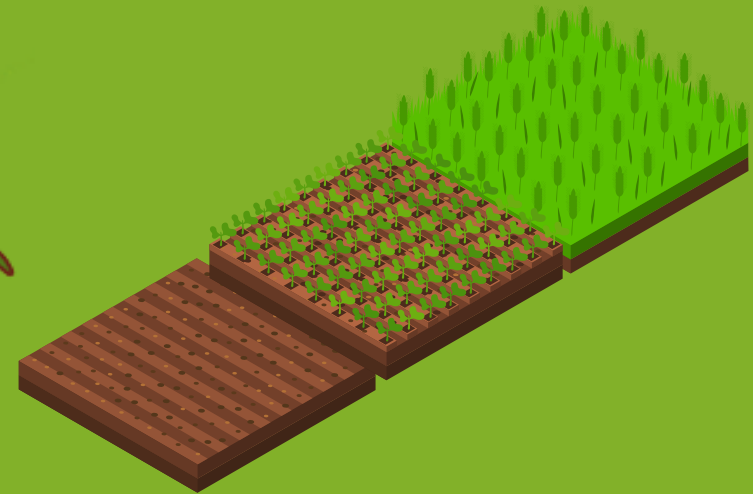




# Game Tutorial



# User interface

**text based programming**   **chapter selection**   **level selection**   **language**   **total score**

The screenshot shows the Otto's Farm game interface. At the top, there are navigation tabs for 'BLOCKLY', 'PYTHON', and 'JAVASCRIPT'. Below them is a 'code area' with a 'start' block, a 'walk' block (1 step), a 'turn' block (left), and two 'collect' blocks (1 corn, 1 tomato). The 'code area' is connected to a 'game grid' (cuadrícula de juego) which is a 10x10 grid. The grid contains a tractor, a farmer, a well, a chicken, a cow, and a sheep. A 'Play' button (boton ejecutar) is located below the code area. The 'game grid' is surrounded by a 'game area' (objetivo del nivel y sugerencias de Otto) which contains a message box with a tip: 'Can you help me pick the corn please? TIP: Use Start block always on top. Use the block walk(3) and collect(3), you can enter the #values and then click the Play button'. The 'game area' also includes a 'center' button, a 'zoom' button, and a 'trash' button. The 'game area' also includes a 'go to dashboard' button, an 'audio' button, a 'speed' button, and a 'full screen' button.

**code area**

**center**

**zoom**

**trash**

**go to dashboard**

**audio**

**speed**

**full screen**

**Toolbar**

**boton ejecutar**   **cuadrícula de juego**   **objetivo del nivel y sugerencias de Otto**

# How to play?

The screenshot displays the 'ottodiy' interface. At the top, there's a 'Welcome to Otto's Farm' message and a progress bar with numbers 1 to 10. Below the header are tabs for 'BLOCKLY', 'PYTHON', and 'JAVASCRIPT'. The left panel shows a 'start' block and a 'walk' block highlighted with a red box and an arrow. The right panel shows a 3D farm scene with a tractor, a barn, a well, a chicken, a cow, and sheep. A speech bubble from Otto says: 'Hi my name is Otto and this is my farm 🚜  
You are my programmer and I need your help please  
🔗 Drag and connect the walk block then click the ▶ button so that I can move forward to the floor destination'.

**1. Click on category for movements**



# Snap the blocks

The screenshot shows the OttoDIY game interface. At the top, the logo "ottodiy" is on the left, and "Welcome to Otto's Farm" is in the center. Below the logo are tabs for "BLOCKLY", "PYTHON", and "JAVASCRIPT". On the right, there's a progress bar with numbers 1 to 10, a star icon with the number 116, and several circular icons for home, volume, and a running character.

The main area is a 3D farm scene with a red barn, a yellow tractor, a green field, a brown field, a well, a rooster, a cow, and a sheep. A small character named Otto is standing on the brown field.

On the left, there's a code editor with a "start" block, a "walk" block with "1 step", a "turn" block with "left", and a "collect" block with "1". A red arrow points from the "walk" block to a "start" block in the main area.

**2. Drag and snap**

Hi my name is Otto and this is my farm 🚜  
You are my programmer and I need your help please

🔗 Drag and connect the walk block then click the ▶ button so that I can move forward to the floor destination



# That's all!

The screenshot displays the OttoDIY game interface. On the left is a code editor with a green background and a white grid. It contains a 'start' block followed by a 'walk' block with a '1' step. A red arrow points from the text '3. Click Play to run' to a play button icon. The main area on the right shows a 3D farm scene with a red barn, a tractor, a cow, a sheep, a chicken, and a well. A small robot character is on a path. The top of the interface has a green header with the 'ottodiy' logo, a 'Welcome to Otto's Far' message, a progress bar with numbers 1-10, and a star icon with the number 116. The bottom right has a speech bubble from Otto: 'Hi my name is Otto and this is my farm 🚜 You are my programmer and I need your help please' and a tip: '💡 Drag and connect the walk block then click the ► button so that I can move forward to the floor destination'.

ottodiy

Welcome to Otto's Far

1 2 3 4 5 6 7 8 9 10

BLOCKLY PYTHON JAVASCRIPT

start

walk → 1 step

3. Click Play to run →

Hi my name is Otto and this is my farm 🚜  
You are my programmer and I need your help please

💡 Drag and connect the walk block then click the ► button so that I can move forward to the floor destination

# Scoring



**Good.**

**You managed to get a ★ star but you need to find a better solution.**



**Congrats.**

**You earned ★★ stars, you could solve it with less blocks.**

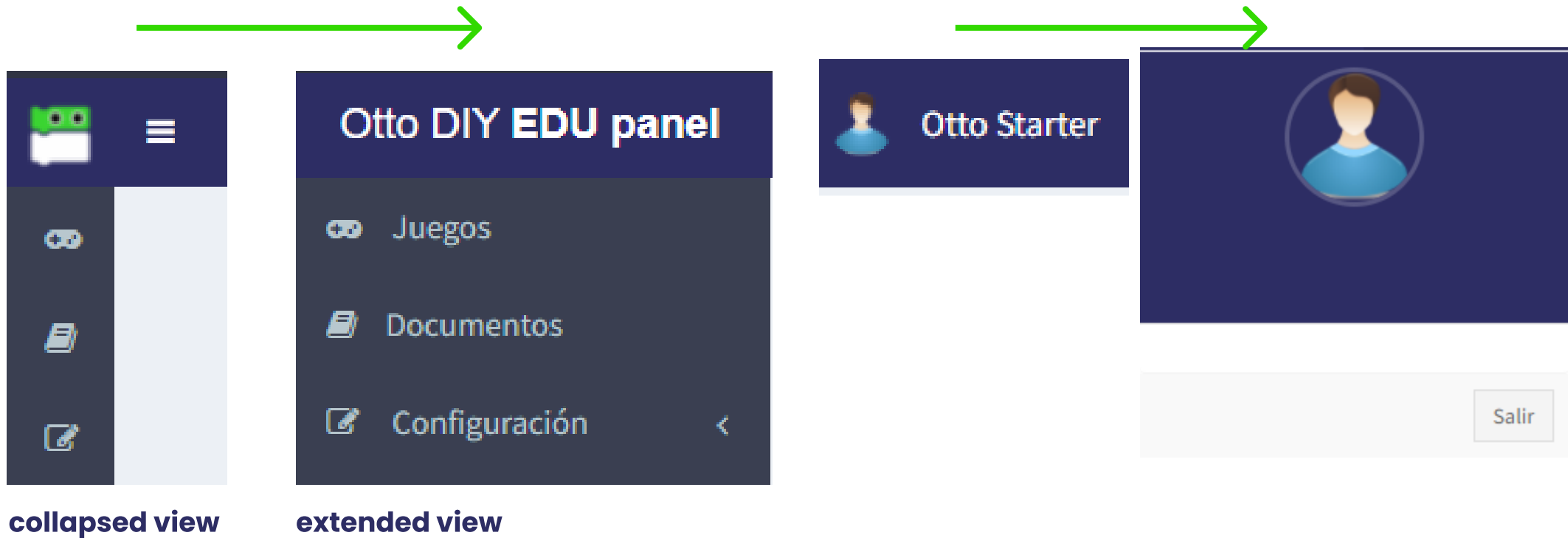


**Perfect!**

**You've got all the ★★★ stars for this level.**

# Dashboard navigation menu

At the top left you will find the menu to navigate between the different options of the platform. By clicking on the menu icon, you can switch between the collapsed view and the extended view to see the names of the options.



At the top right you will find your username, and when you click on it you will see the button to log out of your account and return to the login page.

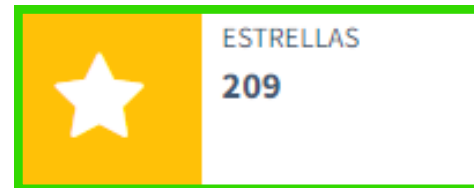


# Otto's Farm

 Juegos

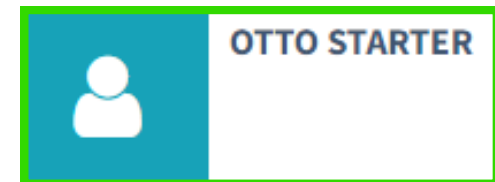
Here you will find the different games available on the platform.

Each game has several chapters, and each chapter has 10 levels.



**Here you will see  
the total stars  
you have earned.**

**Here you can see  
your username.**



Currently Farming game is the only game available. To get started, you just have to click on the Start button.

The more levels you complete in each chapter, the more stars you earn.

# Score system

When you press the start button in any game, you will see this window:

Welcome to Otto's Farm	30 ★	1	2	3	4	5	6	7	8	9	10
Farm Boolean Values	2 ★	1	2	3	4	5	6	7	8	9	10
Farm Variables	1 ★	1	2	3	4	5	6	7	8	9	10
Farm For Loop	0 ★	1	2	3	4	5	6	7	8	9	10
Farm And/Or	0 ★	1	2	3	4	5	6	7	8	9	10
Farm Functions 1	0 ★	1	2	3	4	5	6	7	8	9	10
Farm Comparison	0 ★	1	2	3	4	5	6	7	8	9	10
Farm Functions 2	0 ★	1	2	3	4	5	6	7	8	9	10
Farm All	0 ★	1	2	3	4	5	6	7	8	9	10

**Chapter name, earned stars and levels per chapter.**

**Depending on the color of the circle you will know the state you are in at that level.**



**Perfect. You've got all the ★★ stars for this level.**



**Congrats. You earned ★★ stars, you could solve it with less blocks.**



**Good. You managed to get ★ star but you need to find a better solution.**



**You haven't completed this level yet.**

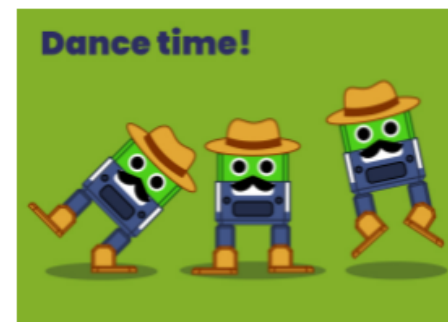
# Help and supporting documents



Here you will find useful information about the platform.

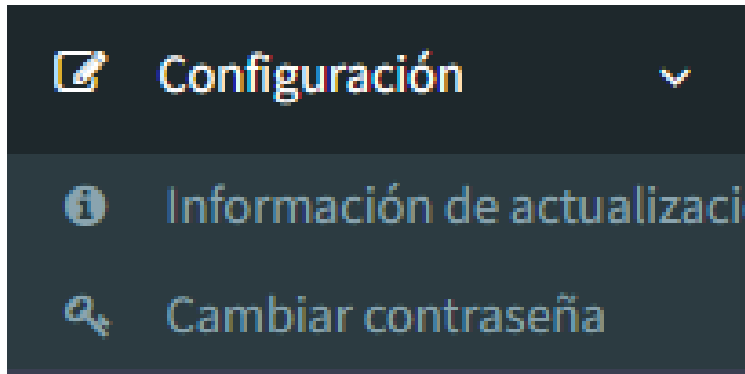
Simply click on the image to open or download the document or resource.

## DOCUMENTS





# Profile settings



Finally, we have the configuration options.

## Updating of information

Personal Info

Name:

Otto

Surname:

Starter

E-Mail:

starter@ottodiy.com

Phone Number:

(809) 123-45-67

Address:

Otto DIY, World Wide Web

Update

Cambiar contraseña

\*\*\*\*\*

\*\*\*\*\*

Actualizar