
Family Feud Using PowerPoint - Demo Version

Training Handout

This Handout Covers:

- Overview of Game Template Layout
- Setting up Your Game
- Running Your Game

Developed by:

Professional Training Technologies, Inc.

7825 Retreat Blvd.

Cleburne, TX 76033

Toll-Free: 877-4PTTINC (877-478-8462)

www.pttinc.com

info@pttinc.com

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INTRODUCTION

Since Microsoft® created PowerPoint® in 1987, it has become the premier presentation software application. Recent improvements allow you to use your creativity and make creating presentations easier. In addition to allowing you to design templates and use animation, PowerPoint allows you to expand its vast capabilities by utilizing a little known feature - Visual Basic for Applications (VBA). VBA is the programming side of Microsoft Office applications.

This training manual merely provides an introduction to how this game was developed, as well as provide an overview of how to use it as designed. This handout does NOT provide access to the inner-workings of the code. If you would like to purchase the version that provides password access to the VBA code so you can develop your own customized versions of this game, please feel free to contact PTT, Inc. at info@pttinc.com. We will be happy to explain costs/services provided with this purchase.

Please keep in mind that you MUST have your Macro Security set to MEDIUM or LOW (not recommended) for the code to work. Open PowerPoint, click “Tools”, “Macro”, “Security”, and set your security to MEDIUM. After accepting these changes, open the game template and click “Enable macros” when asked.

All efforts have been made to ensure this code is completely free of any viruses. We have locked down our code to not only protect our interests but your safety as well. However, PTT, Inc. will not be held liable for any problems you might encounter by using this product. Your use of this free demo accepts these restrictions/limitations.

You are free to change the background colors, images, etc. for use in your company/personal arena. However, please keep in mind that this code is designed to run based on the exact number of slides, slide order, and objects on these slides. Any changes to any of the above will render the code useless and your game will not work. As mentioned earlier, if you would like to purchase access to the code so you can customize your game to suit your needs, please read the info provided towards the end of this handout.

We hope you enjoy this free demo and have lots of fun with your audiences!

OVERVIEW OF GAME TEMPLATE LAYOUT

Let's take a look at the various components of the provided template.

Slide Design/Setup

This presentation has our company colors and name on the Master Slide background. It can be modified as necessary to meet your needs.

If you decide to incorporate a separate Presentation Design to this template file, keep in mind that some of the text boxes, etc., might need to be moved around or some colors changed.

KIOSK Mode

This presentation has been set up to run as a KIOSK. That means all of the control has been taken away from the user and they **MUST** click on the buttons provided to manipulate the game. The purpose of this is to ensure the user can't simply click the mouse anywhere to go to the next slide. Doing this would disrupt the flow of the presentation as well as invalidate a majority of the designed code.

The normal mode of a presentation is ***Presented by a Speaker***. This option is what PowerPoint defaults to when you create a new presentation. You **MUST** change this option by clicking the ***Slide Show*** menu and selecting ***Set up show***. Click the ***Browsed at a KIOSK*** option. Keep in mind that our template is already set up as a KIOSK. You will only have to set up ones you create without using our template. This will be explained in detail in a later Chapter

We will now take a look at the various components that make up this free demo game.

Slide Components

The game shell file provided has all the code needed to run your game. The presentation is broken up into several components:

- Introduction Slide
- Score Slide
- Individual Questions

Introduction Slide

The Introduction Slide is merely a means of providing the user a button to initialize all of the code (which we will discuss later). The text on this slide can say anything you want as long as there is a **Reset** and **Start** button with the associated macro assigned to it.

Score Slide

The Score Slide consists of buttons that take you to the appropriate question. The slide has been designed five or ten questions, depending on which game you decide to use. You can NOT delete unused questions. As mentioned before, this requires code changes to be made.

The Score Slide also has images of the two players (teams) for your game. You may change these images without affecting game operation. However, the podium has two objects that **MUST** remain (the score text box and the name textbox inside the podium itself. Code looks for these objects and changes them based on game operation. For example the scores are automatically updated based on buttons clicked on actual question slides.

Individual Questions

The last section contains all of the Questions (either five or ten, depending on which version you use). Each question slide has a variety of buttons and objects that have specific names assigned to them. These objects can not be deleted. The code will fail and nothing will happen when you click the “Start” button and try to run your game.

This also applies to the number of choices per question. These free demos were designed to use five choices per question. Any additions or deletions to this will also cause the code to not work.

Let’s now take a look at how to set up your free demo game to be run:

SETTING UP YOUR GAME

Not that you understand how the slides are set up, let's see what we need to do to get our game ready to run.

Resetting Your Game

If your game was saved in mid stream of playing or after it was completed, some of the textboxes might be hidden from view. If this is the case, you are not able to change the text those objects contain.

In order to reset your game to show all objects such that a new game can be created

- Open your game demo
- Go to Slide Show Mode from Slide 1
- Click the **Reset** button. A message box will appear
- Read it and follow the directions

Keep in mind that it might be easier to just re-open one of the demo templates and use that as a starting point for your next game. The above steps are really only beneficial if you are just changing a few things around.

Changing Questions/Choices/Point Values

Whether you are changing an existing game or starting with one of the free demos, the most important thing to remember when entering questions/choices/point values is that you merely highlight the existing text and type in new text. If you delete a textbox and try to create another one, the code will fail because it is looking for a particularly named object on that slide and you just deleted it. If that happens re-open the template and start over. You can, however, copy and paste the text that you had already correctly added.

Testing Your Game

Once you have entered your text, you might want to test it out to see if it works. The only trick to testing your game is that you **MUST** start from Slide 1 in Slide Show Mode. You would click the **Start** button, enter the names of the teams (can be anything while testing). If nothing happens when you click the **Start** button, either you forgot to lower your Macro Security to MEDIUM or you must have accidentally deleted one of the objects on that slide. Sorry, but the code is very finicky. If you delete an object that the code is trying to manipulate, the code won't work. If this happens, re-open the desired template and start over.

Resetting After Testing

After you have tested one or more question slides and are ready to move on, keep in mind that the textboxes might be hidden. If you might need them again, make sure you go to Slide 1, go into Slide Show Mode, and **Reset** your game again.

Saving Your New Game

Once you have entered all the desired text, it is a good idea to save your game with a new file name. Keep in mind that the templates have been created with the *.ppt extension. You might want to save your game as a "PowerPoint Slideshow (*.pps)" once it is ready to be played. This is done by clicking **File, Save as**, changing the **Save as type** dropdown to **"PowerPoint Slideshow (*.pps)"**.

Once you double-click the game from your Desktop or the folder it resides in, it will automatically open in Slide Show mode. Also, when you have completed your game and you click the **Close** button, the PowerPoint presentation game will automatically close.

This feature is not required for your game to work, it just looks little more professional when you start and finish your game. If for some reason you need to modify a *.pps file all you need to do is to open PowerPoint, click **File, Open**, browse to and select your PPS file.

Let's now take a look at how to run your free demo game:

RUNNING YOUR GAME

Now that you understand how to set up your games' questions/choices/point values, let's discuss the operation of your game.

Controlling Game Flow

Introduction Slide

As mentioned in an earlier Chapter, the **Start** button is used to initiate the code and get your team names. Once you have entered that information, you are taken to the Score Slide.

Score Slide

Each of the questions can be accessed by clicking the appropriate button at the right. It is not imperative that you click each one in order, but if you have taken the effort to set up your game in the order you want, it is usually better to follow that order. Keep in mind that each button utilizes the **Action Settings** feature to hyperlink to the desired slide. No code is assigned to the button.

Question Slide

Each of the Question Slides are basically the same. The only difference is the macro name assigned to that object that is used to control the flow of that slide. The concept of button operation is similar for each of them. However, do NOT change any of the macros assigned to the buttons because the game will not work.

One of the important concepts of these slides is that it is imperative that you remember which answer is behind which number. ***If you click the wrong number, you disrupt the flow of that question. There is no inherent button or code feature to "Undo" what you did!***

Once the slide appears, the question will animate on. This top text box is set to animate automatically 1 second after the slide appears. If you desire to change this timing or set it to animate on a mouse click, you must right-click the border of the text box and click **Custom Animation**.

Since this game has no way of controlling which team goes first, you will have to devise your own way of knowing who ***pushed the button first*** in order to see which Team gets to answer first.

Pass or Play (Lightning Round)

The design of the each new question is to have a member from each team try to decide the top choice. The team that chooses the highest rated choice gets to decide if they want to pass or play.

Once you determine how to decide which teams chooses first, and that team member selects a correct answer, you click the desired numbered button to the left and the answer will appear. If the Team member provides a wrong answer, you click the **Wrong** button and an “X” will temporarily appear.

If both team members provide an incorrect answer (you would have clicked the **Wrong** button twice), the next two team members get a chance. Whichever team gets the highest correct choice, gets to decide if they want to pass or play.

Question Play

Once the Team playing the question is decided, the rest of the question play is basically the same with one exception. If a team member chooses an incorrect answer, you click one of the three small rectangles at the bottom middle of the slide. If a team member chooses a correct answer, you click that choices number.

You repeat the above steps until either a Team gets all of the right answers or gets three strikes. At that point you click the **Team** button (Team 1 or Team 2) for the team that was answering this question. The code looks to see if all of the choices are visible and/or all of the strikes are visible and determines what to do. If all choices are visible without three strikes appearing, the team got the question right and 100 points is added to their score. You are then taken to the **Score Slide**.

If the team has three strikes, you are presented with a dialog box letting you know that the other team has an opportunity to **steal** the points. When you click the **OK** button to close the dialog box, one of the strikes disappears. The other team tries to get one of the answers right. If they do, click the appropriate numbered button next to that choice and it will appear. If not, click the remaining rectangle to get the red “X”.

Based on the real game, the team is given the number of points that are visible and only have to get one choice correct to steal the points. The code for this game is designed such that 100 points is awarded to the winning team regardless of how many choices remain to be answered (assuming the second team is stealing the points). This is due to the complexity of code required to keep track of which point values are visible at the time the question is stolen. Some day we might take the time to generate the code necessary to check the actual point values shown to determine the score, but for now this is all we have!

You could require the other team to get ALL remaining choices correct before awarding them the points, but to keep the flow of the game moving, one correct answer will allow the team to steal the entire 100 points. At this time you would go ahead and show the remaining choices so everyone knows the missing answers. It also makes sure the code runs correctly for the next step.

Next, click the **Team** button for the second team. The code will see that all choices are visible and not all strikes visible, and will award the other team the 100 points and take you back to the **Score Slide**.

Game Completion

Once you have gone through all of the questions and answers, you will be taken back to the ***Score Slide*** where you will see the final score. At this time the ***Close*** button will appear. Clicking this button will close out the presentation.

Keep in mind that if you did not change your file extension from a (ppt) to a (pps), you will exit Slide Show Mode and return to Edit Mode when you close your game out. To make the game look much more professional it is a good idea to save your PowerPoint presentation as a “PowerPoint Slideshow (*.pps)” prior to running it.

Re-Running or Re-Setting Your Game

Once you have completed your game, you might want to run it again. If so, simply re-open your game, click the **Start** button and all code will be re-initialized and all Question Slides set up correctly with the same questions/answers/point values.

If you desire to change any of the questions or answers, re-run your presentation and in Slide Show Mode click the **Reset** button. This will make all of the question answers and point values visible so you can select and change them. A dialog box will be presented telling you to ESCAPE the presentation so you can edit any changes you desire.

Keep in mind that if you want to change the number of questions or choices, you will need to modify the code as described in an earlier Chapter.

Controlling PPT and PPS Files

As mentioned above, it is much more professional to run your game as a PPS file. You can change your game to a PPS file by opening Windows Explorer, browsing to the folder where your file exists, and changing the extension. You can also open PowerPoint, open your PPT file, click **File, Save As** then change the **Save as type** dropdown to a PowerPoint SlideShow (pps) file.

In order to edit PPS files, you cannot double-click the file to open it, since it will open in Slide Show Mode. You **MUST** open PowerPoint, click **File, Open**, browse to and select your PPS file to open. This will open it in Edit Mode. When saved, it will still be saved as a PPS file.

WHERE DO YOU GO FROM HERE?

This concludes the Family Feud Using PowerPoint - Demo Version training manual. We trust this handout will help you understand how to set up and run your free game demos.

If you are interested in purchasing this game, you can contact PTT, Inc. at info@pttinc.com, or you can go on-line at www.paypal.com and pay \$49.99 to our account (billfoley@att.net). Purchase of this game includes an in-depth handout of how the code works, along with password access to the code. We also furnish your first game (within a reasonable size). This is a big plus because most times we find that clients are under a quick time crunch and getting the first game created for them is in itself worth the cost.

If you are interested, PTT, Inc. also has a Jeopardy Game as well as a complete set of computer based training (CBT) modules that can automate a lot of your training presentations. Please feel to check out our website at www.pttinc.com for more information.

Thank you once again for choosing the services of PTT, Inc.! We look forward to being able to serve your every Microsoft Office computer need. If you have any questions on this material, or any problems implementing them at your office or home, please feel free to drop us an e-mail at info@pttinc.com.

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Professional Training Technologies, Inc.
7825 Retreat Blvd.
Cleburne, TX 76033
Toll-Free: 877-4PTTINC
info@pttinc.com
www.pttinc.com