

Instructions for the Tynker app



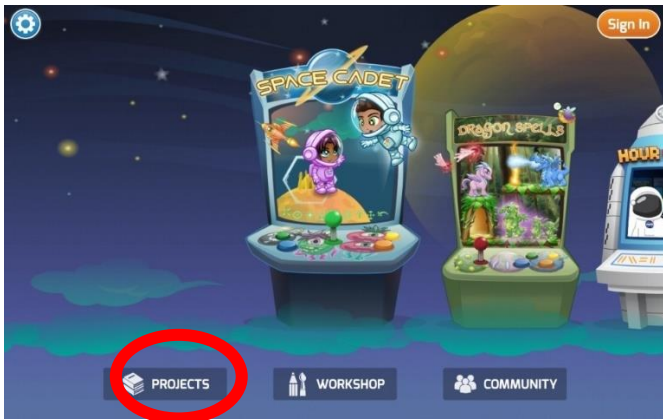
By following this instruction, you add a button to the prototype.

Remember to follow the instructions and complete all steps carefully!

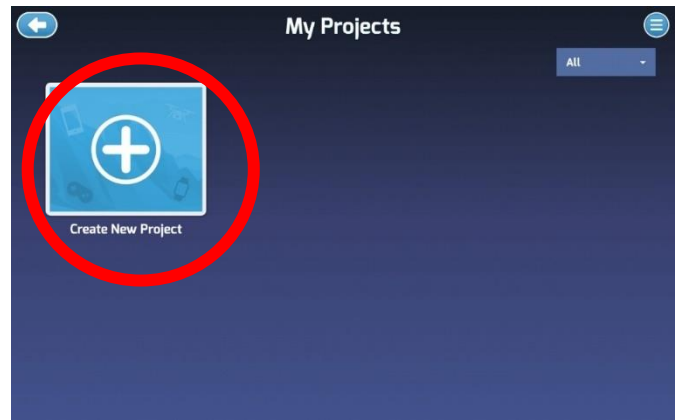
Before starting this tutorial:

- Check that your device has the Tynker app. If not, you can download it from an app store. Remember to ask permission from the owner of the device!
- Take a photo from a phone screen or a paper phone template so that you can code the button into a right-looking base.
- Then open the Tynker app.

1. Starting page.
Click the **PROJECTS** button.



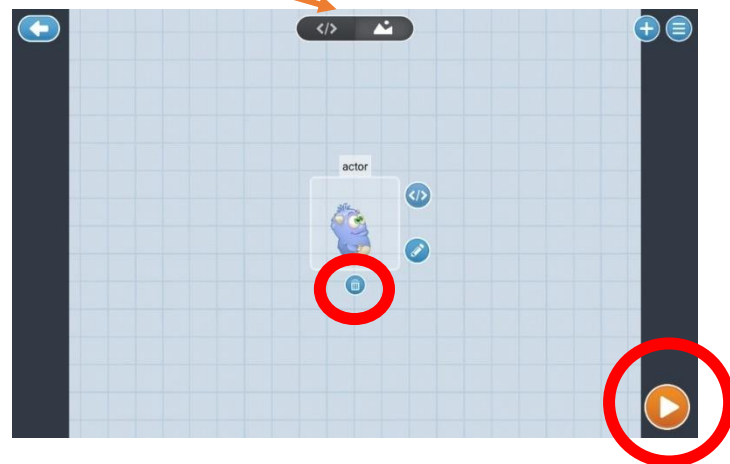
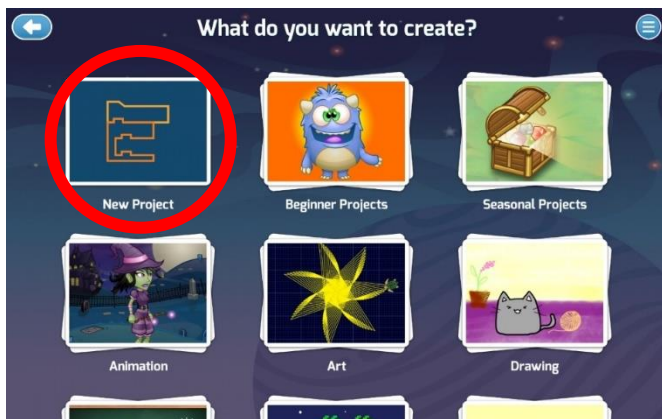
2. My Projects page.
Press **CREATE NEW PROJECT**.



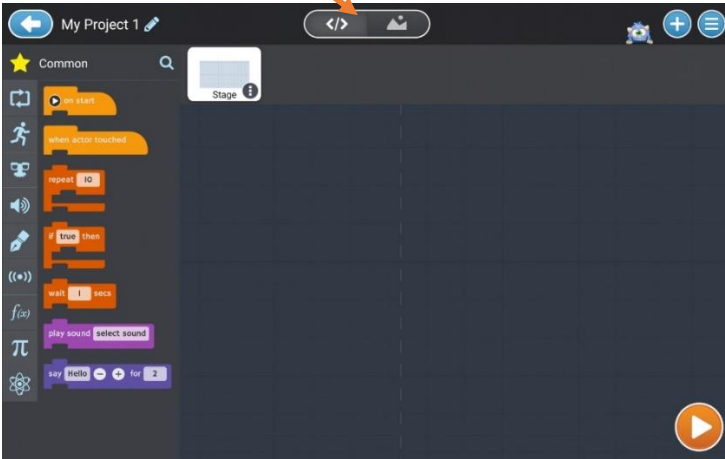
3. Press **NEW PROJECT**.

4. This is an example actor.
By pressing **PLAY**, you see what it does
TRASH BIN deletes the actor and all related code.

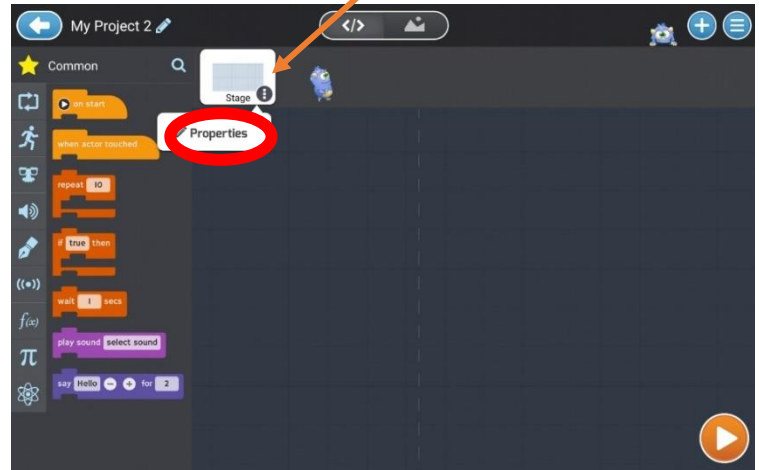
Start coding yourself, by pressing the **CODING VIEW** `</>` button.



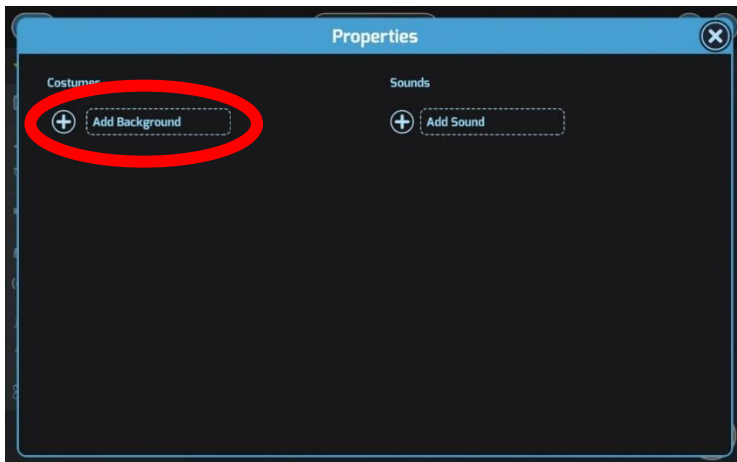
5. The coding page is where you can modify and add things. From the left side panel, you find all the possible actions. By combining the blocks, you can add sounds, make the actor move and all sorts of things!
You can change between the two views by clicking here:



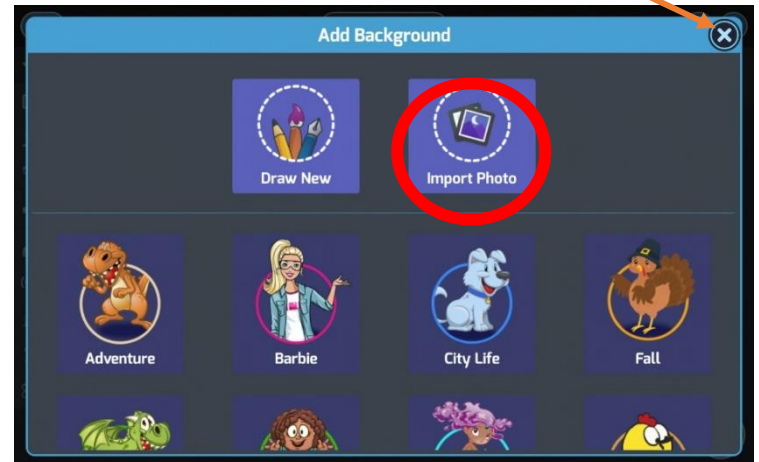
6. First change the background image. Change the background by clicking **the three dots** on the **Stage** button. and then press **Properties**.



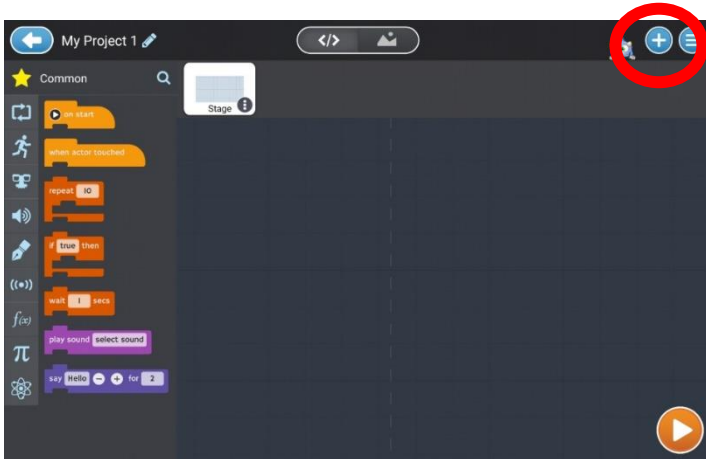
7. Press **ADD BACKGROUND**.



8. Press **IMPORT PHOTO**.
Import photo from the gallery.
Exit the view by **pressing the X** button.



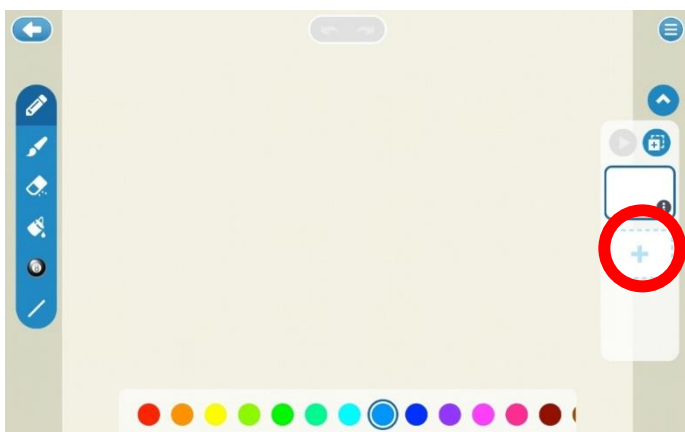
9. Next start creating your button.
Press + on the right upper corner.



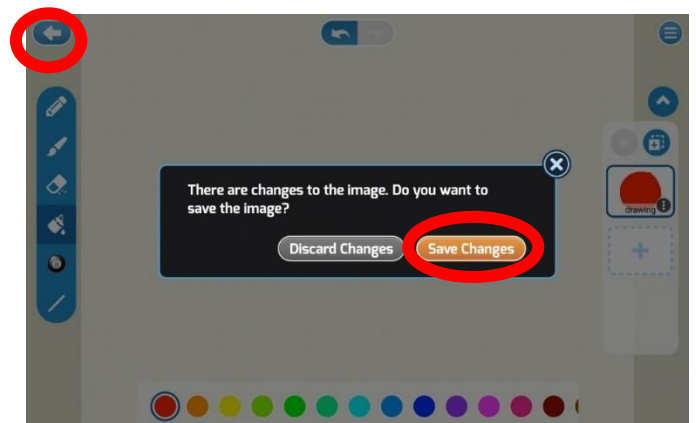
10. Press **DRAW NEW**.



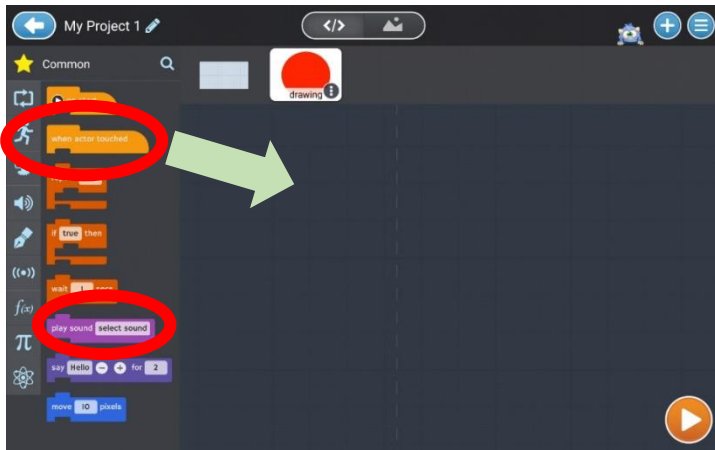
11. Draw here the button you designed.
Press + if you want to add several buttons.



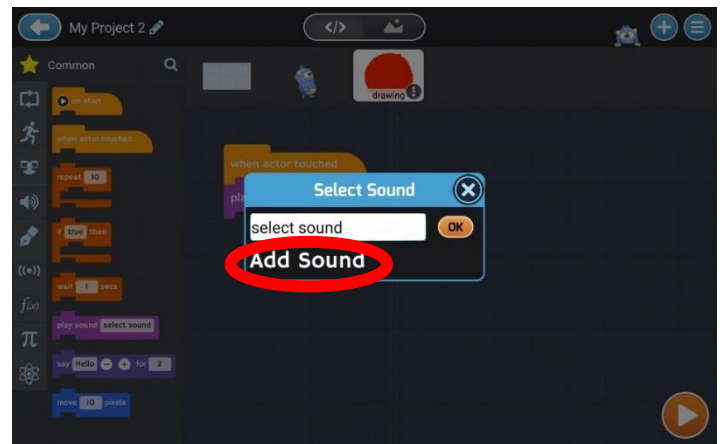
12. Save your button by pressing the arrow ←
on the left upper corner.
remember to **SAVE CHANGES**.



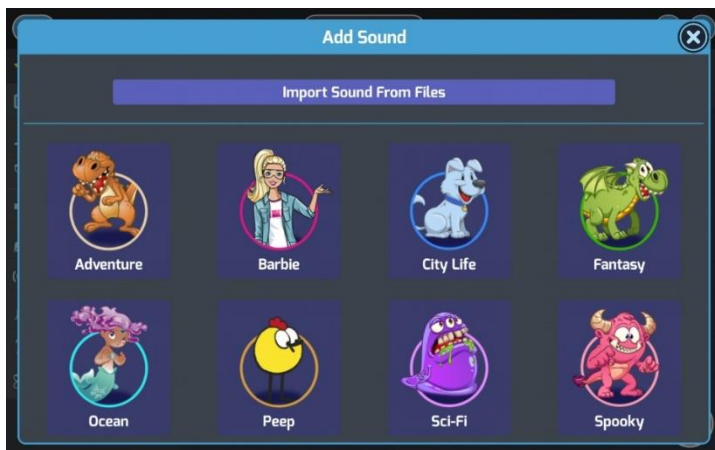
13. Start coding the functions of your button.
Choose **WHEN ACTOR TOUCHED** from the left.
Drag the block to the middle of the screen.
Add sound by dragging the **PLAY SOUND**-block to the middle.



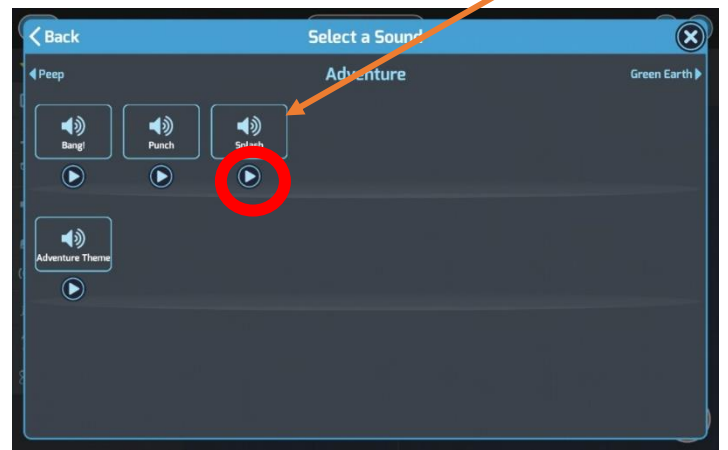
14. Hold your finger on the **SELECT SOUND** to open the add sound option.
Press then **ADD SOUND**.



15. Choose a sound.
The images represent different categories for sounds, find the one you like the best.



16. You can test the sound by pressing **PLAY**.
Choose the sound by pressing the **name of the sound**.



17. Now you have added a button and a sound effect.



Test your creation by pressing the play button

All done with the tutorial!

Now test the other blocks to see what happens if you have time 😊