

# How to Share a Mekorama Level

## Document Objectives

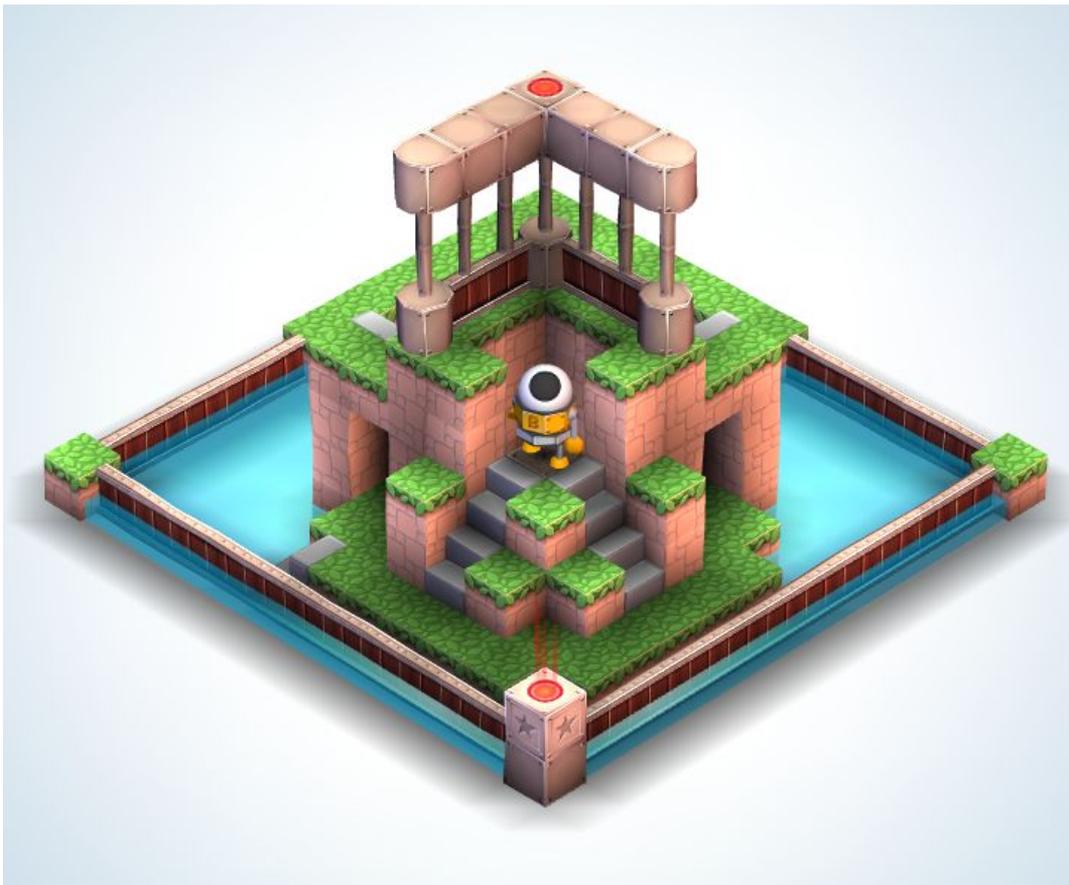
In this guide we're going to explore some suggested ways to share Mekorama levels. Some may seem obvious, but for the sake of completeness and to avoid common mistakes or miscomprehensions, we've tried to be thorough. We hope you give it a complete read and share with us your wonderful creations!

## My Wonderful Creation

So here it is! You built a wonderful level and want to share it with the whole world. May we suggest you do so on the fan-based [www.mekoramaforum.com](http://www.mekoramaforum.com)! There are over a thousand registered members who not only share levels, but a whole bunch more! The remainder of this document will go step-by-step through the process of uploading a new level to this forum.

## Example

Let's take for example the following level as one to share:



## Design Checklist

Be proud of your creation! Here are a few points to consider before sharing it:

1. Make sure that your level has a **real objective**. It is not just about *showing* something, but *sharing* something, which means...
2. A level is **one to be played**; not just waiting for something to happen. One of the subforums on the site is all about ideas and mechanisms that are shared to gain encouragement, ask questions, demonstrate, and even debate. Just know that we're really nice people and we're not gonna bite :) - so if you're looking for some inspiration, you may find it in the [Level Creation Help](#) subforum.
3. Verify that your level is **solvable** by playing it yourself. Sometimes you can find unpredictable behavior and would thus have a chance to correct it before sharing. Of course, sometimes bugs or bad results are revealed by the community, but that's part of the learning process. If such a case arises, don't be discouraged; it happens to everyone.
4. Check if the **QR code is readable** by scanning the level yourself. I know... it sounds weird, but sometimes the QR code is not readable, even if it comes straight from the exportation function of the game :( In such a case, you can still upload your level with the original card, then post a comment with a screenshot of a the zoomed QR Code. Another way is to follow the instructions in [this thread](#).
5. A more delicate point is the **relevancy** of the level. It's kind of hard to define the value of a level, but sometimes it seems obvious that making B walk straight from one point to the win block is not relevant... but not to everyone. So ask yourself if your level **offers something of value to others**.

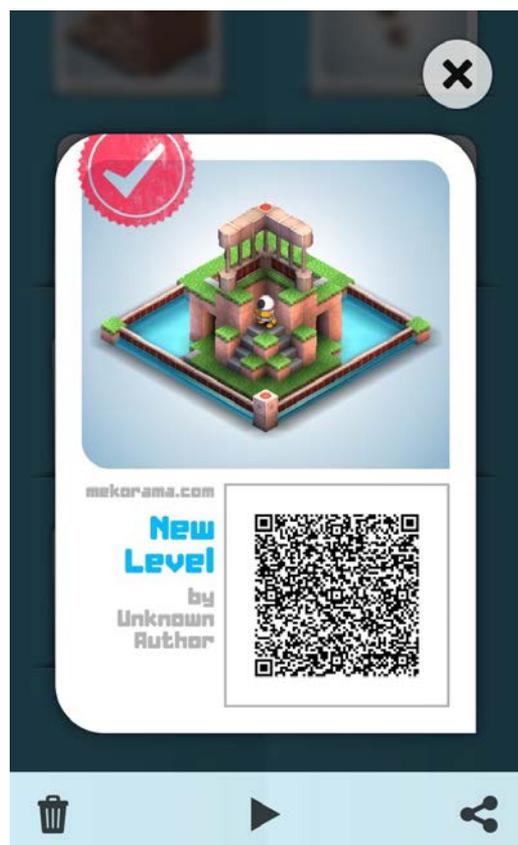
So, if you've followed all these guidelines, here is the completed level:

Tadaa!

It's wonderful, isn't it?

But, wait...

Did we forget something important?



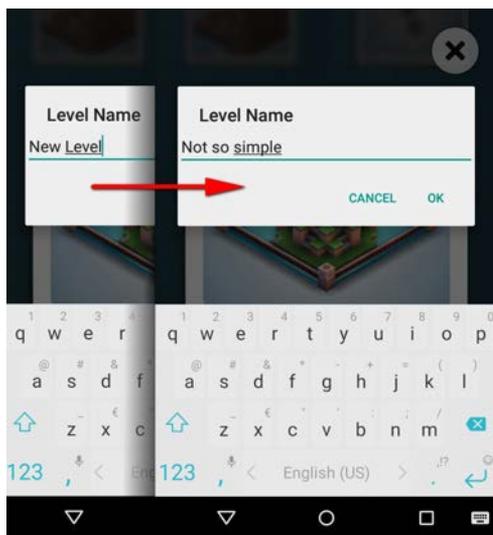
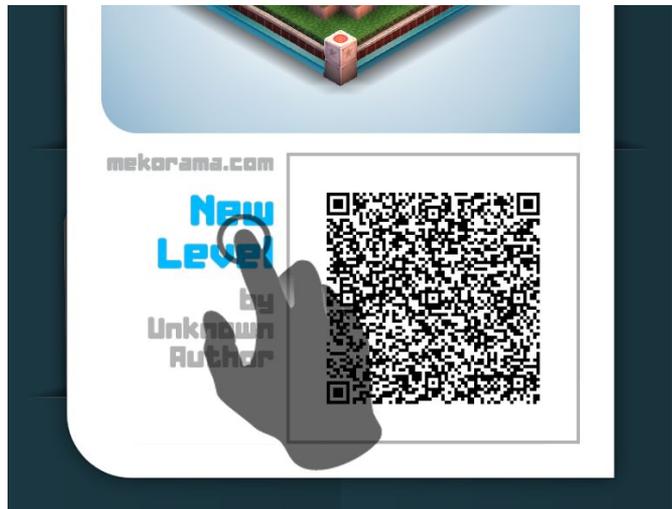
# You Are Someone

From time to time, some levels appear with these strange words on the card:

*“New Level by Unknown Author”*

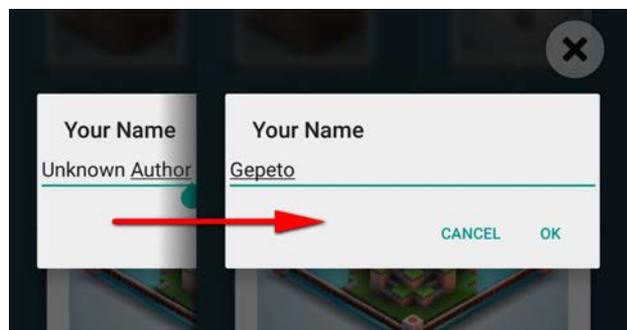
Maybe some authors are so excited to publish their level that they forget to tell people who they are. But when you have such a card on your in-game menu, you can't really know who made it. So you'll have to go back to the forum, which would be a small hassle to everyone who plays your level. As your level is valuable to you, you'd probably like to give it a **real and appropriate title**, along with an **author name**.

Let's do it. It's easy; all you need to do is **tap** on the title and name location on the card.



And edit the title of the level. Try to find something relevant. :)

And do it again for your name (this is mine, so do not slavishly copy that :O).



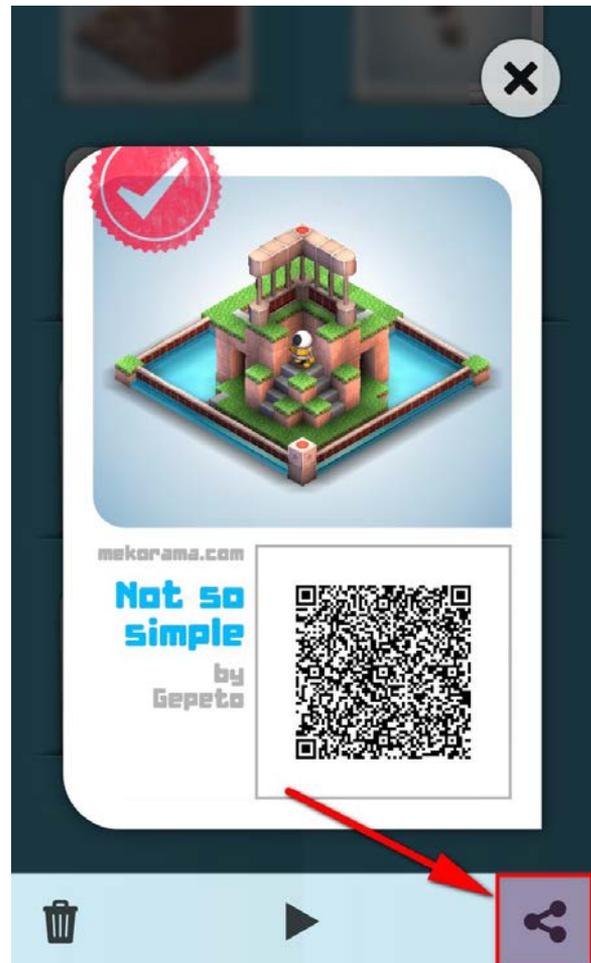
And now your level is ready for worldwide presentation!

## Exporting My Level

Before importing your card into the Mekorama forum you'll need to export it from the app first. The best way to do that is to use the share button at the bottom right of your screen.

Depending on your system, the options could be slightly different, but the point is to always export the original picture from the game. If a "Save Image" option is not in the list, you can try using another location.

If this causes you too much grief, or if you really want your card to include the checkmark, then you can simply take a screenshot of your card and save the resulting image in PNG format. Note that the in-game exportation method is preferred over the screenshot method due to it resulting in a more clean and attractive card.



Here [on the left] is the resulting exported picture. Note that on some devices it may appear on a black background.

The imperative point is to keep the QR code as clean as possible. Otherwise, your level is at risk of being unreadable. For a more detailed explanation of this topic and what options there could be, please have a read of this [thread](#).

Please also note that it would be great (but not mandatory) to rename the image filename to a more suitable name such as "author\_card-title.png".

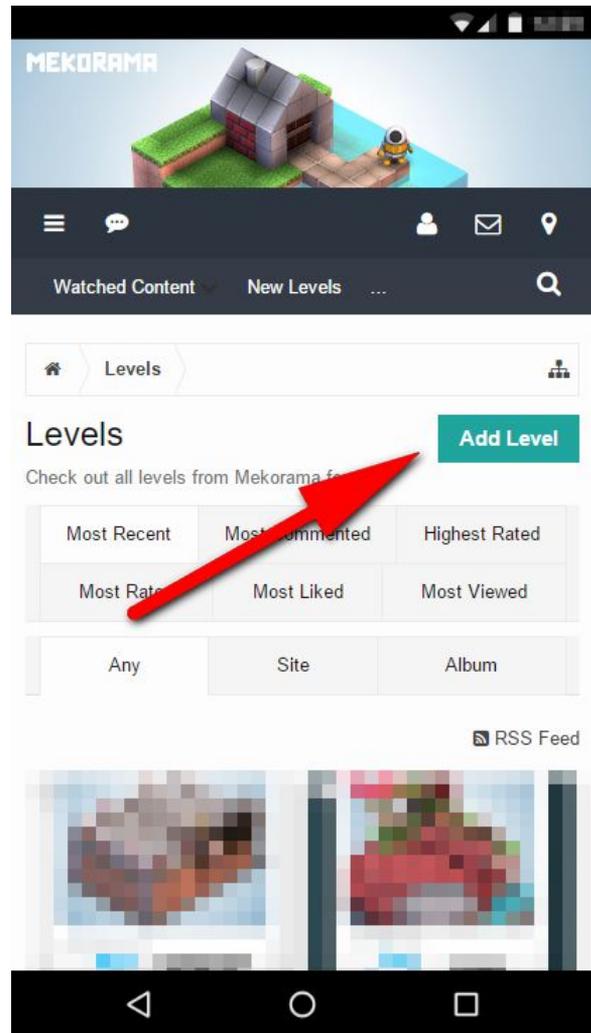
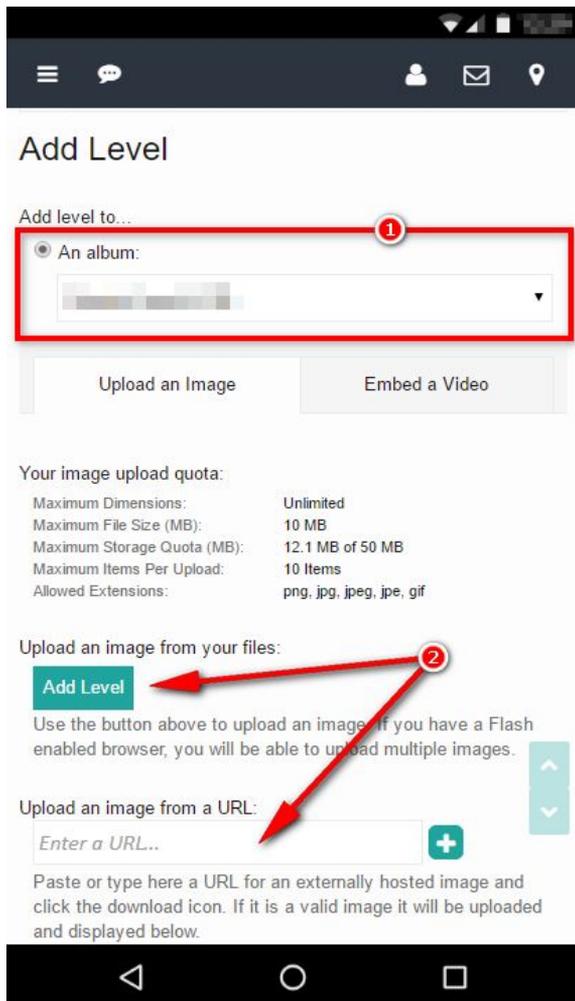
# Hello World!

Now that your level has been prepared to be shared, it is time to share it!

To do that, you need of course an account at [mekoramaforum.com](http://mekoramaforum.com), which we'll assume you already have. Uploading your level is not very difficult, but again, some attention to detail may be necessary.

From the forum's [Levels](#) section, select the turquoise "Add Level" button (found in the top right of the page)

A new interface will appear where you have to choose (or create) an album for your level (1) and upload the exported picture of your card (2). [Numbers reference the image below.]

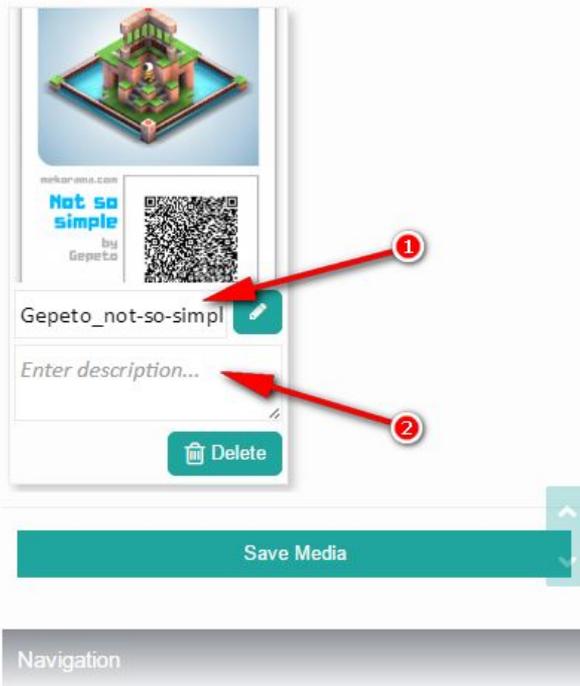


Please create interesting album names so as to both be descriptive and easier to search by. Also, you wouldn't want your levels to end up being mixed up in the albums of other people using the same album name. In other words, **please be more descriptive than using "My Levels" as an album name.**

After this, you can add the picture of your card from your device using the second turquoise "Add Level" button or specify an Internet address (URL) to grab the picture from a website (such as [imgur.com](http://imgur.com)).

Fields of type have a link for an externally hosted image and click the download icon. If it is a valid image it will be uploaded and displayed below.

[Click Here To Set All Titles & Descriptions](#)



Once uploaded, the picture of your card will appear with two final areas to edit: the Title (1) and the Description (2).

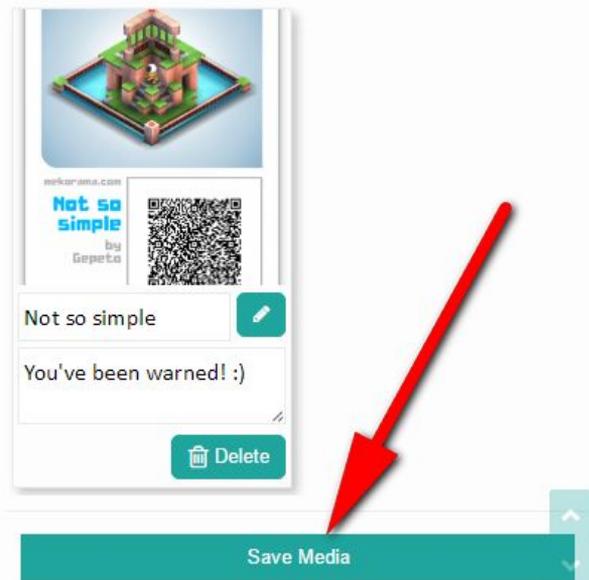
[Numbers reference the image to the left.]

These two fields will be displayed above your card on the level page for your card. Since the title and author on the card are part of the card picture, they are not searchable. But the Title and Description for the level page are.

By default, the Title is the name of the file you used for the saved image (without the extension). It is **highly recommended that you use the same or similar title that you used on the card** so that it may be easier to reference and search for by others in the future.

Adding a description is also highly recommended as it will be read first by those coming across your card. In the description you can tell a story about the level, or talk to its theme, or give a warning to how difficult you think it is to solve, or any other description. Members will appreciate it! :)

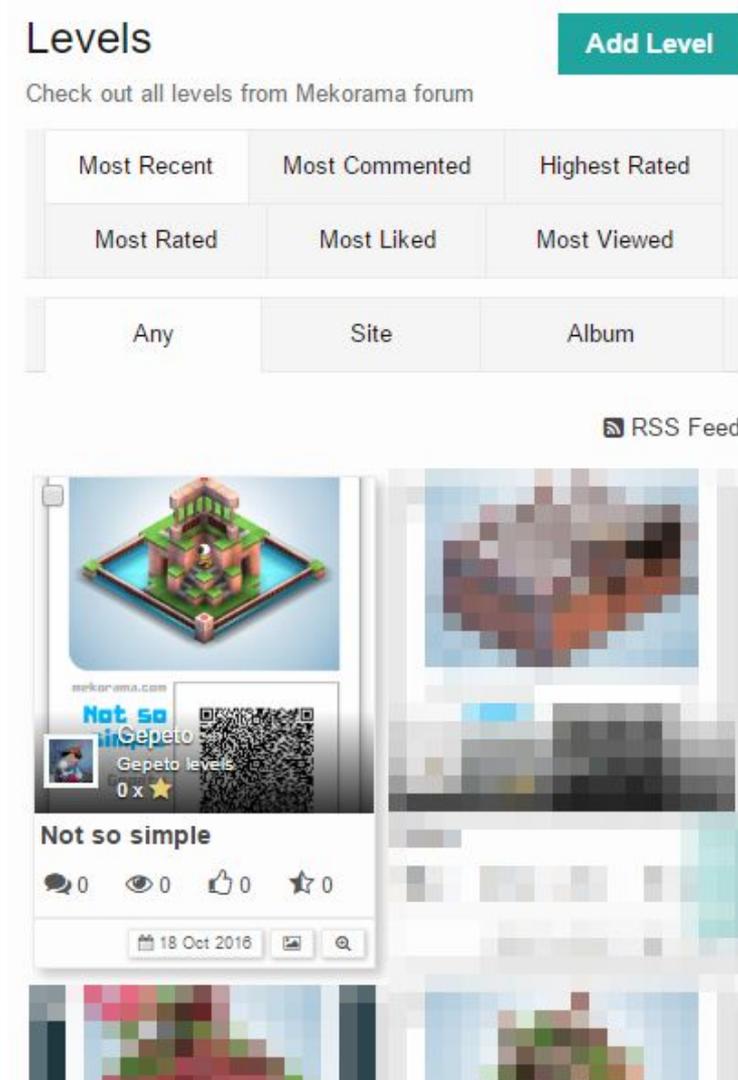
[Click Here To Set All Titles & Descriptions](#)



Once you're done, click on "Save Media" and there you have it, a fresh and ready to be played level on the forum!

# Levels Listing

This is how your uploaded level will be displayed in the levels listing:



Note that superimposed on the card image is the Title you gave to the level page along with four icons with counters, the date of upload, the media type (i.e. image), and a preview button. The four icons (left to right) are:

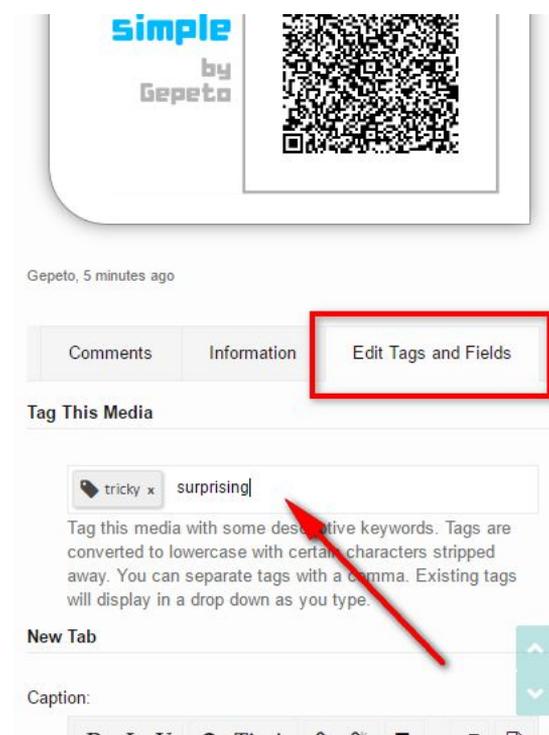
1. The number of Comments received on the level page;
2. The number of times the level page has been Viewed;
3. The number of times the level has been Liked; and
4. The number of Ratings the level has received.

And one last tiny thing: the thumb is actually a clickable button that allows you to “like” the level without having to go to the level page. If you have not personally “liked” the level yet, the thumb will be up, and if you have “liked” the level, the thumb will be down. Clicking on the thumb will change your selection and thus the direction of the thumb. Counterintuitive we know, but we didn’t design the website. ;)

# Find My Level

Now that your level has been published, maybe you want to promote it? Some people have tried to promote their levels on their profile page, but with little success. For this reason, and for the fact that it clutters the website, it is discouraged. Posting in the subforums just as a way to get attention is also highly discouraged. So what should you do?

Apart from the already discussed use of the level page Titles and Descriptions, the next best thing you can do is add tags and a caption. To do this, first find the “Edit Tags and Fields” tab below the level page card image. Here you can find text entry boxes for both.



Tags are a great way to not only describe your level, but make it searchable based on keywords, game style, groupings, etc. Add as many as you want, but please be consistent with other adopted uses for tags on other levels.

Adding a caption is an ideal way to share a story around the level. A story can set the mood and dramatically add to the enjoyment of the theatrical performance in your level. It can also be used to set expectations or share other pieces of information (particularly since the character limit for the level Description is only 300).

Oh, and please remember these best practices - they will all help others find your levels:

- Do **not flood** the upload page with too many levels;
- Post only **enjoyable and playable** levels in the levels section;
- Feedback on a level can also be done by posting in the [Level Creation Help](#) subforum;
- Ensure that the **level page title** matches the card title;
- Organize your level posts in descriptive **albums**;
- Add **descriptions and comments** on your own level to give players an idea of what to expect;
- Adding a **caption** is a great way to share a story for the level that can set the mood;
- **Tags** are not only a great way to describe your level, but they can be used to help find levels by type, keyword, and groupings; and
- Be social by **responding** to the comments and ratings left by others.

Now it's your turn; create something challenging or fun and share it with everyone!!