

## Game Setup File

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Some games require special setup beyond setting the initial location for a piece. In particular, games with randomized starting locations often require that the pieces be placed into a deck, shuffled, and then dealt out. In this case, we also create a file called [game\_name]\_init.xml. This file may be filled with action tags, which lets you encode the moves you might perform by interacting with your iPad.

First off, much like the [game\_name]\_game.xml file, we will create tags for the top and bottom of the file:

```
<moves xml_version="1.1">
</moves>
```

Now we create each move. Lets say we wanted to quadruple tap BOTTOM\_RECTANGLE (which if we'd set it up, could shuffle the order of the items in the Location), and then move the top Piece to LEFT\_SQUARE, and the second Piece to RIGHT\_SQUARE. This would be easy to do in the game -- just tap 4 times, and then drag two Pieces. Let's see how we can represent the same thing in our xml file:

```
<moves xml_version="1.1">
  <action type="quad_tap_name" name="DICE_0"></action>
  <action type="move_piece" board="0" x="100" y="150" to_board="0" to_x="50"
to_y="50" />
  <action type="move_piece" board="0" x="100" y="150" to_board="0" to_x="150"
to_y="50" />
</moves>
```

There are several ways to describe moves (detailed in the xml file documentation). In this case, we tell it to first quadruple tap on a particular piece by name (DICE\_0), and then to move pieces, giving the pixel coordinates that the finger started and ended at.