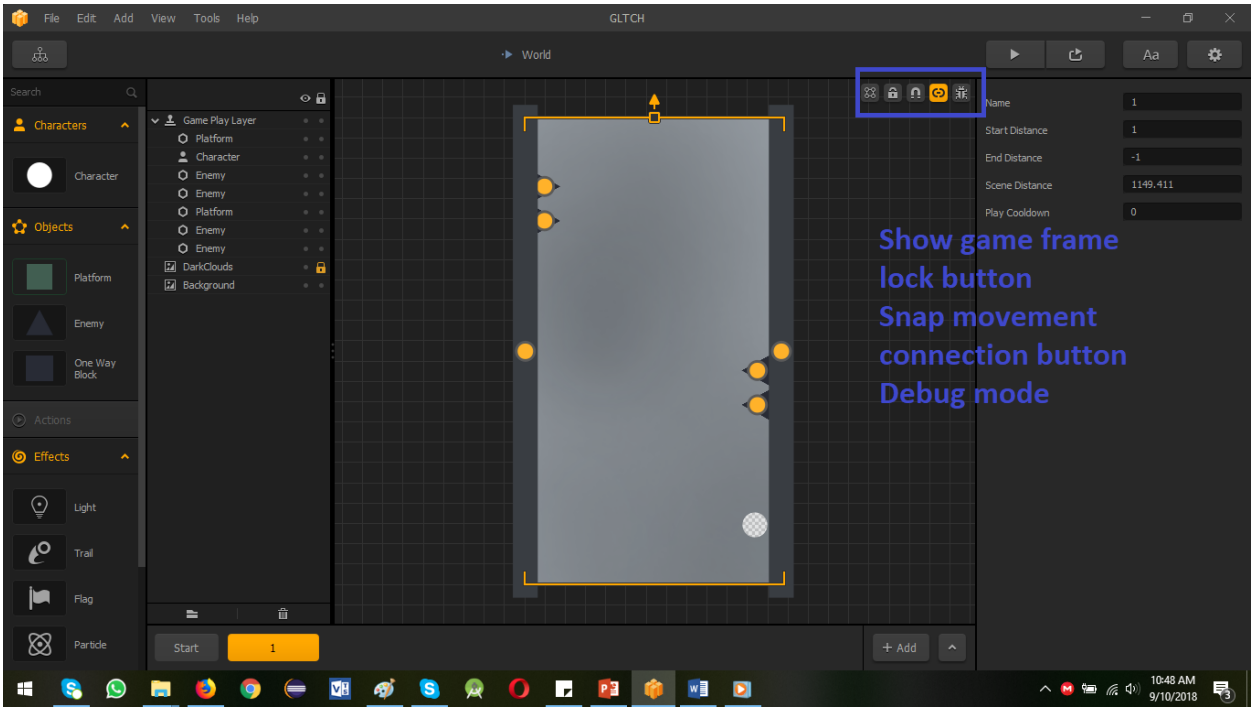
Creating Basics



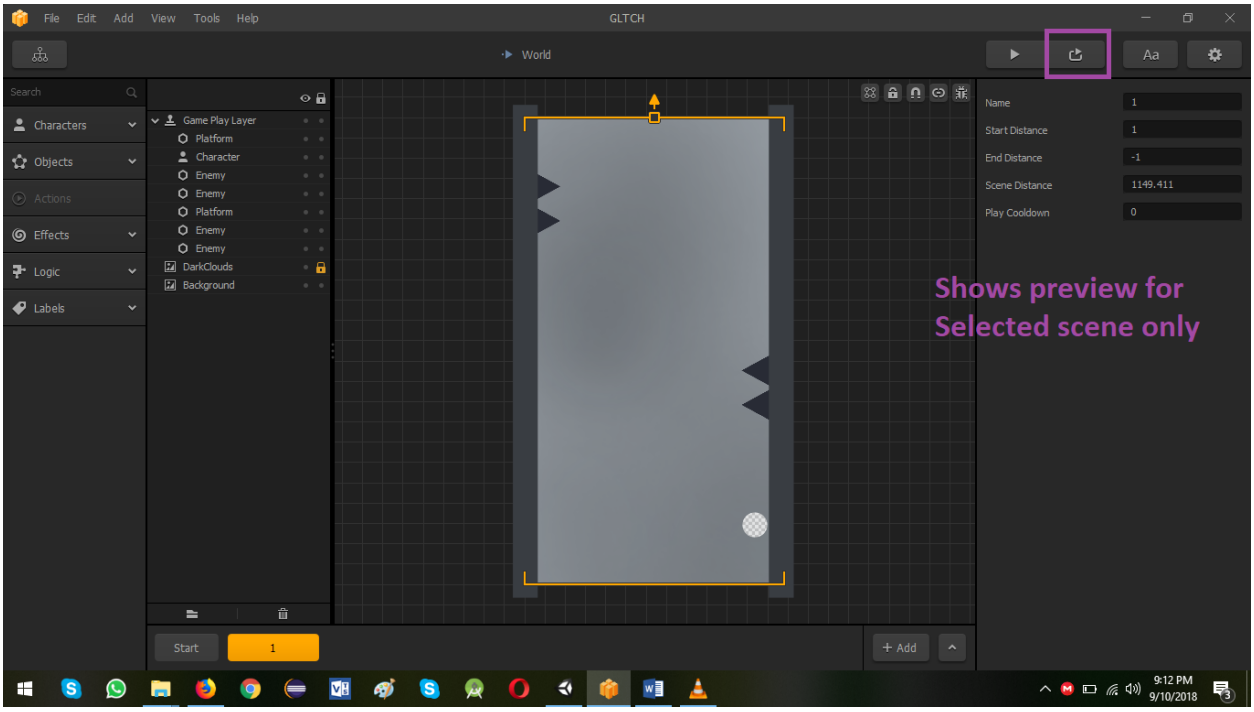
Show Game Frame: after that game play will move

Lock Button – lock backgrounds

Connection button – to connect the items

Debug mode – check collision shapes of objects

Preview for selected scene only



Let's replace the template game assets with new assets.

First replace the

- Platform in objects
- Enemy

Replace the background in scene tree.

Now replace the character. Buildbox will play the images in sequence.

Let discuss the menu editor button.

After clicking on menu editor button we can see

- All user interface
- Game worlds
- Blue nodes are worlds nodes
- Green nodes are user interface nodes

Now replace the User interface screens