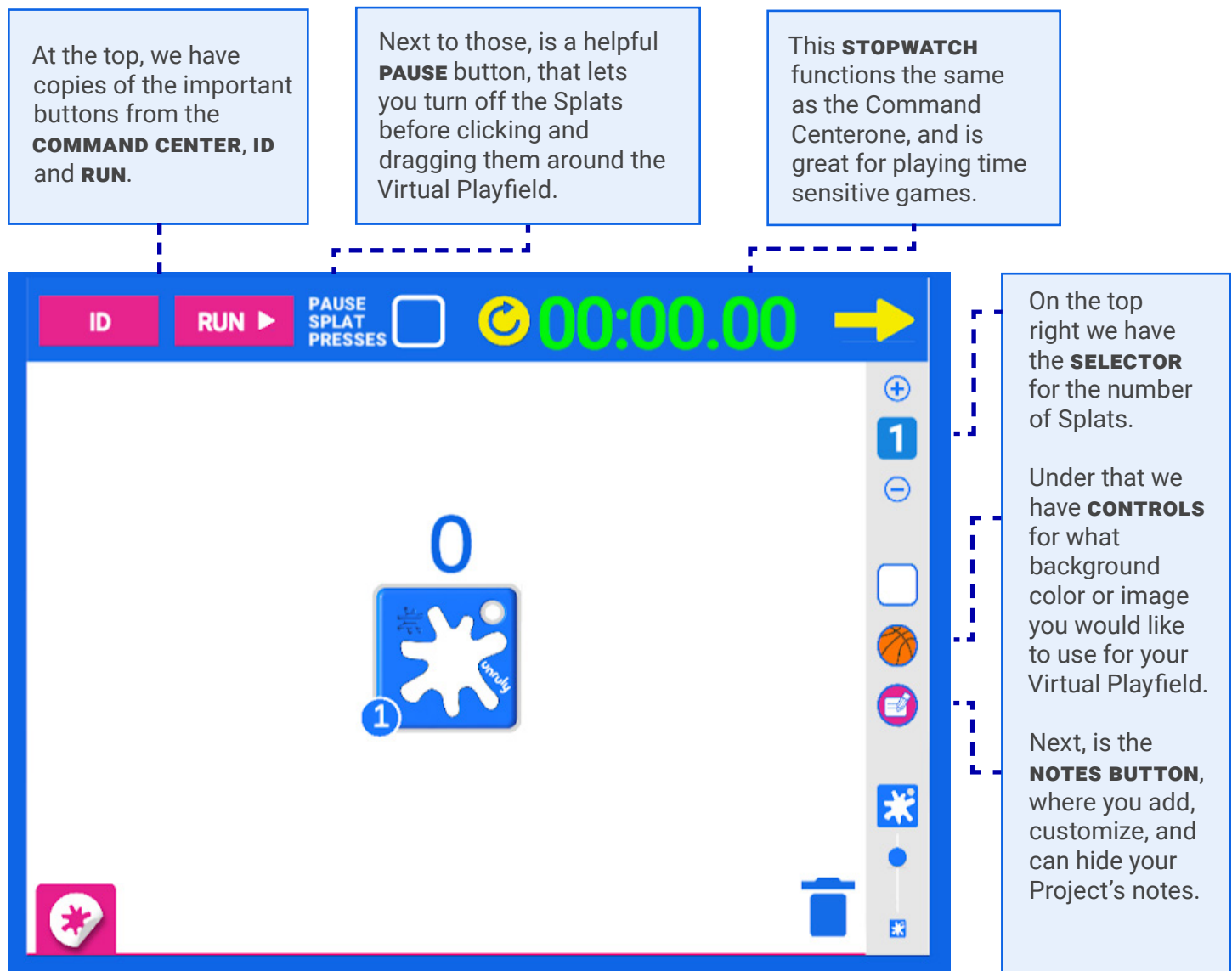


It is important to remember this step! Before closing the app, double check that your projects are saved, and there aren't any yellow dots on your projects.

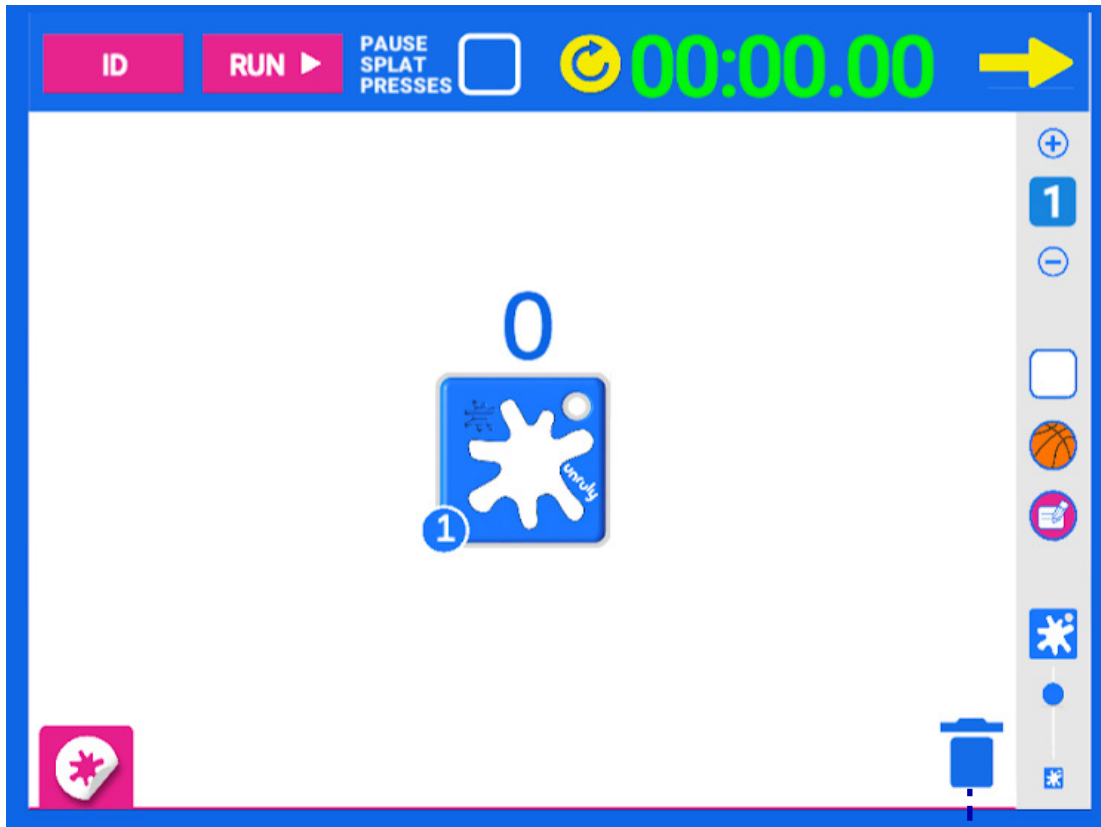
# VIRTUAL SPLATS APP

A dedicated tool for planning, testing, and playing your games and projects, with or without the use of physical Splat devices.

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.



# VIRTUAL SPLATS APP



In the bottom left corner is the **STICKER TRAY**! Here you have a bunch of options for descriptive stickers to explain the rules of your game. Drag stickers on to the Virtual Playfield, and click them to rotate!

In the bottom right corner we have the **SCALE SLIDER** to grow or shrink your Virtual Playfield objects, and a **TRASH ICON** to remove them.

# PORTAL

## EVERYTHING ALL IN ONE PLACE

Our resource portal, accessed at [unrulysplats.com/portal](http://unrulysplats.com/portal) is where you can find all of our lessons, resources and tools!

**PLAN** your class by browsing all of our lessons, content, and community submissions. **MANAGE** your classroom with our teacher tool. **PLAY** with a direct link to the Unruly web app. **ENGAGE** with our trainings and events and **SHARE** your ideas with this submission form!



### PLAN

GET YOUR CLASS UP & RUNNING  
WITH UNRULY LESSON PLANS



### MANAGE

MANAGE YOUR CLASSROOM  
GROUPS & STUDENT PROFILES



### PLAY

LAUNCH THE  
UNRULY WEB APP



### GET INSPIRED

WEBINARS! VIDEOS!  
& MORE! OH YEAH!



### ENGAGE

CHECK OUT OUR CALENDAR  
OF UNRULY EVENTS!



### SHARE

IDEAS TOO GOOD TO KEEP  
TO YOURSELF GO HERE!



# GLOSSARY

## **LOGIN SCREEN** (P.1)

Enter your School-wide login info here.

## **PROFILE SCREEN** (P.2)

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

## **HOME SCREEN** (P.4)

Where every great Project starts!

## **COMMAND CENTER** (P.4; P.9)

Connect, control, and ID Splats.

## **PROGRAMMING AREA** (P.4)

Where blocks connect and create programs.

## **BLOCK TRAY** (P.4)

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

## **APP TRAY** (P.5)

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

## **PROJECTS APP & GAMELOCKER**

(P.7–P.8)

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

## **VIRTUAL SPLATS APP** (P.9–P.10)

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