

LOYOLAPRESS.



WanderLight™
a Pilgrim's Adventure

Admin User Guide

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a Pilgrim's Adventure

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Contents

Logging In.....	1
Classes.....	3
Create New Class.....	4
View Class.....	6
Add New Students.....	8
Manage Student Credentials.....	13
Teachers.....	15
Add New Teachers.....	16
Reports.....	22
Account.....	25
Help.....	26
Play Game.....	27

WELCOME TO * * * *

WanderLight™

a Pilgrim's Adventure



This Guide provides information to Account Administrators about how to manage their organization's account, including:

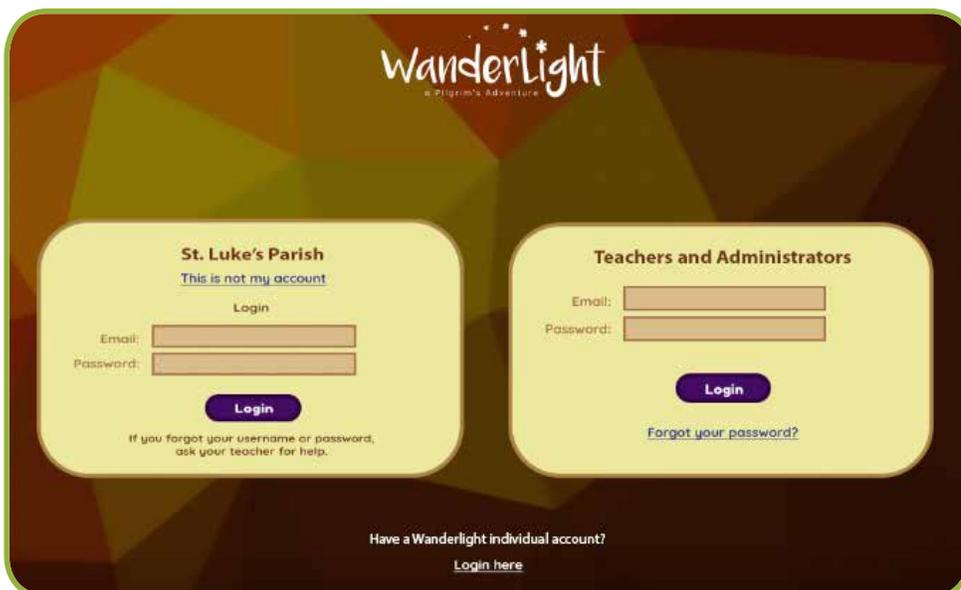
- ▶ setting up Teacher Accounts
- ▶ setting up and Editing Classes
- ▶ adding and modifying student accounts
- ▶ viewing and printing reports
- ▶ editing the Account Administrator's information

Logging In

After purchasing a license to Wanderlight™: A Pilgrim's Adventure, the account administrator will receive an email at the address used to make the order. This email will contain a link and temporary password. During the initial login, the user will be prompted to set a new password of his or her own.

To log in to your Wanderlight administrative account:

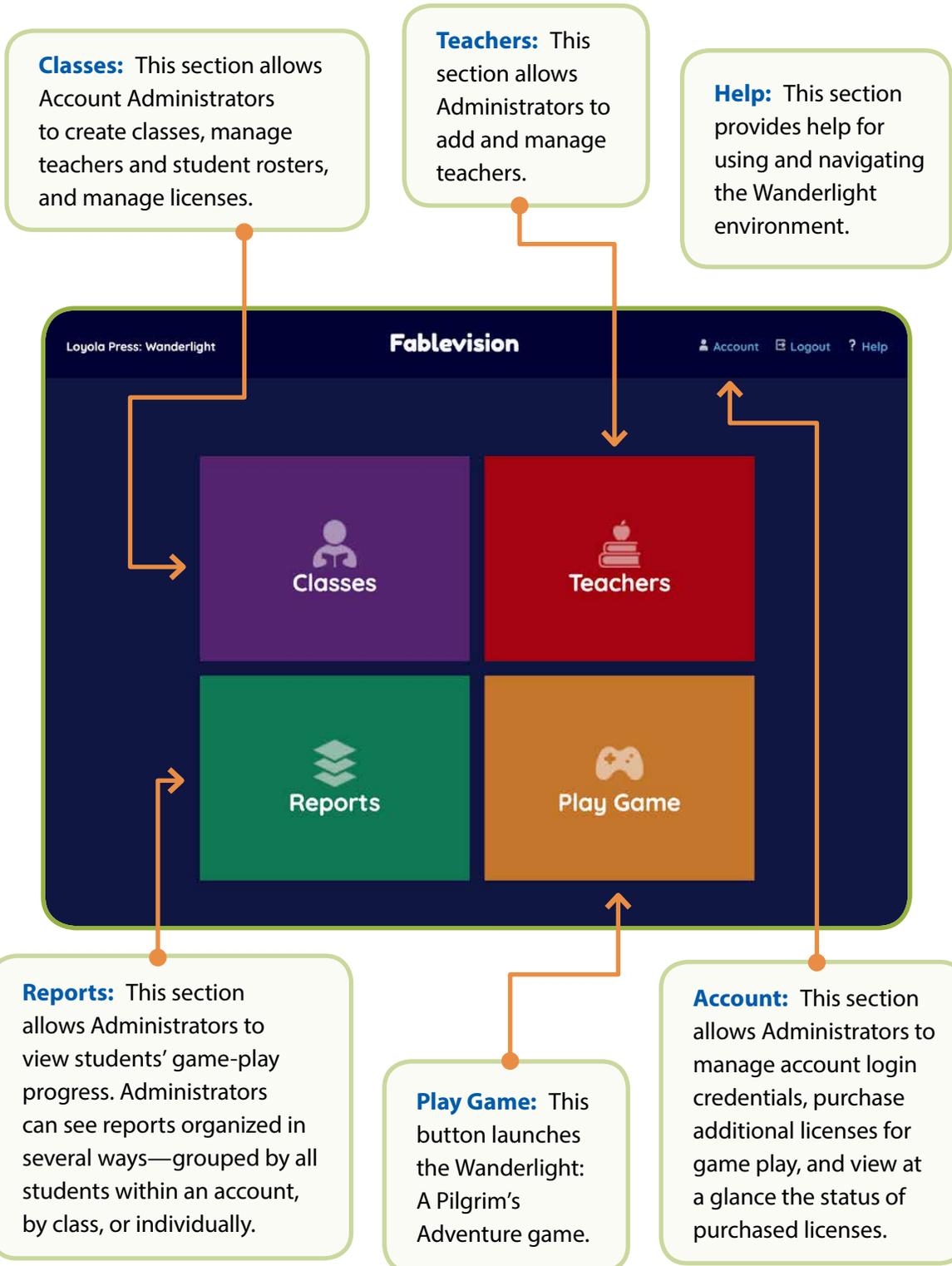
- ▶ Enter the email and password associated with the account.
- ▶ Click the Submit button.



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Logging In *continued*

Once the Administrator is logged in, the Wanderlight Account Administrator menu appears. This menu provides administrators access to the dashboards for classes, teachers, and reports as well as to the play the Wanderlight game itself.



Classes

The Classes dashboard is where classes are created and maintained. This section provides an at-a-glance summary of all classes that have been created in an account.

This dashboard displays:

Class Name: The name of each class.

Teachers: The teacher(s) assigned to each class.

School year: This drop-down menu will also allow the teacher to review information for other school years on record.

The screenshot shows the Fablevision dashboard interface. At the top, it says 'Loyola Press: Wanderlight' and 'Fablevision'. There are navigation buttons for 'Classes', 'Teachers', 'Reports', and 'Play Game'. Below the navigation is a 'School Year:' dropdown menu set to 'August 1, 2019 - June 30, 2020'. A '+ Create New Class' button is visible. Below this is a table with columns: Class Name, Teachers, Students, and Licenses. The table contains one row for 'Carrera Grade 1' with teachers 'Luis Carrerra' and 'Ignatio Cruz', 23 students, and licenses for levels A through F. There are 'View Class', 'Edit Info', and delete icons for each row.

Class Name	Teachers	Students	Licenses
Carrera Grade 1	Luis Carrerra Ignatio Cruz	23	23 Level A 26 Level B 27 Level C 27 Level D 15 Level E 10 Level F

Students: The number of students in each class.

Licenses: The number and game level of licenses assigned to each class.

From the Classes Dashboard, the Administrator may also create new classes, view details of existing classes, edit the information assigned to each class, and delete classes.

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Classes continued

Create New Class

Create New Class: To create new classes, click the Create New Class button

The screenshot shows the Fablevision dashboard. At the top, there's a navigation bar with 'Loyola Press: Wanderlight' on the left, 'Fablevision' in the center, and 'Account', 'Logout', and 'Help' on the right. Below this is a menu with four buttons: 'Classes' (purple), 'Teachers' (red), 'Reports' (green), and 'Play Game' (orange). The main content area is titled 'All Classes' and features a '+ Create New Class' button (purple) on the left and a 'School Year:' dropdown menu (white) on the right, currently set to 'August 1, 2019 - June 30, 2020'. Below this is a table with columns for 'Class Name', 'Teachers', 'Students', and 'Licenses'. The table contains one row for 'Carrera Grade 1' with two teachers, 23 students, and six license levels (A-F). At the bottom of the table row are 'View Class' and 'Edit Info' buttons, and a trash icon.

Create New Class *continued*

The Create New Class dialog box will appear.

This dialog box allows Administrators to:

The diagram shows the 'Create New Class' dialog box with four callout boxes explaining its components:

- Class Name:** Name the class. (Points to the 'Class Name' text input field.)
- Create New Teacher:** Create a new teacher for the class. (Points to the 'Create New Teacher' link.)
- Teachers:** Assign a teacher to the class from the account's list of registered teachers. (Points to the 'Teachers' dropdown menu.)
- Provision Licenses:** Assign to the class a level or levels of the game from the account's pool of purchased licenses. (Points to the 'Provision Licenses' section.)

The 'Create New Class' dialog box contains the following fields and controls:

- Class Name:** A text input field.
- Teachers:** A dropdown menu with a 'Create New Teacher' link to its right.
- Provision Licenses:** A section with two columns of level selection controls:
 - Level A: 0 / 92
 - Level B: 0 / 103
 - Level C: 0 / 102
 - Level D: 0 / 100
 - Level E: 0 / 85
 - Level F: 0 / 90
 - Level G: 0 / 90
- Buttons:** 'Cancel' and 'Save' buttons at the bottom.

Note: Each license corresponds to one player at one level. For example, if one class has 30 children who will play the game, 30 licenses of the desired game level would be provisioned here. To allow students from a class to play multiple levels, licenses for those additional levels would be provisioned here.

For example:

- ▶ Ms. Brown's 1st grade class has 30 students.
- ▶ Each student is expected to play Level A and Level B.
- ▶ 30 Level A of an available 92 licenses and 30 of an available 103 Level B licenses would be provisioned here. Those licenses will be assigned to students in a subsequent step.

View Class

View Class: To view the details of each class and manage its roster, click the View Class button next to any class listed.

The screenshot shows the Fablevision interface. At the top, there is a header with 'Loyola Press: Wanderlight' on the left, 'Fablevision' in the center, and 'Account', 'Logout', and 'Help' on the right. Below the header is a navigation bar with four buttons: 'Classes' (purple), 'Teachers' (red), 'Reports' (green), and 'Play Game' (orange). The main content area is titled 'All Classes' and includes a '+ Create New Class' button. To the right, there is a 'School Year:' dropdown menu set to 'August 1, 2019 - June 30, 2020'. Below this is a table with the following data:

Class Name	Teachers	Students	Licenses	
Carrera Grade 1	Luis Carrera Ignatio Cruz	23	23 Level A 26 Level B 27 Level C 27 Level D 15 Level E 10 Level F	View Class Edit Info

An orange line connects the 'View Class' button in the table to the callout box above.

View Class *continued*

Class Details pages for each class displays:

- ▶ the class name
- ▶ the school year
- ▶ the type, total, and remaining number of licenses available to be used
- ▶ the credentials of each student in the class (name, username, password, and license assigned)

From the Class Details page, Account Administrators can:

Create New Student:

Create new students for the class individually or upload an entire roster at once.

Print Credentials:

Print the credentials of the students in the class.

The screenshot shows the 'All Classes > Carrera Grade 1' page in the Fablevision system. At the top, there are navigation tabs for 'Classes', 'Teachers', 'Reports', and 'Play Game'. Below the tabs, the page title is 'All Classes > Carrera Grade 1'. Underneath, it lists 'Teacher 1: Luis Carrerra' and 'Teacher 2: Ignacio Cruz', and the 'School Year: August 1, 2019 - June 30, 2020'. There are two buttons: 'Create New Student' and 'Upload Roster'. A 'Provisioned Licenses' section is visible, with an 'Assign Licenses' button. Below this is a table of students with columns for 'Student Name', 'Username', 'Password', and 'License Levels'. Each student row has 'Edit Student' and 'Deactivate' buttons.

Student Name	Username	Password	License Levels		
Manuel Adkins	BDB775	CKW992	Level A Level B	Edit Student	Deactivate
Sally Bowers	XYW667	QGA340	Level A Level B	Edit Student	Deactivate

Assign Licenses: Assign licenses to the class.

Edit Student/Deactivate: Edit the credentials of existing students or deactivate a student from the class.

Add New Students

► Individual Students

Create New Student: To add an **individual student** to a class roster, click the Create New Student button

The screenshot shows the Fablevision interface for a class named 'Carrera Grade 1'. The interface includes a navigation bar with 'Classes', 'Teachers', 'Reports', and 'Play Game' buttons. Below the navigation bar, there are buttons for 'Create New Student' and 'Upload Roster'. The 'Create New Student' button is highlighted with an orange arrow pointing from the text box above. Below these buttons is a section for 'Provisioned Licenses' with an 'Assign Licenses' button and a list of license levels and their remaining counts. At the bottom, there is a table with columns for 'Student Name', 'Username', 'Password', and 'License Levels'. The table contains two rows of student data, each with 'Edit Student' and 'Deactivate' buttons.

Student Name	Username	Password	License Levels
Manuel Adkins	BDB775	CKW992	Level A Level B
Sally Bowers	XYW667	QGA340	Level A Level B

continued on the next page

Add New Students *continued*

In the Create New Student dialog box, enter the student's:

- ▶ **first and last name**
- ▶ **username**
- ▶ **password**
- ▶ **assign the appropriate license or licenses:**

Create New Student

First Name	Last Name
<input type="text"/>	<input type="text"/>
Username	Password
<input type="text"/>	<input type="text"/>

Assign License

- Level A
- Level B
- Level C
- Level D
- Level E
- Level F
- Level G

Cancel **Save**

continued on the next page

Add New Students *continued*

► Multiple Students

To enter an entire class roster at once, upload a CSV file* that contains the first name, last name, username, and password of each student

* A CSV file is a spreadsheet saved in the CSV format. It looks like a traditional spreadsheet and is compatible with any mainstream spreadsheet software. A CSV template is provided by the system to assist with this task.

Upload Roster: Click the Upload Roster button.
The Upload Student Roster dialog box will appear.

The screenshot shows the Fablevision interface. At the top, there are navigation tabs: Classes (purple), Teachers (red), Reports (green), and Play Game (orange). Below the tabs, the page title is 'All Classes > Carrera Grade 1'. There are two teacher names listed: 'Teacher 1: Luis Carrera' and 'Teacher 2: Ignacio Cruz'. A 'Print Credentials' button is in the top right. Below the teacher names, there are two buttons: 'Create New Student' and 'Upload Roster'. An orange arrow points from the 'Upload Roster' button to the text box above. Below the buttons, there is a 'Provisioned Licenses' section with an 'Assign Licenses' button and a list of license levels and their remaining counts. At the bottom, there is a table with columns: Student Name, Username, Password, License Levels, Edit Student, and Deactivate.

Student Name	Username	Password	License Levels	Edit Student	Deactivate
Manuel Adkins	BDB775	CKW992	Level A Level B	Edit Student	Deactivate
Sally Bowers	XYW667	QGA340	Level A Level B	Edit Student	Deactivate

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Add New Students *continued*

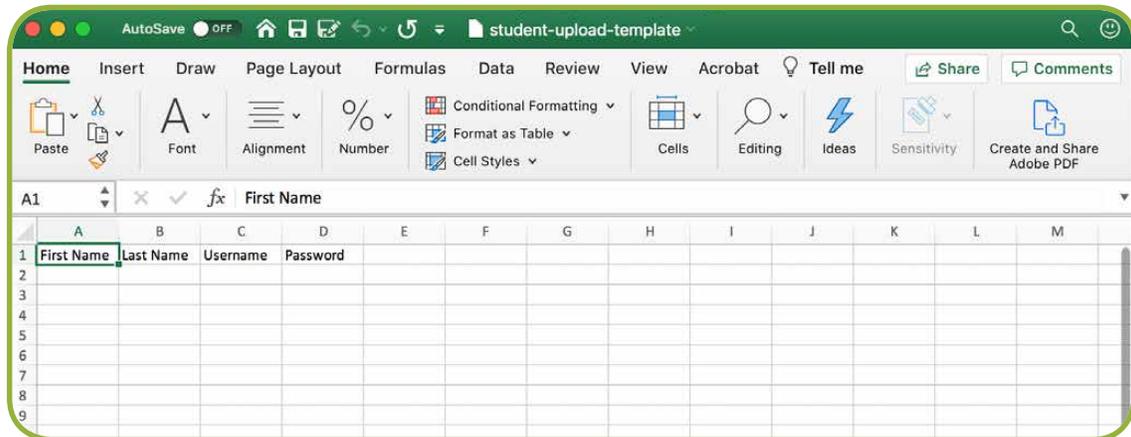
Upload Student Roster

Upload a roster in CSV format to batch import students. You must use the template provided [here](#) to ensure that user data imports successfully.

Cancel

Upload Roster

Student Roster Template: Click the link to download the CSV template. A file named "student-upload-template.csv" will download.



- ▶ **Student Upload CSV Template:** Open the downloaded file. Enter the name, username, and password for each student in the appropriate field into the CSV spreadsheet.
 - ▶ Any CSV-formatted spreadsheet that contains these four columns will be accepted by the system. If student information is stored in another location, a teacher can either export that information in CSV format or transfer it to the template provided by Wanderlight.
 - ▶ Note that if multiple student rosters are being uploaded, each should be saved with each a unique name to facilitate record keeping.

continued on the next page

Upload Student Roster

Upload a roster in CSV format to batch import students. You must use the template provided [here](#) to ensure that user data imports successfully.

Cancel

Upload Roster

Upload Roster: Once the CSV-formatted spreadsheet is complete, save it, and upload the file by clicking the Upload Roster button.

Upload Student Roster

There were no errors found during the validation process. Please click Save below to finalize the import.

First Name	Last Name	Username	Password	Errors
George	Flanders	DRQ250	GOE102	

Cancel

Save

Confirmation: Confirm that the information for each student is correct and click the Save button.

Manage Student Credentials

Edit Student: To change the credentials of a student in a class, click the Edit Student button associated with that student

The screenshot shows the Fablevision interface for 'Carrera Grade 1'. It includes navigation tabs for 'Classes', 'Teachers', 'Reports', and 'Play Game'. The 'Classes' tab is active. Below the navigation, there are buttons for 'Create New Student' and 'Upload Roster'. A 'Provisioned Licenses' section lists license levels and remaining counts, with an 'Assign Licenses' button. A table displays student information with columns for 'Student Name', 'Username', 'Password', and 'License Levels'. The 'Edit Student' button for Manuel Adkins is highlighted with an orange arrow pointing from the text box above.

Loyola Press: Wanderlight **Fablevision** Account Logout Help

Classes Teachers Reports Play Game

All Classes > Carrera Grade 1 Print Credentials

Teacher 1: Luis Carrerra Teacher 2: Ignatio Cruz School Year: August 1, 2019 - June 30, 2020

Create New Student Upload Roster

Provisioned Licenses: Assign Licenses

- Level A: 23 total / 1 remaining
- Level B: 26 total / 24 remaining
- Level C: 27 total / 25 remaining
- Level D: 27 total / 25 remaining
- Level E: 15 total / 13 remaining
- Level F: 10 total / 9 remaining
- Level G: 10 total / 9 remaining

Student Name	Username	Password	License Levels	
Manuel Adkins	BDB775	CKW992	Level A Level B	Edit Student Deactivate
Sally Bowers	XYW667	QGA340	Level A Level B	Edit Student Deactivate

Manage Student Credentials *continued*

The Edit Student dialog box allows an Administrator to:

Login Credentials: edit a student's name and login credentials—These credentials are established when a student account is created and can be edited at any time.

Assign Additional Licenses: assign additional licenses to a student—Additional licenses can be assigned to a student as he or she progresses through the game. Licenses cannot be shared or re-used. Once a student is assigned a license, that license is provisioned and cannot be re-assigned to another student later.

The screenshot shows the 'Edit Student' dialog box with the following fields and sections:

- First Name:** Manuel
- Last Name:** Adkins
- Username:** BDB775
- Password:** CKW992
- Licenses:** Level A (with an 'x' icon), Level B
- Assign Additional Licenses:** Level C (27/2), Level D (27/2), Level E (15/2), Level F (10/1), Level G (10/1)
- Transfer Student:** A link at the bottom left.
- Buttons:** Cancel and Save at the bottom.

Orange callout lines connect the text boxes to the corresponding fields in the dialog box: 'Login Credentials' points to the name and password fields; 'Assign Additional Licenses' points to the license selection area; 'Licenses' points to the current license list; and 'Transfer Student' points to the 'Transfer Student' link.

Licenses: manage the licenses assigned to a student—An assigned license **that has not been started** can be rescinded by clicking the “x” next to it. Once a student begins using an assigned license, it cannot be rescinded.

Transfer Student: transfer the student to another existing class—Administrator can assign a student to a different class as needed.

Teachers

The Teachers dashboard provides an at-a-glance summary of any teachers currently enrolled in the system.

From the Teachers dashboard, an Account Administrator can:

1: view existing teachers' names, login credentials, and classes

2: add new teachers individually or several at once

The screenshot shows the 'Fablevision' Teachers dashboard. At the top, there are navigation tabs for 'Classes', 'Teachers' (which is selected), 'Reports', and 'Play Game'. Below these are buttons for 'New Teacher' and 'Upload CSV'. The main content is a table with columns for 'Admin Name', 'Username/Email', and 'Classes'. Each row represents a teacher and includes 'Renotify', 'Edit Teacher', and delete icons. Callout boxes with arrows point to specific elements: '1' points to the table header, '2' points to the 'New Teacher' and 'Upload CSV' buttons, '3' points to the 'Edit Teacher' button for Leona Reed, '4' points to the 'Renotify' button for Leona Reed, and '5' points to the delete icon for Leona Reed.

Admin Name	Username/Email	Classes	Renotify	Edit Teacher	Delete
DeCecchio, Maria	dececchio@stadelbert.org	DeCecchio Grade 1	Renotify	Edit Teacher	Delete
Carrera, Luis	carrera@stadelbert.org	Carrera Grade 1	Renotify	Edit Teacher	Delete
Johnson, DeAndrea	johnson@stadelbert.org	Johnson Grade 6	Renotify	Edit Teacher	Delete
Reed, Leona	leona@stadelbert.org	Reed Grade 1	Renotify	Edit Teacher	Delete
George, Chad	chapl@stadelbert.org	George Grade 1	Renotify	Edit Teacher	Delete
Cruz, Ignatio	icruz@stadelbert.org	Cruz Grade 1	Renotify	Edit Teacher	Delete

3: manage an existing teacher's information

4: resend a registration email to a teacher enrolled in the system

5: delete a teacher from the system

continued on the next page

Add New Teachers

► Individual Teachers

New Teacher: add an individual teacher to the application

The screenshot displays the 'Fablevision' application interface for managing teachers. The top navigation bar includes 'Classes', 'Teachers', 'Reports', and 'Play Game'. Below this, there are buttons for 'New Teacher' and 'Upload CSV'. The main content area features a table with the following data:

Admin Name	Username/Email	Classes	Renotify	Edit Teacher	Trash
DeCecchio, Maria	decechio@stadelbert.org	DeCecchio Grade 1	Renotify	Edit Teacher	Trash
Carrera, Luis	carrera@stadelbert.org	Carrera Grade 1	Renotify	Edit Teacher	Trash
Johnson, DeAndrea	johnson@stadelbert.org	Johnson Grade 6	Renotify	Edit Teacher	Trash
Reed, Leona	asrutt@stadelbert.org		Renotify	Edit Teacher	Trash
George, Chad	oplapi@stadelbert.org		Renotify	Edit Teacher	Trash
Cruz, Ignatio	Cruz@stadelbert.org		Renotify	Edit Teacher	Trash

Teachers *continued*

- ▶ Complete the Create New Teacher dialog box.
- ▶ Once all of the teacher's information is entered, make sure the Send Invitation button is selected.
- ▶ Click the Save button. An invitation email will be sent to the teacher's address with instructions for setting a password and logging in.

Create New Teacher

First Name

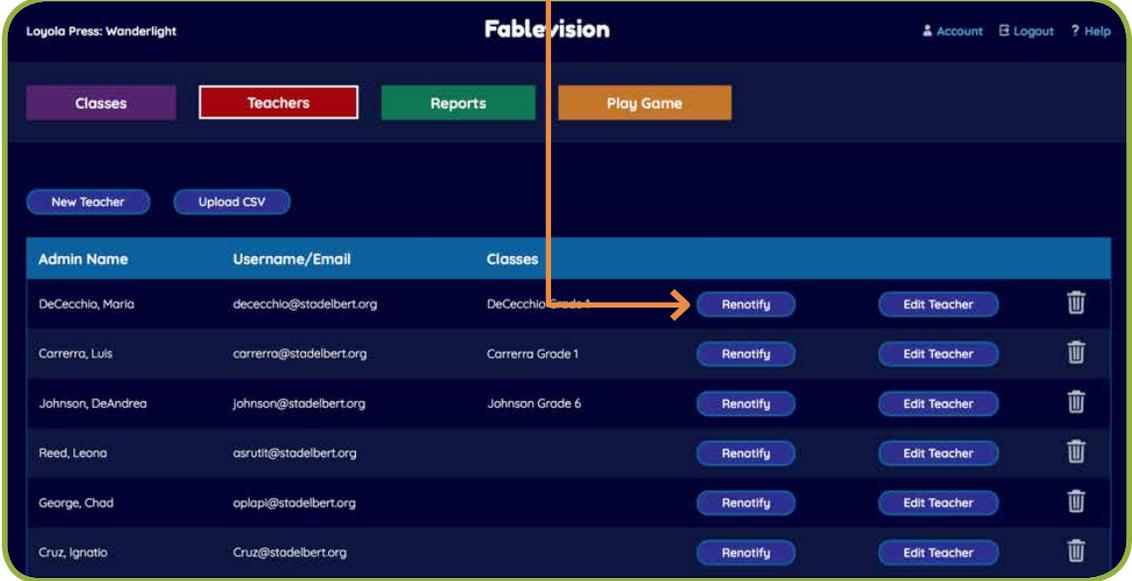
Last Name

Email Address

Send Invitation

Teachers *continued*

Renotify: If a teacher loses his or her registration email or needs the registration email resent, click the Renotify button in the Teacher dashboard.



The screenshot shows the 'Fablevision' Teachers dashboard. At the top, there are navigation tabs for 'Classes', 'Teachers' (which is selected), 'Reports', and 'Play Game'. Below these are buttons for 'New Teacher' and 'Upload CSV'. The main content is a table with the following columns: 'Admin Name', 'Username/Email', 'Classes', 'Renotify', 'Edit Teacher', and a trash icon. An orange arrow points to the 'Renotify' button for the first teacher in the list.

Admin Name	Username/Email	Classes	Renotify	Edit Teacher	
DeCecchio, Maria	decechio@stadelbert.org	DeCecchio Grade 1	Renotify	Edit Teacher	🗑️
Carrera, Luis	carrera@stadelbert.org	Carrera Grade 1	Renotify	Edit Teacher	🗑️
Johnson, DeAndrea	johnson@stadelbert.org	Johnson Grade 6	Renotify	Edit Teacher	🗑️
Reed, Leona	asrutit@stadelbert.org		Renotify	Edit Teacher	🗑️
George, Chad	oplapi@stadelbert.org		Renotify	Edit Teacher	🗑️
Cruz, Ignatio	Cruz@stadelbert.org		Renotify	Edit Teacher	🗑️

Teachers *continued*

► Multiple Teachers

To upload a group of new teachers at once, upload a CSV file* that contains the info of each teacher.

* A CSV file is a spreadsheet saved in the CSV format. It looks like a traditional spreadsheet and is compatible with any mainstream spreadsheet software. A CSV template is provided by the system to assist with this task.

Upload CSV: Click the Upload CSV button.
The Upload Teachers dialog box will appear.

The screenshot shows the Fablevision interface with the 'Teachers' tab selected. The 'Upload CSV' button is highlighted with an orange arrow pointing to a callout box. Below the buttons is a table of existing teachers with columns for Admin Name, Username/Email, and Classes, along with 'Renotify' and 'Edit Teacher' buttons for each row.

Admin Name	Username/Email	Classes	Renotify	Edit Teacher	Trash
DeCecchio, Maria	decechio@stadelbert.org	DeCecchio Grade 1	Renotify	Edit Teacher	Trash
Carrera, Luis	carrera@stadelbert.org	Carrera Grade 1	Renotify	Edit Teacher	Trash
Johnson, DeAndrea	johnson@stadelbert.org	Johnson Grade 6	Renotify	Edit Teacher	Trash
Reed, Leona	asrutl@stadelbert.org		Renotify	Edit Teacher	Trash
George, Chad	oplapi@stadelbert.org		Renotify	Edit Teacher	Trash
Cruz, Ignatio	Cruz@stadelbert.org		Renotify	Edit Teacher	Trash

Teachers *continued*

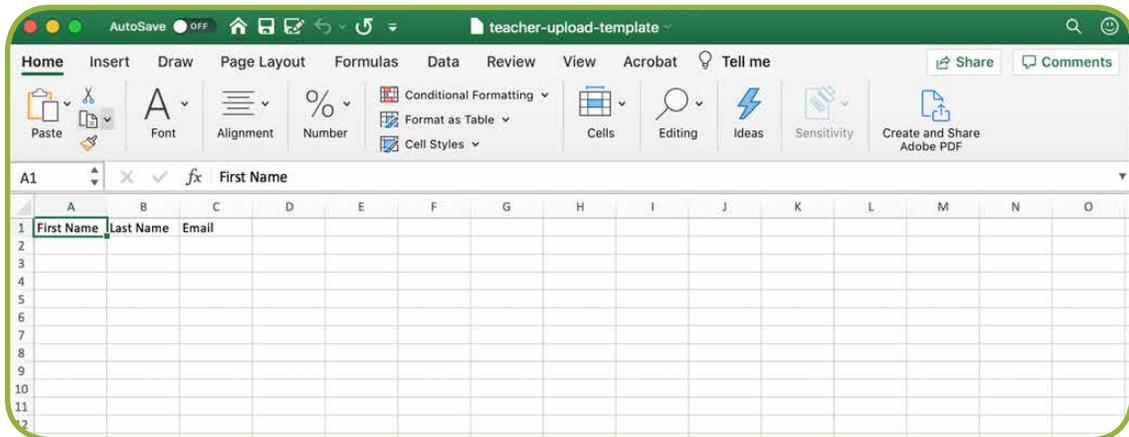
Upload Teachers

Upload a roster in CSV format to batch import teachers. You must use the template provided [here](#) to ensure that user data imports successfully.

Cancel

Upload CSV

Teacher Upload Template: Click the link to download the CSV template. A file named “teacher-upload-template.csv” will download.



- ▶ **Teacher Upload CSV Template:** Open the downloaded file. Enter the name and email address for each teacher in the appropriate field in the CSV spreadsheet.
 - ▶ Any CSV-formatted spreadsheet that contains these three columns will be accepted by the system. If teacher information is stored in another location, an Account Administrator can either export that information in CSV format or transfer it to the template provided by Wanderlight.

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Teachers continued

Upload Teachers

Upload a roster in CSV format to batch import teachers. You must use the template provided [here](#) to ensure that user data imports successfully.

Cancel

Upload CSV

Upload CSV: After completing the teacher CSV file, save it and upload the file by clicking the Upload CSV button.

Upload Teachers

There were no errors found during the validation process. Please click Save below to finalize the import.

First Name	Last Name	Email	Errors
Kelly	Dobbins	dobbins@stadelbert.org	
Dale	Stucken	stucken@stadelbert.org	

Send Email Notification

Cancel

Save

Confirmation: Confirm that the information is correct and the Send Email Notification button is selected. Once the Save button is clicked, new teachers will receive notification email that will contain a link to set their passwords.

Reports

From the Reports dashboard, the Account Administrator may view students' game-play progress by level, by class, and individually.

All Students: The dashboard gives an at-a-glance summary of the level of completion of each license level, across all students assigned to each level. It also displays which prayers and songs are most favored.

Class Reports: To see the progress of each class and of each individual student within, click the button for the desired class.

Loyola Press: Wanderlight **Fablevision** Account Logout Help

Classes Teachers **Reports** Play Game

Reports

Progress by Level

Level	Progress	Completion
Level A	<div style="width: 27%;"></div>	27% complete over 37 licenses
Level B	<div style="width: 5%;"></div>	5% complete over 8 licenses
Level C	<div style="width: 1%;"></div>	1% complete over 7 licenses
Level D	<div style="width: 35%;"></div>	35% complete over 5 licenses
Level E	<div style="width: 6%;"></div>	6% complete over 2 licenses
Level F	<div style="width: 30%;"></div>	30% complete over 1 licenses
Level G	<div style="width: 0%;"></div>	0% complete over 1 licenses

Most Favored Prayers and Songs [See All](#)

1. Glory Be to the Father ♥ 14 favored
2. Sign of the Cross ♥ 12 favored
3. Grace Before Meals ♥ 9 favored

Class Reports

Carrera Grade 1 DeCecchio Grade 1 Johnson Grade 6 **Nieman's EC Class**

Reports *continued*

The Class Report shows the progress of the students within one class by level and by individual student. It also shows the Prayers and Songs Favorited by the students in that class.

View Student Report: To see a detailed report of an **individual student's** game-play statistics, click the View Student Report button next to the appropriate student.

Progress by Level

Level	% Complete	Over
Level A	32%	22 licenses
Level B	17%	2 licenses
Level C	0%	2 licenses
Level D	42%	2 licenses
Level E	6%	2 licenses
Level F	30%	1 licenses
Level G	0%	1 licenses

Most Favorited Prayers and Songs [See All](#)

1. Glory Be to the Father ♥ 9 favorited
2. Sign of the Cross ♥ 8 favorited
3. Grace Before Meals ♥ 4 favorited

Student Name	Current Level	% Complete	Total Play Time	View Student Report
Adkins, Manuel	A	<div style="width: 0%;"></div>	00:00:00	View Student Report
Adkins, Manuel	B	<div style="width: 17%;"></div>	00:07:05	View Student Report
Bowers, Sally	A	<div style="width: 32%;"></div>	00:55:18	View Student Report
Bowers, Sally	A	<div style="width: 42%;"></div>	00:07:37	View Student Report

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Reports *continued*

This report provides information on several aspects of an individual student's experience.

Completed Quests: A checkmark indicates each quest within a zone that a student has completed. The shaded quests are optional and may not be played by all students.

- ▶ If a student replays a zone, that is noted in the report.
- ▶ If a student Restarts a game, the quests completed will be deleted from the student's report. In this case, the fact that the student Restarted will be indicated in the report.

Game Play: This shows (a) the percentage of the level of the game completed, (b) total time played, and (c) time spent in the most recent session. The student's total play history can be viewed by clicking the See More button.

The screenshot shows the 'Fablevision' interface for a student named Adelaide Chambers. At the top, there are navigation tabs for 'Classes', 'Reports', and 'Play Game'. The 'Reports' tab is active, showing a breadcrumb trail: 'Reports > Carrera Grade 1 > Adelaide Chambers'. Below this, there is a summary section for 'Level A' with a progress bar at 46% Complete, 'Total Play Time' of 00:02:26, and 'Most Recent Session' on 03/27/2020 for 2m. A 'See More' button is located to the right of this summary. Below the summary is the 'Completed Quests' section, which includes a legend: 'Shading denotes optional quests'. It lists three zones: 'Valley Zone' (quests 1-11, all completed with checkmarks), 'City Zone' (quests 1-8, quest 5 is shaded), and 'Forest Zone' (quests 1-7, quest 4 is shaded). At the bottom is the 'Content Overview' section, which is divided into three columns: 'Saints Encountered' (listing St. Ignatius and St. Joseph with checkmarks), 'Prayers Prayed' (listing 'Glory Be to the Father' as a favorite 3x, 'Grace Before Meals', and 'Sign of the Cross' as a favorite 1x), and 'CST Encountered' (listing 'Call to Family, Community, and Participation' and 'Care for God's Creation' with checkmarks).

Content Overview: This shows the (a) saints encountered, (b) prayers and songs prayed and listened to and selected as favorites by the student, and (c) Catholic Social Teachings encountered by the student during game play.

Account

This screen allows the Account Administrator to manage his or her account.

Account Link: The Account link is always viewable in the upper right corner of the screen.

License Level	Total Purchased	Available	In Use	Deactivated
Level A	155	92	63	0
Level B	140	103	37	0
Level C	140	102	38	0
Level D	130	100	30	0
Level E	100	85	15	0

Game Licenses: This section provides the Account Administrator with an at-a-glance summary of total licenses purchased, number available, number in use, and number deactivated.

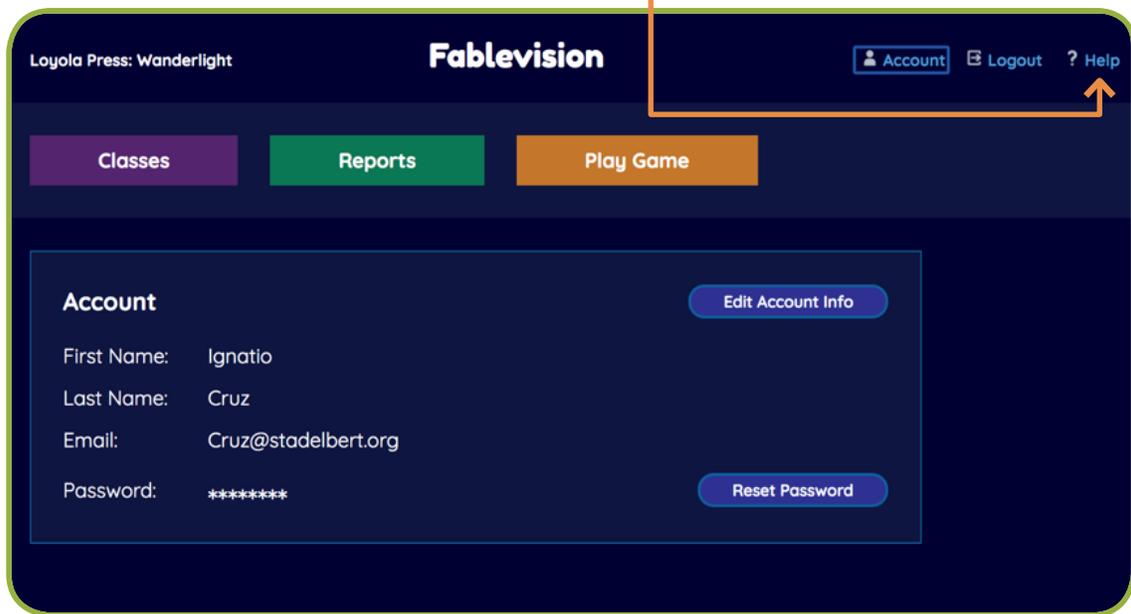
Account: This section allows the Account Administrator to change the name of the account, the administrator's email address, and password.

Billing: This section allows the Account Administrator to purchase additional game licenses for the existing account.

Help

Click the Help link or call the Help Desk at: 800.803.3217

Help: The Help link is always viewable in the upper right corner of the screen.



Play Game



Play Game: To launch the Wanderlight game, click Play Game on the Account Administrator's opening menu

or the Play Game button at the top of any Account Administrator screen

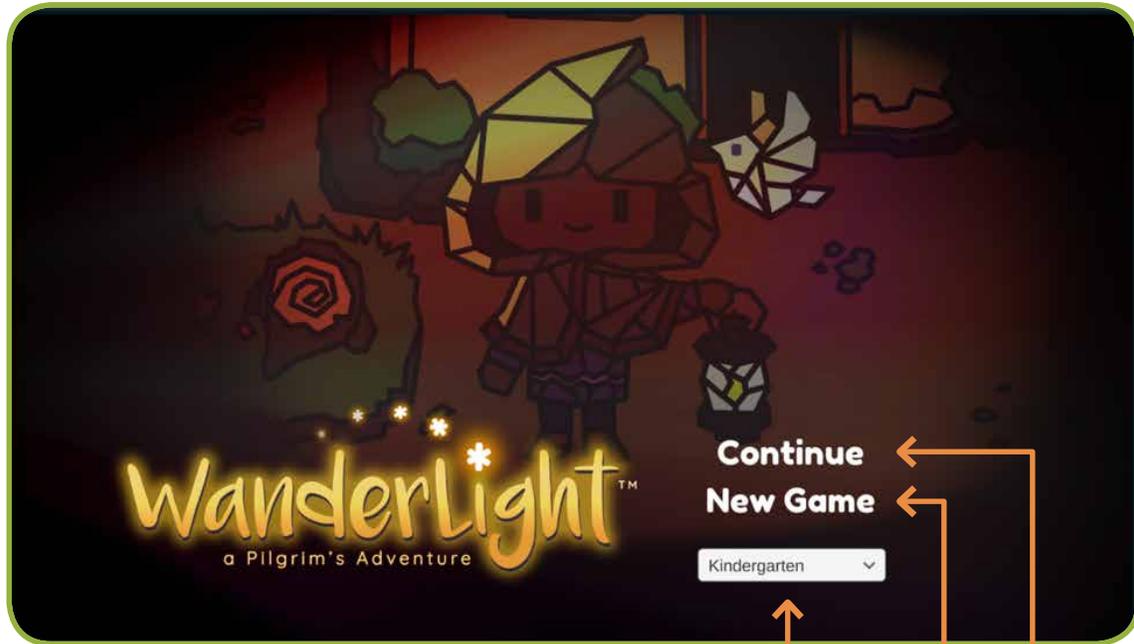


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Play Game *continued*

Starting the Game

When a player launches the Wanderlight game, he or she will be presented with the opening screen.



1: Select the desired level of game play from the drop-down menu.

2: Click "New Game" to begin.

3: If a player has previously played the game and saved his or her progress, the player can click "Continue" to return to game play where the game previously ended.

Play Game *continued*

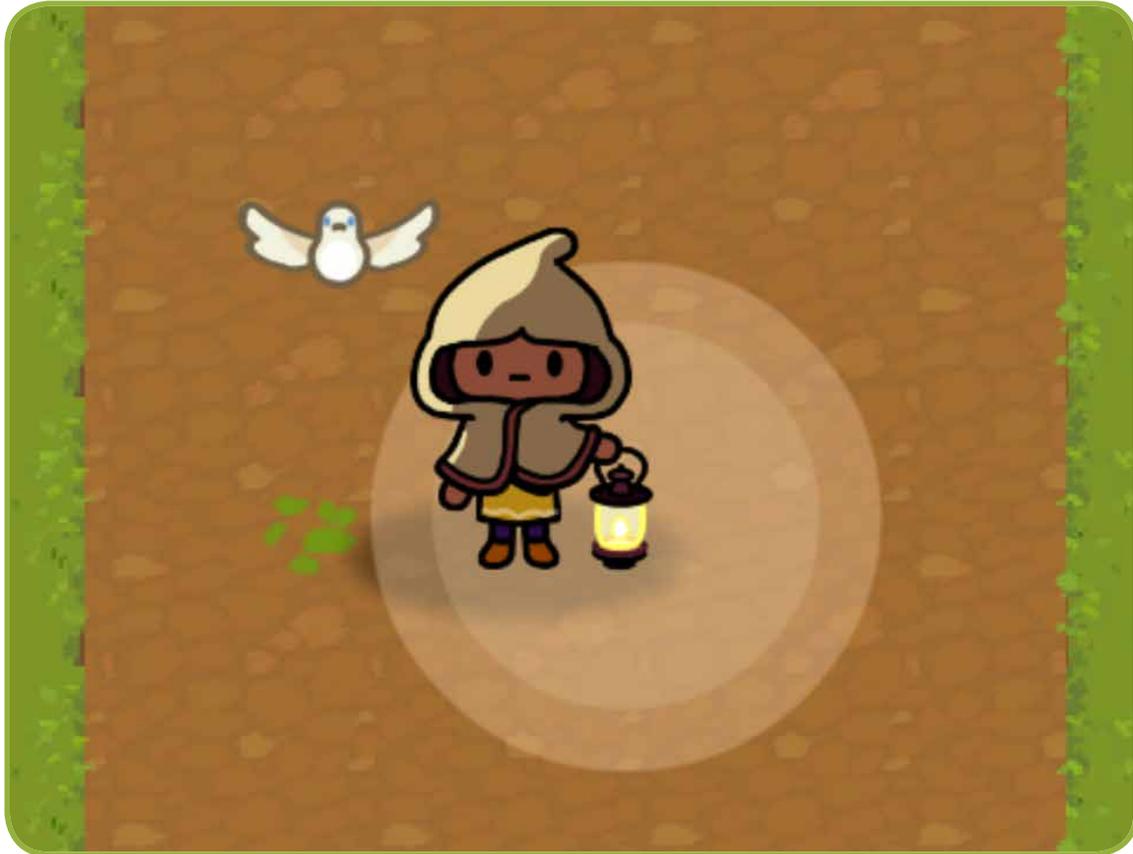
After starting a new game, a player will be asked to customize his or her Pilgrim. After selecting the Pilgrim's skin tone and tunic color, click the Save button to begin playing the game.



Play Game *continued*

The Pilgrim

The Pilgrim is the player's avatar:



The Pilgrim is always accompanied by a:

1. **dove:** The dove is always with the Pilgrim and represents the presence of the Holy Spirit.
2. **lantern:** The Pilgrim always carries a lantern, which helps the Pilgrim if they have made a choice that helps shine God's love in the world. Help someone and the lantern grows brighter. Turn down a change to help someone and the lantern grows dim.

Play Game *continued*

A player navigates Wanderlight with the help of a few features that are always visible on screen:

Tablet: The tablet contains the essential information a player needs for game play, including the map, the quest log, the Saints I've Met log, settings, and Save and Quit.

Current Task: This tab provides an at-a-glance display of the current task from the quest log.

Backpack: Many quests require the Pilgrim to collect items, which are stored in the backpack for later use. The backpack also contains the Pilgrim's prayer tent and mementos collected on their adventure.



If a player begins at Level A, he or she is beginning at the most basic level. The first tasks the Pilgrim will be directed to accomplish are to acquire the tablet and backpack. If a player begins the game at any other level, the Pilgrim will already have the tablet and backpack.

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Tablet

Map Icon: The tablet always opens to the map screen, indicated by the map icon.

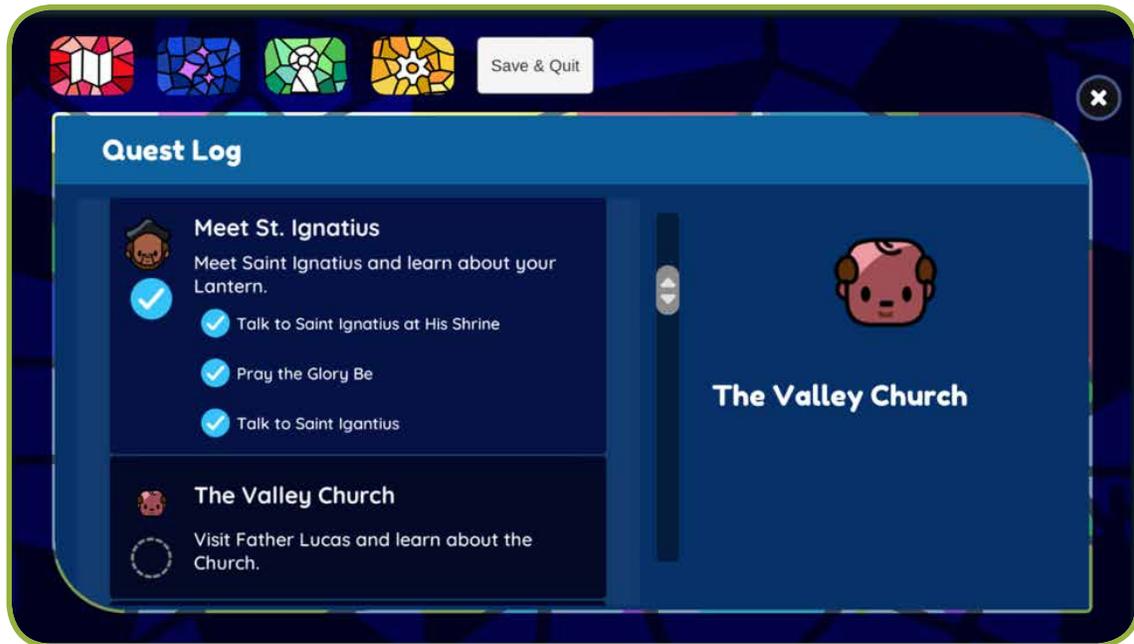


Pilgrim Icon: The Pilgrim icon shows the player's current location.

Character Icon: The other character icon shows the location of the character the Pilgrim is supposed to meet next.

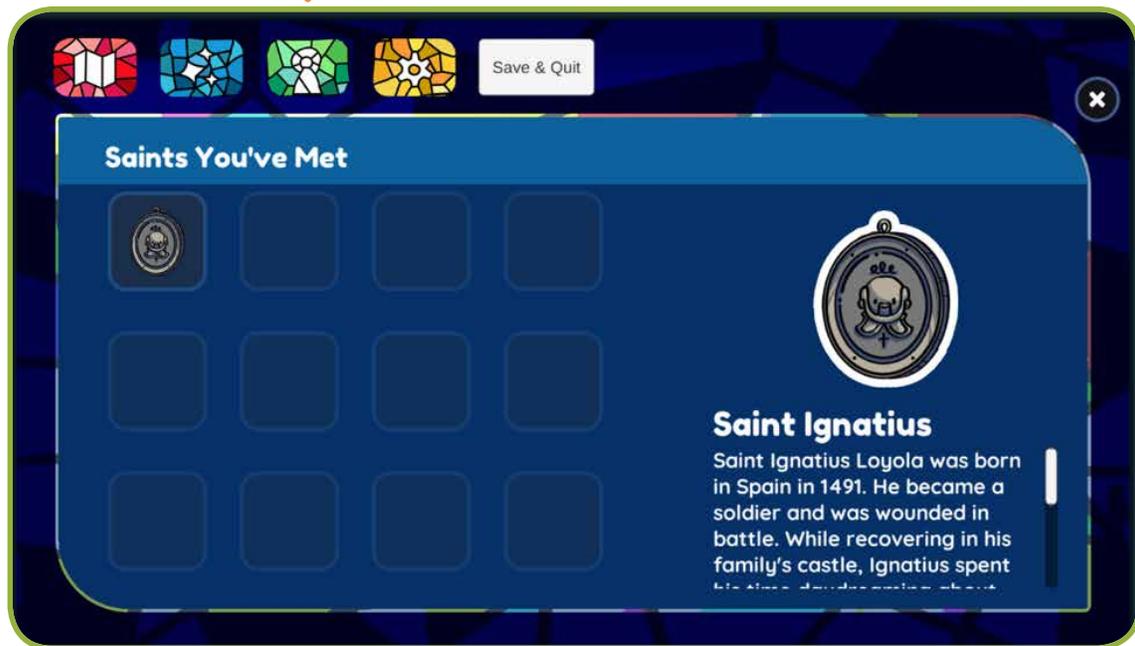
Play Game *continued*

Sparkle Icon: Click on the sparkle icon to switch over to the Quest Log. This log shows your current quest, the steps you've completed on your quest, and every quest you've finished. Click on a quest to read more information about it.



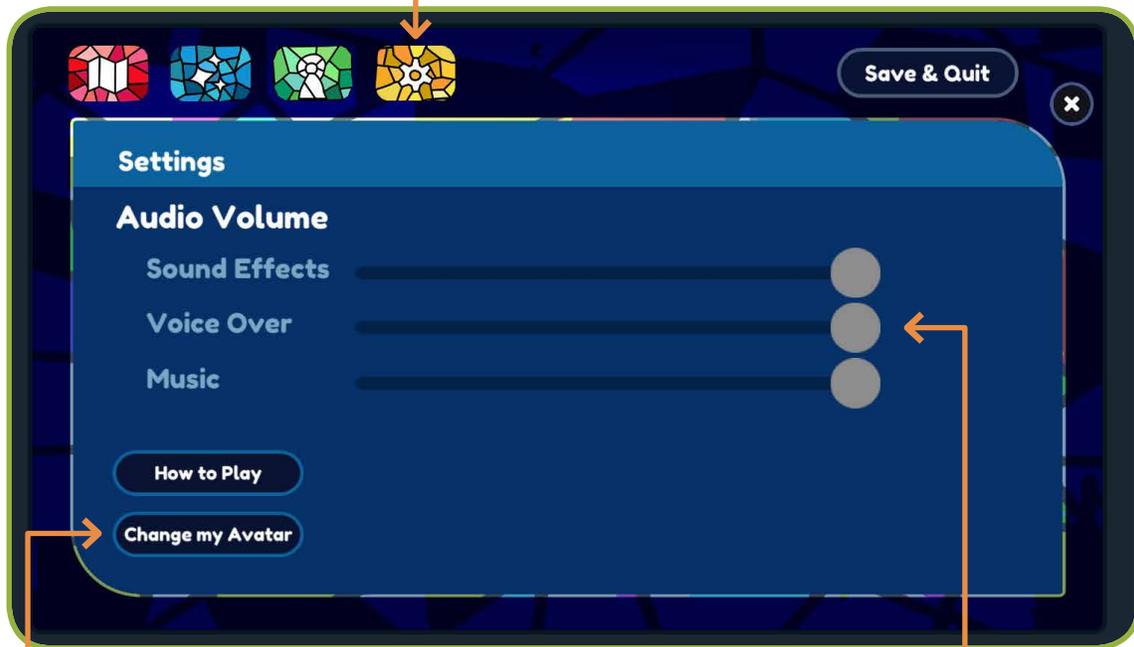
Play Game *continued*

Saint Icon: Click on the saint icon to open the Saints You've Met screen. This shows you all the saints you've encountered in the game. You can read more about them by clicking on their icon.



Play Game *continued*

Settings Icon: Click the gear icon to open the Settings screen. Settings allow you to customize your game.



Audio Volume: adjust the volume

Avatar Customizer: changing your Pilgrim's appearance

Play Game *continued*

Backpack

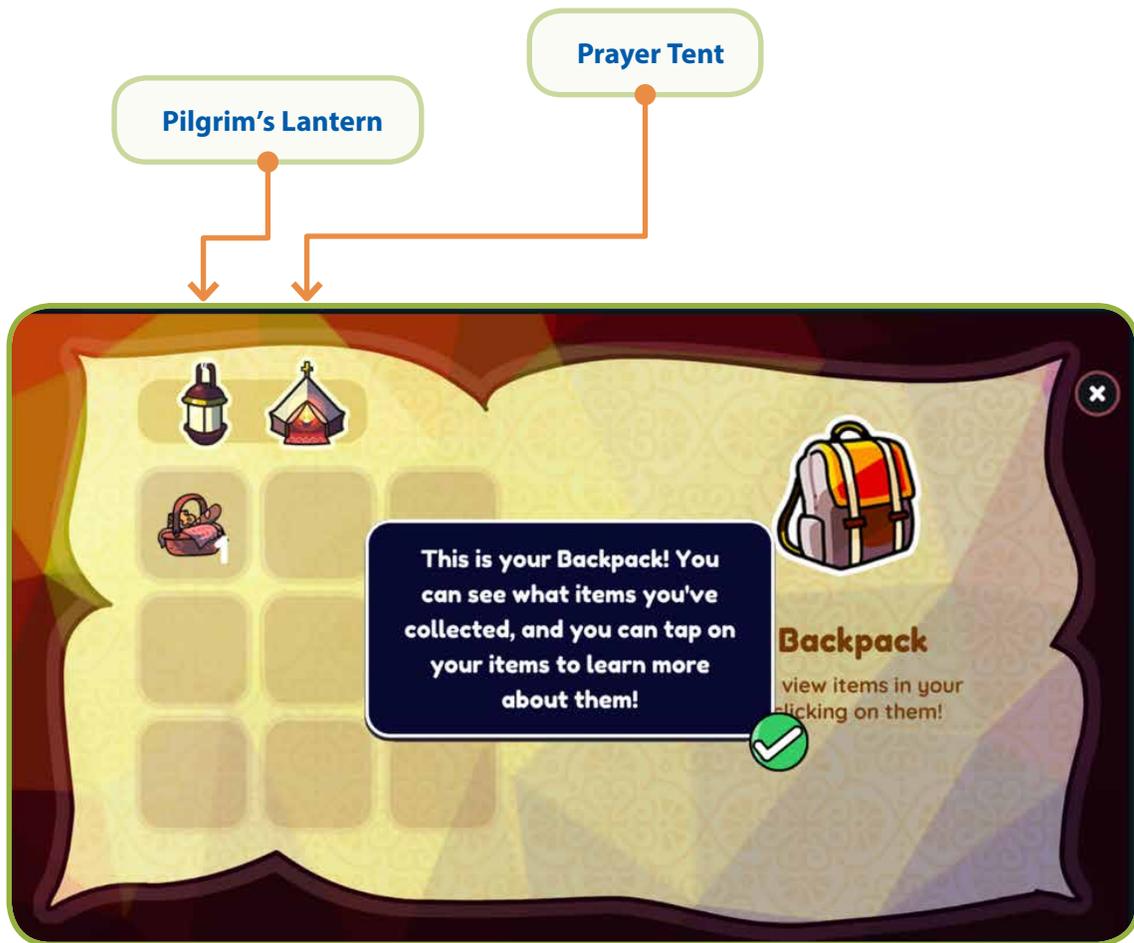
Many quests will require a player to acquire a variety of items, which the Pilgrim keeps in his or her backpack for later use:



Backpack Icon: To view the contents of the backpack, click on the backpack icon.

Play Game *continued*

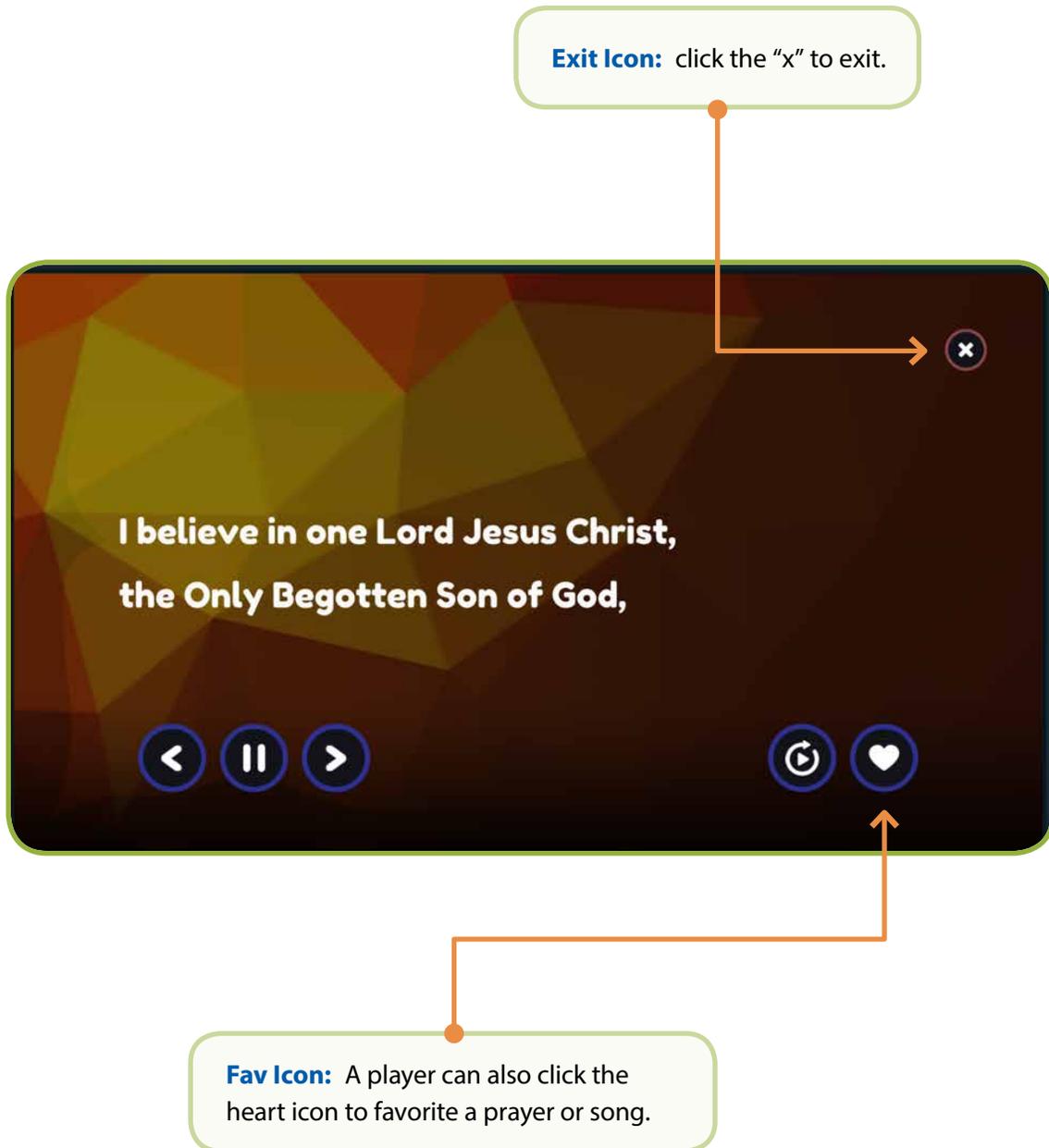
The backpack always contains the **Pilgrim's lantern** and **prayer tent**. It also contains any unused items the Pilgrim has acquired on his or her journey. Click on any item to learn more about it. If a quest requires the Pilgrim to deliver an item to a character to complete a quest, simply talk to that character after picking up the item.



Play Game *continued*

Media Player

The media player includes standard controls for playback and restart.



Play Game *continued*



A player can exit the prayer tent by either clicking on the backpack icon or directing the Pilgrim out of the tent's entrance.

Play Game *continued*

Game Play Basics

Wanderlight is played by moving the Pilgrim through the map to complete various quests. A player moves the Pilgrim by either clicking on the spot on the screen where he or she wants the Pilgrim to move to or clicking and dragging in that direction. If a player does not know the direction to move the Pilgrim, the player can follow the **sparkle path**.

Sparkle Path: If a player does not move the Pilgrim for several seconds, the sparkle path will appear to show which direction to move.

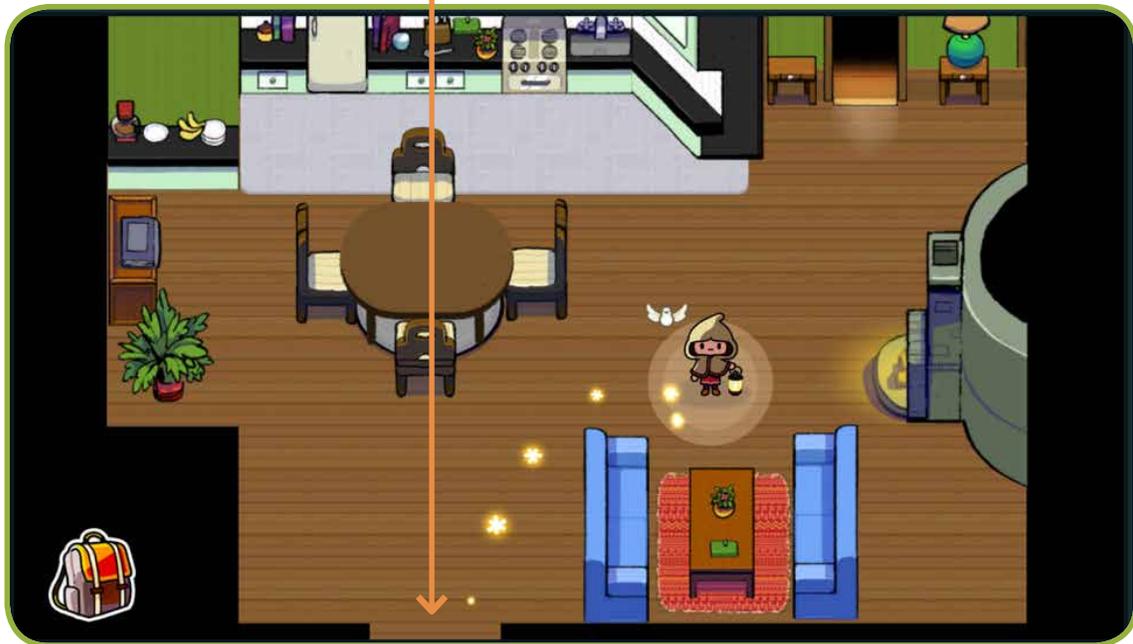


Play Game *continued*

A player can move from one scene to another by directing the Pilgrim through an open door.

Open Doors: A player can move through an open door into another room.

or move back through the door they came in, which will appear as a cut out in the border of a screen.



Play Game *continued*

A player can also move to another outdoor scene by directing the Pilgrim to follow a path at the edge of a scene.



Play Game *continued*

A player learns about the current quest by directing the Pilgrim to talk to other characters.

Speech Bubble: If a character has something to say to the Pilgrim, a blue speech bubble will appear.



Mom

On your pilgrimage, you will discover new places and people that will teach you about our Catholic faith and help you grow.



Saint Francis

Jesus gave us the Beatitudes to teach us how to live our lives in a way that brings us closer to God—do you know the Beatitudes?



Father Michael

Don't let them get you down, Pilgrim—I like how you stood up for the raccoons. As part of God's creation, raccoons are our neighbors, too.



Response Icons:

The Pilgrim will have the opportunity to respond to what a character says by clicking on various icons in the bottom right corner of a speech bubble.

Now you know how to play Wanderlight.
Enjoy the adventure!