Beta! Game Manager Guide – How to develop educational games based on composition of words

Roberto Trinchero (roberto.trinchero@unito.it) - ver 02.04.2013

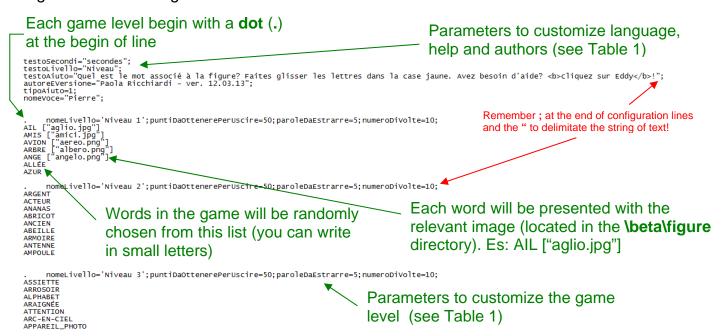
Beta! is a software that lets to teachers and educators to create educational games based on composition of words by letters or syllabes. You can use it online at www.edurete.org/beta Url or download and use it on your Windows-based Pc. Games development is very easy. Create game text files (you can use Windows Notepad) following this structure:

Fig. 1 – Structure of game files

```
| EstoSecondis="secondes"; testoNetholo="Niveau"; testoNetholo="Nive
```

Elements of game files are explained in the following figure:

Fig. 2 – Elements of game files



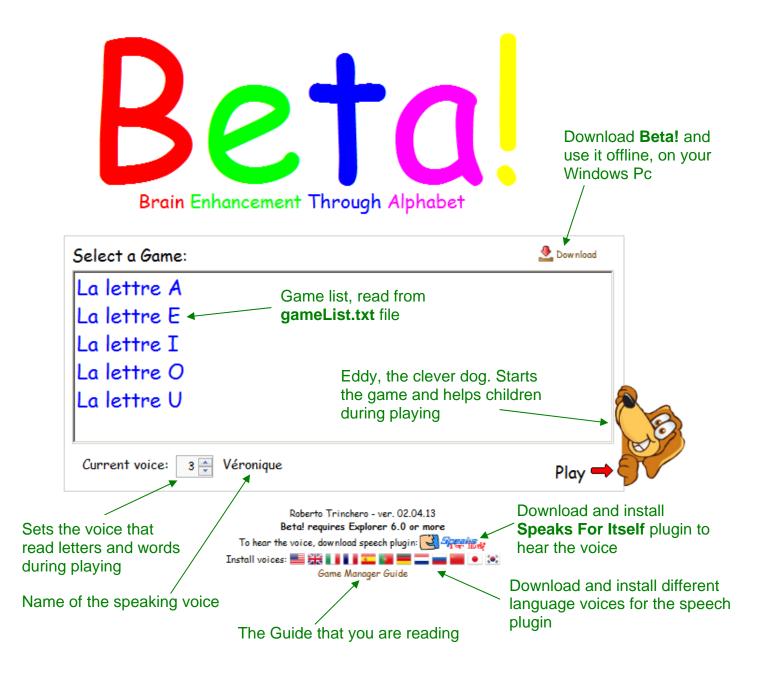
Save game files in .txt format (example of file name: La lettre A.txt) in the directory \beta. Then create a list of available game files and save it in a text file named gameList.txt in the directory \beta, as in the following example:

La lettre A La lettre E La lettre I La lettre O La lettre U

File: gameList.txt Saved in the directory \beta

Beta! will read the files saved in the **\beta** directory and propose you a list of games. To start the program open the file **index.htm** with Internet Explorer 6.0 or more. Active content must be enabled on your browser. Here the main screen of the program:

Fig. 3 – Main screen



And here the game screen:

Fig. 4 – Game screen

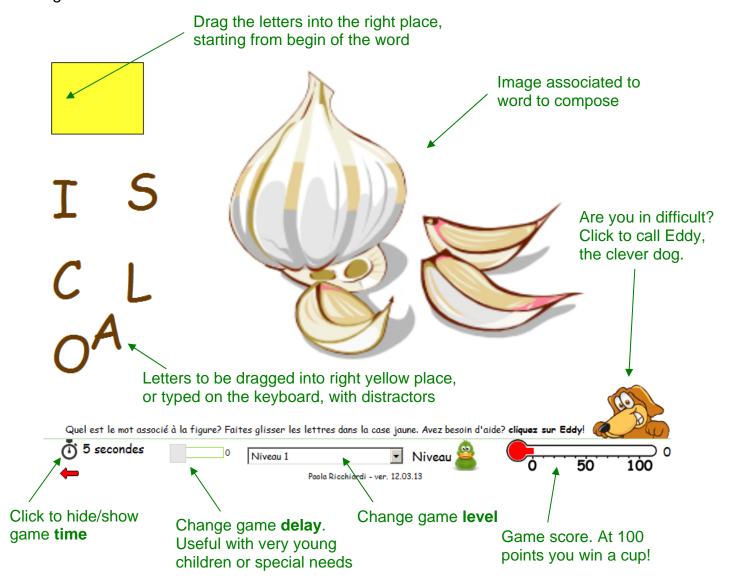


Table 1 – Configurations commands (to be inserted in text game files, as displayed before)

Command	Function	Examples
. (dot)	Indicates the begin of the list of the words that will be randomly selected and displayed in a game level	. word1 ["figure1.jpg"] word2 ["figure2.png"] {#5} word3 ["figure3.png"] {znghl} word4 ["figure4.jpg"]
["figurename.ext"]	Name of the image associate to the word (in the example the word AIL). You can specify more than an image. For the Italian language you can omit the image name and the program take automatically the image aglio.jpg or aglio.png located in the directory \beta\figure	["aglio.jpg"] ["aglio.jpg", "cipolla.jpg"]
{axZ}	Distractors inserted by the game manager (you) instead of the automatic distractors (be careful that letters were different from word letters	. Banana $\{exZ\}$ generates distractors exZ for the word Banana
{#number of distractors}	Generates a different number of distractors for preceding word	Banana {#10} generates 10 automatic

Author & version (a date) of the game			distractors
Separate syllabics Author & version (a date) of the game authorsEversiones "Paola Ricchiardi ver. 12.03.13"; indicates the translation for the word "Level" testoLivellos "Niveaus"; indicates the translation for the word "Level" testoLivellos "Niveaus"; testoSecondi indicates the translation for the word "Seconds" in the language of the game testoSecondis "secondes"; testoSecondis "secondes"; testoSecondis "secondes"; testoSecondis "secondes"; testoSecondis "secondes"; testoSecondis "secondes"; testoSecondis "secondis"; testoSecondis testoSecondis testos toto Designate vertices to testo Secondis testos Testos vertices vertices vertices vertices vertices	(vertical bar to	Play game with syllabic instead letters	
autoreEversione Author & version (a date) of the game ver. 12.03.13";		I lay game with synable instead letters	
ver. 12.03.13"; indicates the translation for the word "Level" in the language of the game testols/vello="Mixveau"; testols/vello="Mixveau"; testols/vello="Mixveau"; testols/vello="Mixvello"; testols/vello="Mixve		Author 8 version (a data) of the game	
Indicates the translation for the word "Level" in the language of the game LestoSecondi Indicates the translation for the word "Seconds" in the language of the game LestoAiuto Indicates the translation for the word "Seconds" in the language of the game Indicates the translation for the word sesociated with the figure? Prag the letters in the yellow box. Need help? "So click Eddy of bs." in the language of the game. Use Himl commands to format the text (bold, fallos, ecc.). giocoParolaBucata giocoParolaBucata giocoParolaBucata giocoParolaBucata giocoParolaBucata giocoParolaBucata modificativello Hide/shows the delay bar (see Fig. 4) modificativello Hide/shows the level selector (see Fig. 4) puntiDaOttenerePer Uscire paroleDaEstrarre Number of word to randomly extract from list corresponding to current level Number of word to randomly extract from list corresponding to current level Number of word to read and the game randomly extract words before exit from the current level LempoParimaezioneLet tempoParimaezioneLet tempoParimaezioneLet animation in delayed mode games LipoAiuto Aid supplied by clicking on Eddy Number of word seed of the game short with exadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of BLUE; Color of the box in which you drag the letters (feth-woo hexadecimal digits of BLUE) Coloral the box in which you drag the letters (feth-woo hexadecimal digits of BLUE) Coloral the box in which you drag the letters (feth-woo hexadecimal digits of BLUE) Coloral the box in which you drag the letters (feth-woo hexadecimal digits of BLUE) Coloral the box in which you drag the letters (feth-woo hexadecimal digits of BLUE) Coloral the box in which you drag the letters (feth-woo hexadecimal digits of BLUE) Coloral the box in which you drag the letters (feth-woo hexadecimal digits of BLUE) Coloral the box in which you drag the letters (feth-woo hexadecimal digits of BLUE) Coloral the box in which you drag the letters (feth-woo hexadecimal digits of BLUE)	autoreEversione	Author & version (a date) of the game	
in the language of the game testoSecondi Indicates the translation for the word "Seconds" in the language of the game testoAiuto Indicates the translation for the phrase "What is the word associated with the figure? Drag the letters in the yellow box. Need help? do click Eddy of be? In the language of the game. Use Hinn commands to format the game. Use Hinn the leaves of game. When the test to game to display all the letters of the game. When the game to display all the letters of the game. When the game to display all the letters of the game. When the game to display all the letters of the game level to game. When the game level to exit from the level Number of word to randomly extract from list corresponding to current level Number of word to randomly extract from list corresponding to current level tempoAnimazioneLet tera of games. LempoPermanenzaIni game that the game randomly extract from the current level tempoAnimazioneLet tera of games. LipoAiuto 3. Aid supplied by clicking on Eddy LipoAiuto 3. (Eddy makes the move) tipoAiuto 3. (Eddy shows entire word to a short time and then the scrambles the letter) place (#Htwo hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hex	togtolivelle	Indicates the translation for the word "I avel"	
Indicates the translation for the word	testoniveilo		
Seconds' in the language of the game testoSecondi="se	+ + - O		
Indicates the translation for the phrase "What is the word associated with the figure? Drag the letters in the yellow box. Need help? bc fick Eddy / bb? in the language of the game. Use Html commands to format the text (bold, Italics, ecc.). giocoParclaBucata giocoParclaBucata giocoParclaBucata (bd.) talics, ecc.). giocoParclaBucata (bd.) talics, ecc.). giocoParclaBucata (bd.) talics, ecc.). giocoParclaBucata (bd.) talics, ecc.). modificaLivello modificaLivello Hide/shows the level selector (see Fig. 4) modificaLivello="ail"; parcle Bettres dans la case discorpation of ail ail"; modificaLivello="ail"; modificaLivello="ail"; modificaLivello="ail"; modificaLivello="ail"; modificaLivello="ail"; modificaLivello="ail"; modificaLivello="ail	testoseconai		
is the word associated with the figure? Prait the letters in the yellow box. Need help? ab click Eddy associé à la figure? Faites and la case jaiser les lettres dans la case jaiser les lettres dans la case jaine. Avez besoin d'aide? 	+ + - 7 d + -		
the letters in the yellow box. Need help? ebs click Eddy x bbs* in the language of the game. Use Html commands to format the text (bold, italics, ecc.). giocoParolaBucata giocoParolaBucata modificaRitardo Hide/shows the delay bar (see Fig. 4) modificaRitardo* Hide/shows the level selector (see Fig. 4) modificaRitardo* Hide/shows the level selector (see Fig. 4) modificaRitardo* modificaRitardo* Hide/shows the level selector (see Fig. 4) puntibaOttenerePer Uscire paroleDaEstrarre Number of word to randomly extract from list corresponding to current level numeroDiVolte Number of times that the game randomly extract from the level tempoAnimazioneLet tera dames LipoAiuto Aid supplied by clicking on Eddy Time for showing entire word before letter animation in delayed mode games LipoAiuto Aid supplied by clicking on Eddy LipoAiuto=3; (Eddy shows entire word for a short time and then the scrambles the letter) coloreTesto Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of GRED+two hexadecima	LestoAluto		
click Eddy \ b b^f in the language of the game. Use Hunt commands to format the text (bold, falles, ecc.)			
game. Use Html commands to format the text (bold, italics, ecc.) Sets the game to display all the letters of the word except the letter to guess giocoParolaBucata="no"; giocoParolaBucata="no"; giocoParolaBucata="no"; giocoParolaBucata="no"; giocoParolaBucata="no"; giocoParolaBucata="no"; giocoParolaBucata="no"; giocoParolaBucata="no"; modificaRitardo="no"; modificaRitard			
iext (bold, italics, ecc.) giocoParolaBucata Sets the game to display all the letters of the word except the letter to guess giocoParolaBucata="no"; giocoParolaBucata="no"; giocoParolaBucata="no"; modificaRitardo="no"; modificaRitardo			
giocoParolaBucata Sets the game to display all the letters of the giocoParolaBucata="si"; modificaRitardo Hide/shows the delay bar (see Fig. 4) modificaRitardo='no"; modificaLivello Hide/shows the delay bar (see Fig. 4) modificaRitardo='no"; modificaLivello "si"; modificaLivello="si"; modificaLive			CD/Cliquez Sur Eddy C/D/: /
modificaRitardo			and a sup Daniel La Division to a literature
modificaRitardo Hide/shows the delay bar (see Fig. 4) modificaRitardo="no"; modificaRitardo="no"; modificaRitardo="no"; modificaLivello="si"; modifica	glocoParolaBucata		
modificaLivello Hide/shows the level selector (see Fig. 4) modificaLivello="si"; modificaLivello="sittens"	71.51 -1. 7		
modificaLivello Hide/shows the level selector (see Fig. 4) modificaLivello="si"; modificaLivello="no"; puntiDaOttenerePer Uscire	modificaRitardo	Hide/shows the delay bar (see Fig. 4)	
ModificaLivello="no"; Uscire DaroleDaEstrarre Oscire to obtain in the current game level to exit from the level		Library de a la lata de lata de la lata de lata de la lata de la lata de la lata de lata delata de lata de lata delata de lata de lata de lata delata de lata delata delata de lata delata d	
puntiDaOttenerePer Uscire paroleDaEstrarre Number of word to randomly extract from list corresponding to current level numeroDiVolte Number of times that the game randomly extract words before exit from the current level tempoAnimazioneLet tera games tempoPermanenzaIni ziale time for letter animation in delayed mode games tipoAiuto Aid supplied by clicking on Eddy Aid supplied by clicking on Eddy numeroDistrattori coloreTesto Color of the letters to be dragged in the right place (#H+wo hexadecimal digits of RED+two hexadecimal digits of BLUE) Color of the letters that the player has put in the right place (#H+wo hexadecimal digits of RED+two hexadecimal digits of BLUE) Color of the letters Color of the letters that the player has put in the right place (#H+wo hexadecimal digits of REEN+two hexadecimal digits of BLUE) Color of the letters ColoreTesto Color of the letters that the player has put in the right place (#H+wo hexadecimal digits of REEN+two hexadecimal digits of BLUE) Color of the letters GarattereTesto Font of the letters GarattereTesto = Force the words to be displayed with capital letters Indicate the colored place (#H-wo hexadecimal digits of BLUE) CarattereTesto = Force the words to be displayed with capital letters Indicate the colored place (#H-wo hexadecimal digits of BLUE) CarattereTesto = Force the words to be displayed in upper case nomeVoce	modificalivello	Hide/snows the level selector (see Fig. 4)	
Description Exit from the level Number of word to randomly extract from list corresponding to current level Number of word to randomly extract from list corresponding to current level Number of times that the game randomly extract words before exit from the current level Number of times that the game randomly extract words before exit from the current level tempoAnimazioneLettera=0; games tempoPermanenzaIni Time for letter animation in delayed mode games tipoAiuto Aid supplied by clicking on Eddy tipoAiuto=1; (Eddy only show the move) tipoAiuto=3; (Eddy shows entire word for a short time and then the scrambles the letter) numeroDistrattori Number of automatic distractors generated numeroDistrattori=2; (Eddy shows entire word for a short time and then the scrambles the letter) numeroDistrattori=3; Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) Color of the letters that the player has put in the right place (#+two hexadecimal digits of REEN+two hexadecimal digits of BLUE) Color of the letters that the player has put in the right place (#+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) Color of the letters that the player has put in the right place (#+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) Color of the letters that the player has put in the right place (#+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) Color of the letters Color o			
paroleDaEstrarre Number of word to randomly extract from list corresponding to current level Number of times that the game randomly extract words before exit from the current level Number of times that the game randomly extract words before exit from the current level Time for letter animation in delayed mode games tempoPermanenzaIni Time for showing entire word before letter animation in delayed mode games tipoAiuto Aid supplied by clicking on Eddy LipoAiuto=1; (Eddy only show the move) tipoAiuto=2; (Eddy makes the move) tipoAi			puntiDaOttenerePerUscire=50;
corresponding to current level			
numeroDiVolte Number of times that the game randomly extract words before exit from the current level numeroDiVolte=100; tempoAnimazioneLet tera Time for letter animation in delayed mode games tempoPermanenzaIni ziale=0; time for showing entire word before letter animation in delayed mode games tempoPermanenzaIniziale=0; tipoAiuto Aid supplied by clicking on Eddy tipoAiuto=1; (Eddy only show the move) tipoAiuto=2; (Eddy makes the move) tipoAiuto=3; (Eddy shows entire word for a short time and then the scrambles the letter) numeroDistrattori Number of automatic distractors generated numeroDistrattori=3; coloreTesto Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) coloreTesto='#6A3B03'; coloreCasella Color of the box in which you drag the letters (#+two hexadecimal digits of BLUE) coloreCasella='#ffff33'; coloreTestoInCasel Color of the letters that the player has put in the right place (#+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) coloreTestoInCasella='#ffff33'; carattereTesto Font of the letters carattereTesto="Comic Sans Ms"; dimensioneTesto Size of letters (in pixel) dimensioneTesto='64px'; forzaInizialiMaius cole Force the words to be displayed with capital letters forzaInizialiMaiuscole=false	paroleDaEstrarre		paroleDaEstrarre=10;
extract words before exit from the current level tempoAnimazioneLet tera tempoPermanenzaIni time for letter animation in delayed mode games tempoPermanenzaIni time for showing entire word before letter animation in delayed mode games tipoAiuto Aid supplied by clicking on Eddy tipoAiuto=1; (Eddy only show the move) tipoAiuto=2; (Eddy makes the move) tipoAiuto=3; (Eddy shows entire word for a short time and then the scrambles the letter) numeroDistrattori Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) ColoreCasella Color of the box in which you drag the letters (#+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) coloreTestoInCasel la Color of the letters that the player has put in the right place (#+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) coratterTesto GraratterTesto Forto the letters olimensioneTesto Size of letters (in pixel) forzaInizialiMaius cole letters force the words to be displayed in upper case nomeVoce nomeVoce Name of the speaking voice lettersifoncasel; lentificativoVoce Force the voice to corresponding number identificativoVoce Force the voice to corresponding number identificativoVoce letters tempoAnimazioneLetter=0; tempoPermanenzaIniziale=0; tempoPermanenzaIn	D'11 31		D'TT 1. 100.
Lewel Time for letter animation in delayed mode games LempoPermanenzaIni ziale Time for showing entire word before letter animation in delayed mode games LempoPermanenzaIni ziale LempoPermanenzaIni ziale LempoPermanenzaIni ziale LempoPermanenzaIni ziale LempoPermanenzaIni ziale=0; LempoPermanenzaIniziale=0; Lemp	numeroDiVolte		numeroDiVolte=100;
tempoAnimazioneLettera games tempoPermanenzaIni ziale timpoPermanenzaIni Time for showing entire word before letter animation in delayed mode games tipoAiuto Aid supplied by clicking on Eddy tipoAiuto=1; (Eddy only show the move) tipoAiuto=2; (Eddy shows entire word for a short time and then the scrambles the letter) numeroDistrattori Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) ColoreTesto ColoreTesto idigits of BLUE) ColoreTestoInCasel Color of the letters that the player has put in the right place (#+two hexadecimal digits of GREEN+two hexadeci			
tempoPermanenzaIni tempoPermanenzaIni ziale			
Time for showing entire word before letter animation in delayed mode games tipoAiuto Aid supplied by clicking on Eddy tipoAiuto=1; (Eddy only show the move) tipoAiuto=2; (Eddy makes the move) tipoAiuto=3; (Eddy shows entire word for a short time and then the scrambles the letter) numeroDistrattori Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) Color of the box in which you drag the letters (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) ColoreTestoInCasel Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits		-	tempoAnimazioneLettera=0;
animation in delayed mode games tipoAiuto Aid supplied by clicking on Eddy tipoAiuto=1; (Eddy only show the move) tipoAiuto=2; (Eddy makes the move) tipoAiuto=3; (Eddy shows entire word for a short time and then the scrambles the letter) numeroDistrattori ColoreTesto Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) ColoreTestoInCasella Color of the box in which you drag the letters (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) coloreTestoInCasel la Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) carattereTesto Font of the letters dimensioneTesto Size of letters (in pixel) forzaInizialiMaius cole force the words to be displayed with capital letters forzaTuttoMaiuscol e case nomeVoce Name of the speaking voice (see Fig. 3) nomeLingua = "French"; identificativoVoce identificativoVoce identificativoVoce recase tipoAiuto=1; (Eddy only show the move) tipoAiuto=2; (Eddy makes the move) tipoAiuto=3; (Eddy shows entire word to a short time and then the store letters coloreTesto='#6A3B03'; coloreTesto='#6A3B03'; coloreTesto='#6A3B03'; coloreTesto='#6A3B03'; coloreTesto='#6A3B03'; coloreTesto='#6A3B03'; coloreTesto='#6A			
Aid supplied by clicking on Eddy tipoAiuto=1; (Eddy only show the move) tipoAiuto=2; (Eddy makes the move) tipoAiuto=2; (Eddy makes the move) tipoAiuto=2; (Eddy makes the move) tipoAiuto=2; (Eddy shows entire word for a short time and then the scrambles the letter) numeroDistrattori Number of automatic distractors generated coloreTesto Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) coloreCasella Color of the box in which you drag the letters (#+two hexadecimal digits of BLUE) coloreTestoInCasel Color of the letters that the player has put in the right place (#+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) carattereTesto Font of the letters dimensioneTesto Size of letters (in pixel) forzaInizialiMaius cole forzaTuttoMaiuscol e nomeVoce Name of the speaking voice (see Fig. 3) nomeLingua Language of the speaking voice identificativoVoce=3;		Time for showing entire word before letter	tempoPermanenzaIniziale=0;
tipoAiuto=2; (Eddy makes the move) tipoAiuto=3; (Eddy shows entire word for a short time and then the scrambles the letter) numeroDistrattori Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) Color of the box in which you drag the letters (#+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of BLUE) Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecim			
tipoAiuto=3; (Eddy shows entire word for a short time and then the scrambles the letter) numeroDistrattori Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) ColoreCasella Color of the box in which you drag the letters (#+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of BLUE) ColoreTestoInCasel a Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) CarattereTesto GimensioneTesto Size of letters (in pixel) Force the words to be displayed with capital letters forzaTuttoMaiuscol e Case Name of the speaking voice (see Fig. 3) nomeVoce Name of the speaking voice force the voice to corresponding number identificativoVoce=3;	tipoAiuto	Aid supplied by clicking on Eddy	tipoAiuto=1; (Eddy only show the move)
numeroDistrattori numeroDistrattori ColoreTesto Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) ColoreCasella Color of the box in which you drag the letters (#+two hexadecimal digits of BLUE) ColoreTestoInCasel la Color of the box in which you drag the letters (#+two hexadecimal digits of BLUE) ColoreTestoInCasel la Color of the box in which you drag the letters (#+two hexadecimal digits of BLUE) ColoreTestoInCasel la Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) CarattereTesto Font of the letters carattereTesto Size of letters (in pixel) forzaInizialiMaius cole letters forzaTuttoMaiuscole Force the words to be displayed with capital forzaTuttoMaiuscole=false; case nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Pierre"; nomeLingua Language of the speaking voice identificativoVoce=3;			tipoAiuto=2; (Eddy makes the move)
letter) numeroDistrattori			tipoAiuto=3; (Eddy shows entire word
numeroDistrattori Number of automatic distractors generated numeroDistrattori=3; coloreTesto Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of BLUE) coloreCasella coloreGasella coloreGasella Color of the box in which you drag the letters (#+two hexadecimal digits of GRED+two hexadecimal digits of BLUE) coloreCasella='#ffff33'; coloreTestoInCasel Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) coloreTestoInCasella='#ffff33'; carattereTesto Font of the letters (in the letters of RED+two hexadecimal digits of GREEN+two hexadeci			for a short time and then the scrambles the
ColoreTesto Color of the letters to be dragged in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) ColoreCasella Color of the box in which you drag the letters (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) ColoreTestoInCasel la Color of the letters that the player has put in the right place (#+two hexadecimal digits of REEN+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) CarattereTesto Font of the letters carattereTesto Size of letters (in pixel) forzaInizialiMaius cole forzaTuttoMaiuscol e nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Fierre"; nomeLingua Language of the speaking voice identificativoVoce="Fierre"; identificativoVoce="Fierre"; identificativoVoce="Fierre"; identificativoVoce="fierre"; identificativoVoce="fierre"; identificativoVoce="fierre";			letter)
place (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) ColoreCasella Color of the box in which you drag the letters (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) ColoreTestoInCasel Color of the letters that the player has put in the right place (#+two hexadecimal digits of REEN+two hexadecimal digits of BLUE) CarattereTesto GimensioneTesto Size of letters (in pixel) Force the words to be displayed with capital letters forzaInizialiMaius cole forzaTuttoMaiuscol Force the words to be displayed in upper case nomeVoce Name of the speaking voice (see Fig. 3) nomeLingua place (#+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of REEN+two hexadecimal digits of BLUE) ColoreTestoInCasella='#fffff33'; coloreTestoInCasella='#009900'; doloreTestoInCasella='#009900'; coloreTestoInCasella='#009900'; doloreTestoInCasella='#009900'; doloreTestoInCasella='#009900'; doloreTestoInCasella='#ffff33'; coloreTestoInCasella='#fffff33'; coloreTestoInCasella='#ffff33'; coloreTestoInCasella='#fffff33'; coloreTestoInCa	numeroDistrattori	Number of automatic distractors generated	numeroDistrattori=3;
hexadecimal digits of GREEN+two hexadecimal digits of BLUE) Color of the box in which you drag the letters (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) ColoreTestoInCasel Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) carattereTesto Font of the letters carattereTesto Size of letters (in pixel) dimensioneTesto Force the words to be displayed with capital letters forzaInizialiMaius cole letters forzaTuttoMaiuscol Force the words to be displayed in upper case nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Pierre"; nomeLingua Language of the speaking voice identificativoVoce=3;	coloreTesto	Color of the letters to be dragged in the right	coloreTesto='#6A3B03';
hexadecimal digits of BLUE) ColoreCasella Color of the box in which you drag the letters (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) ColoreTestoInCasel Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) CarattereTesto Font of the letters dimensioneTesto Size of letters (in pixel) forzaInizialiMaius cole forzaTuttoMaiuscol e case nomeVoce Name of the speaking voice (see Fig. 3) nomeLingua Language of the speaking voice force the voice to corresponding number identificativoVoce NomeLingua ColoreTestoInCasella='#fffff33'; coloreTestoInCasella='#009900'; doloreTestoInCasella='#009900'; coloreTestoInCasella='#009900'; doloreTestoInCasella='#009900'; forattereTesto="Comic Sans Ms"; dimensioneTesto='GApx'; forzaInizialiMaiuscole=false; forzaTuttoMaiuscole=false; nomeVoce="Pierre"; nomeLingua="French"; identificativoVoce=3;		place (#+two hexadecimal digits of RED+two	
Color of the box in which you drag the letters (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) ColoreTestoInCasel Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of BLUE) CarattereTesto Font of the letters dimensioneTesto Size of letters (in pixel) dimensioneTesto="Comic Sans Ms"; forzaInizialiMaius cole letters forzaTuttoMaiuscol Force the words to be displayed with capital letters nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Pierre"; nomeLingua Language of the speaking voice identificativoVoce=3;		hexadecimal digits of GREEN+two	
Color of the box in which you drag the letters (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) ColoreTestoInCasel Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of BLUE) CarattereTesto Font of the letters dimensioneTesto Size of letters (in pixel) dimensioneTesto="Comic Sans Ms"; forzaInizialiMaius cole letters forzaTuttoMaiuscol Force the words to be displayed with capital letters nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Pierre"; nomeLingua Language of the speaking voice identificativoVoce=3;		hexadecimal digits of BLUE)	
(#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) coloreTestoInCasel la Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) carattereTesto Font of the letters carattereTesto Size of letters (in pixel) forzaInizialiMaius cole forzaTuttoMaiuscol etters Force the words to be displayed with capital letters forzaTuttoMaiuscol e Name of the speaking voice (see Fig. 3) nomeVoce Name of the speaking voice identificativoVoce Force the voice to corresponding number identificativoVoce=3;	coloreCasella		coloreCasella='#ffff33';
hexadecimal digits of BLUE) coloreTestoInCasel la			
ColoreTestoInCase1 Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) coloreTestoInCasella='#009900'; carattereTesto Font of the letters carattereTesto="Comic Sans Ms"; dimensioneTesto Size of letters (in pixel) dimensioneTesto='64px'; forzaInizialiMaius Force the words to be displayed with capital letters forzaInizialiMaiuscole=false; forzaTuttoMaiuscol Force the words to be displayed in upper case forzaTuttoMaiuscole=false; nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Pierre"; identificativoVoce Force the voice to corresponding number identificativoVoce=3;		hexadecimal digits of GREEN+two	
ColoreTestoInCase1 Color of the letters that the player has put in the right place (#+two hexadecimal digits of RED+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) coloreTestoInCasella='#009900'; carattereTesto Font of the letters carattereTesto="Comic Sans Ms"; dimensioneTesto Size of letters (in pixel) dimensioneTesto='64px'; forzaInizialiMaius Force the words to be displayed with capital letters forzaInizialiMaiuscole=false; forzaTuttoMaiuscol Force the words to be displayed in upper case forzaTuttoMaiuscole=false; nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Pierre"; identificativoVoce Force the voice to corresponding number identificativoVoce=3;		hexadecimal digits of BLUE)	
the right place (#+two hexadecimal digits of RED+two hexadecimal digits of GREEN+two hexadecimal digits of Green BLOG And H	coloreTestoInCasel		coloreTestoInCasella='#009900';
RED+two hexadecimal digits of GREEN+two hexadecimal digits of BLUE) carattereTesto dimensioneTesto Size of letters (in pixel) forzaInizialiMaius cole forzaTuttoMaiuscol e forzaTuttoMaiuscol e nomeVoce Name of the speaking voice identificativoVoce RED+two hexadecimal digits of GREEN+two hexadecimal digits of GLUE + CarattereTesto="Comic Sans Ms"; dimensioneTesto="Comic Sans Ms"; dimensioneTesto="Comic Sans Ms"; forzaInizialiMaius cole=false; forzaTuttoMaiuscole=false; nomeVoce="Pierre"; language of the speaking voice nomeVoce="Pierre"; identificativoVoce=3;	la		
hexadecimal digits of BLUE) carattereTesto dimensioneTesto forzaInizialiMaius cole forzaTuttoMaiuscol e nomeVoce nomeLingua letters Font of the letters font of the letters Size of letters (in pixel) dimensioneTesto='64px'; forzaInizialiMaiuscole=false; forzaInizialiMaiuscole=false; forzaTuttoMaiuscol letters forzaTuttoMaiuscole=false; case nomeVoce Name of the speaking voice (see Fig. 3) nomeLingua letters; letters forzaTuttoMaiuscole=false; letters nomeVoce="Pierre"; letters letters nomeVoce="Pierre"; letters			
carattereTesto Font of the letters carattereTesto="Comic Sans Ms"; dimensioneTesto Size of letters (in pixel) dimensioneTesto='64px'; forzaInizialiMaius Force the words to be displayed with capital letters forzaInizialiMaiuscole=false; forzaTuttoMaiuscol Force the words to be displayed in upper case forzaTuttoMaiuscole=false; nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Pierre"; nomeLingua Language of the speaking voice nomeLingua="French"; identificativoVoce Force the voice to corresponding number identificativoVoce=3;			
dimensioneTesto Size of letters (in pixel) dimensioneTesto='64px'; forzaInizialiMaius Force the words to be displayed with capital forzaInizialiMaiuscole=false; forzaTuttoMaiuscol Force the words to be displayed in upper forzaTuttoMaiuscole=false; e case nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Pierre"; nomeLingua Language of the speaking voice nomeLingua="French"; identificativoVoce Force the voice to corresponding number identificativoVoce=3;	carattereTesto		carattereTesto="Comic Sans Ms";
forzaInizialiMaius cole letters forzaTuttoMaiuscol e nomeVoce nomeLingua identificativoVoce forzaTutioMaius sole=false; forzaTuttoMaiuscole=false; identificativoVoce="Pierre"; identificativoVoce=3;	dimensioneTesto		
cole letters forzaTuttoMaiuscol Force the words to be displayed in upper case forzaTuttoMaiuscole=false; nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Pierre"; nomeLingua Language of the speaking voice nomeLingua="French"; identificativoVoce Force the voice to corresponding number identificativoVoce=3;			1
forzaTuttoMaiuscol Force the words to be displayed in upper case nomeVoce Name of the speaking voice (see Fig. 3) nomeLingua Language of the speaking voice nomeLingua="French"; identificativoVoce Force the voice to corresponding number identificativoVoce=3;			
e case nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Pierre"; nomeLingua Language of the speaking voice nomeLingua="French"; identificativoVoce Force the voice to corresponding number identificativoVoce=3;			forzaTuttoMaiuscole=false;
nomeVoce Name of the speaking voice (see Fig. 3) nomeVoce="Pierre"; nomeLingua Language of the speaking voice nomeLingua="French"; identificativoVoce Force the voice to corresponding number identificativoVoce=3;			
nomeLingua Language of the speaking voice nomeLingua="French"; identificativoVoce Force the voice to corresponding number identificativoVoce=3;			nomeVoce="Pierre";
identificativoVoce Force the voice to corresponding number identificativoVoce=3;			
	Taciici I I Caci VO VOCE	(see Fig. 3)	Tacifett teact vovoce-37