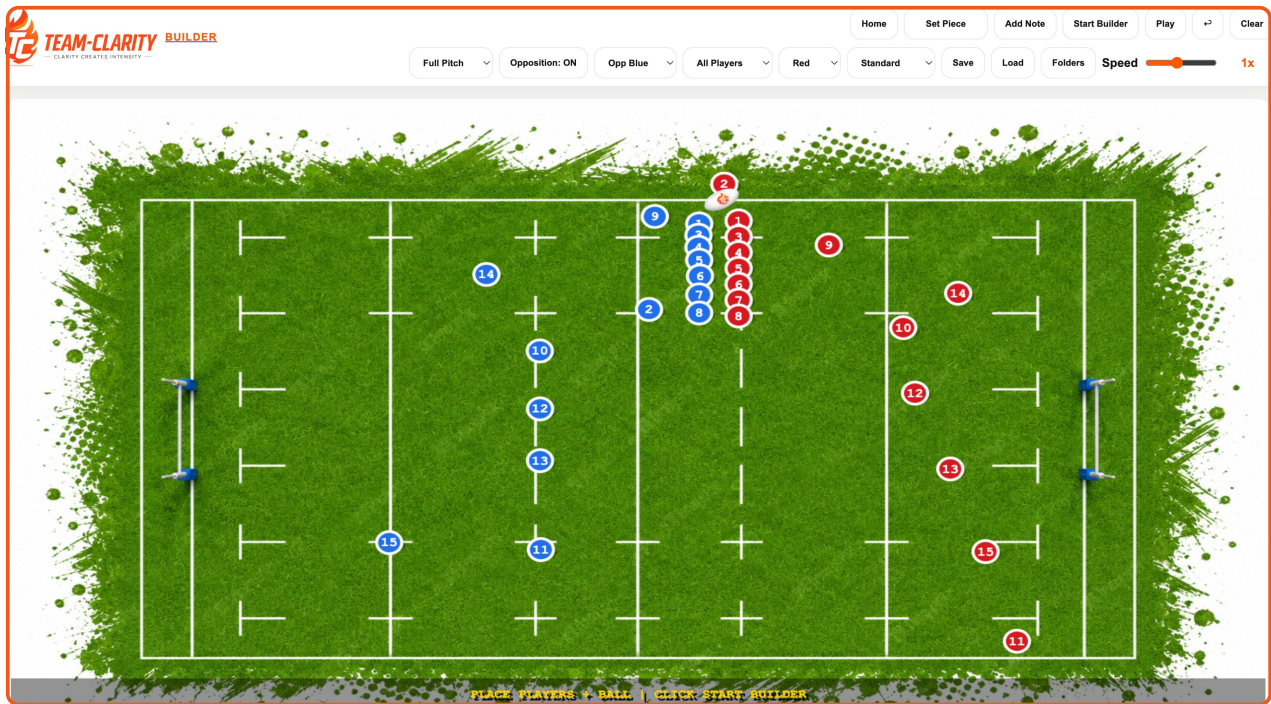


Play Builder is your drawing board. Place your players and the ball, then build movement step by step so a static diagram becomes a moving play. Add coaching notes, switch the opposition on to show the defence, and save finished plays into shareable team folders.



The builder: top bar holds the build actions · the row below sets pitch, opposition, colour, marker size and Save/Load/Folders · drag players or the ball, double-click a player to attach the ball.

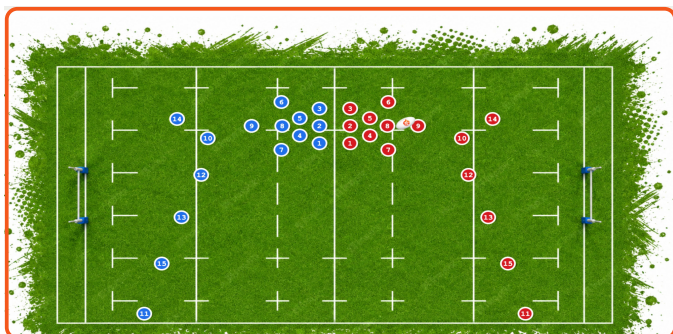
The controls

Set Piece	Cycle the starting formation to build from (scrum, lineout, etc.).	Pitch view	Full Pitch · Half Pitch · Lineout.
Add Note	Drop a coaching cue on a player or spot while building.	Opposition	Toggle the opposing players ON / OFF.
Start Builder	Lock your starting positions and begin adding movement steps.	Opp colour	Opp Blue · Black · Red · White — the defence's colour.
Save Step 2	After moving players/ball, save the next step (repeat for more steps).	Group / Colour	All / Forwards / Backs, and your own team's kit colour.
Play	Animate the play through all its steps.	Marker size	Standard · Small player discs.
Undo / Clear	Undo the last action, or wipe the canvas to start over.	Save · Load · Folders	Save a play to a folder · load a saved play · manage team folders.
Home	Back to the home screen.	Speed	Animation playback speed.

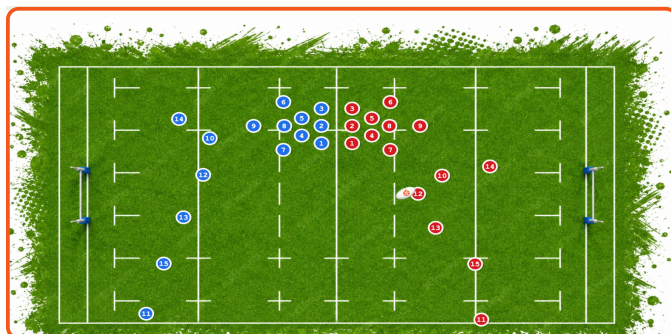
Turn **Opposition** on to map the defence in a second colour — useful for showing exactly what the play is reacting to.

Build & animate — step by step

1. Pick a **Set Piece** and pitch view; set your **Colour** and, if you want a defence, toggle **Opposition** on.
2. Drag players and the ball into their **starting** positions (double-click a player to attach the ball).
3. Tap **Start Builder** to lock step 1.
4. Move players/ball to their next positions, then tap **Save Step 2** — repeat to add as many steps as you need.
5. Tap **Play** to preview the animation at your chosen **Speed**.
6. Tap **Save** to store the finished play in a folder.

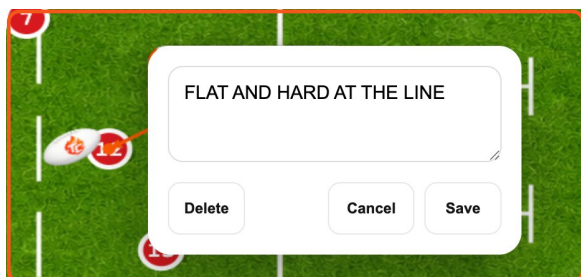


Step 1 — starting positions



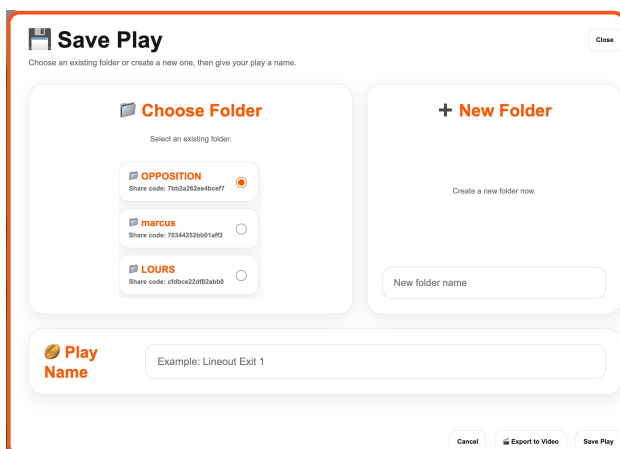
Step 2 — players & ball moved

Coaching notes



Add a note. While building, tap **Add Note**, then click a player or spot and type a cue (here: “FLAT AND HARD AT THE LINE”). **Save** it, or **Cancel / Delete**. Notes appear during playback and carry through to the Player Simulator.

Save, organise & share



When you **Save** a play, choose an existing folder or create a **New Folder**, give the play a name (e.g. “Lineout Exit 1”), then **Save Play**. **Export to Video** turns the animation into a shareable clip.

Your library — Saved Plays


Saved Plays
Close


SCRUM D
 Folder: OPPOSITION | 10 steps | full pitch | all

LoadDelete


FELIX
 Folder: LOURS | 3 steps | full pitch | all

LoadDelete


T5+1 BREAK DOCTOR
 Folder: LOU VS ST | 17 steps | full pitch | all

LoadDelete


T5+9 CUT CHIC
 Folder: LOU VS ST | 17 steps | full pitch | all

LoadDelete


MILLE - AZ CUT
 Folder: LOU VS ST | 17 steps | full pitch | all

LoadDelete

Open **Load** to see every saved play with its folder, number of steps and pitch — then **Load** or **Delete**.

Team Folders & share codes


Team Folders
Close

Create Folder


OPPOSITION

Share Code: 7bb2a262ee4bcef7

Copy CodeLogsDelete


marcus

Share Code: 70344252bb01aff2

Copy CodeLogsDelete


LOURS

Share Code: cfdbce22df82abb0

Copy CodeLogsDelete


LOU VS ST

Share Code: 0bef97ee30ead50d

Copy CodeLogsDelete

Create folders and copy each one's **Share Code**. View **Logs**, or **Delete** a folder.

The **Share Code** is the bridge to the **Player Simulator**: a player enters the code under “Join Folder” to pull the whole folder of plays onto their device.