

LAB Manual 04

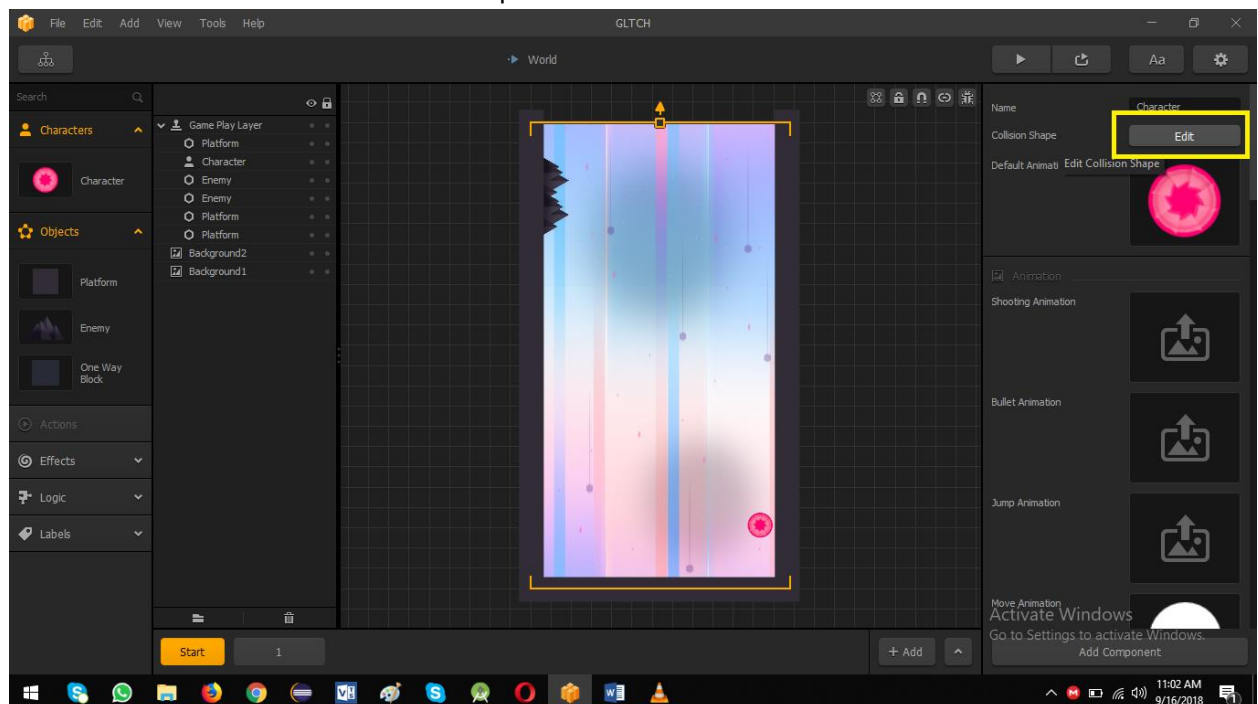
Collision Shapes & Object Settings

- Edit collision shapes
- Bring in a new enemy in scene
- Learn about object settings and components

Collision Shapes:

Collision shape is basically a shape for which buildbox decide when objects interact. For example character collision shape interact with wall/platform collision shape. Collision shapes must match the graphics.

Let's start with character for collision shape check

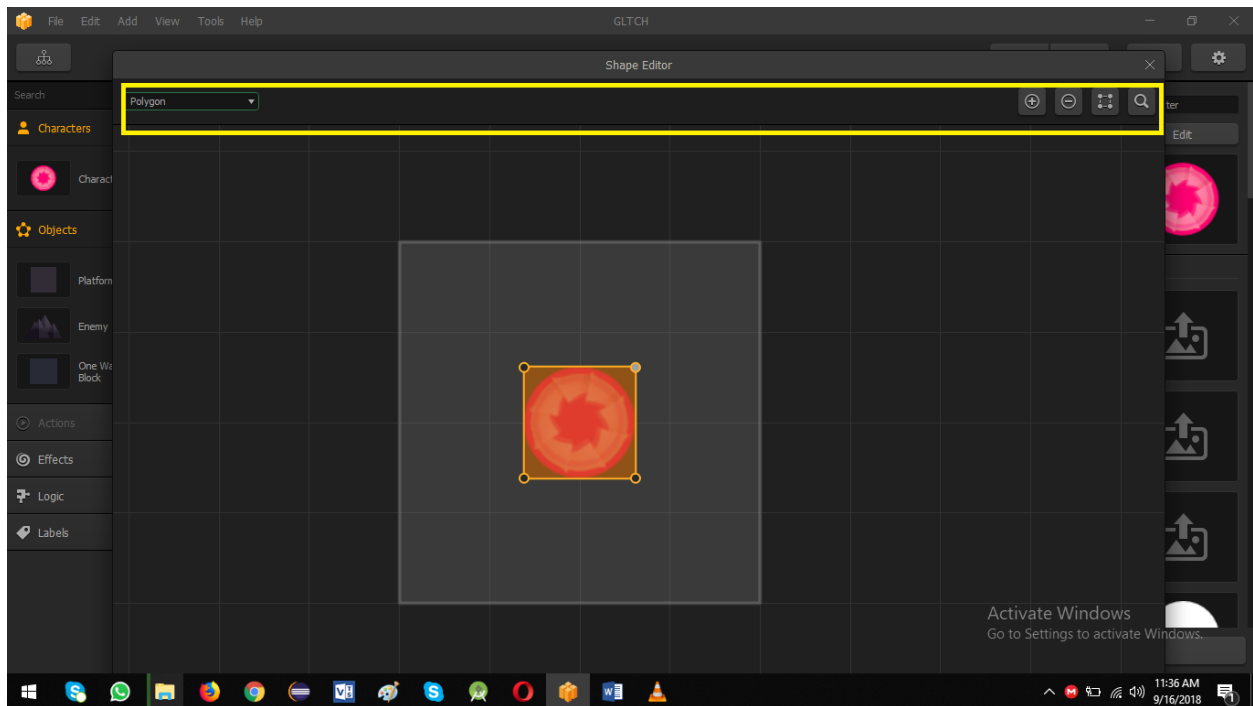


- Orange shape represents the collision shape to hit something

Add or subtract points on collision shape

Shape option in shape editor

- Circle
- Polygon



Then visit Objects assets panel

- Check platform collision shape
- Check enemy collision shape

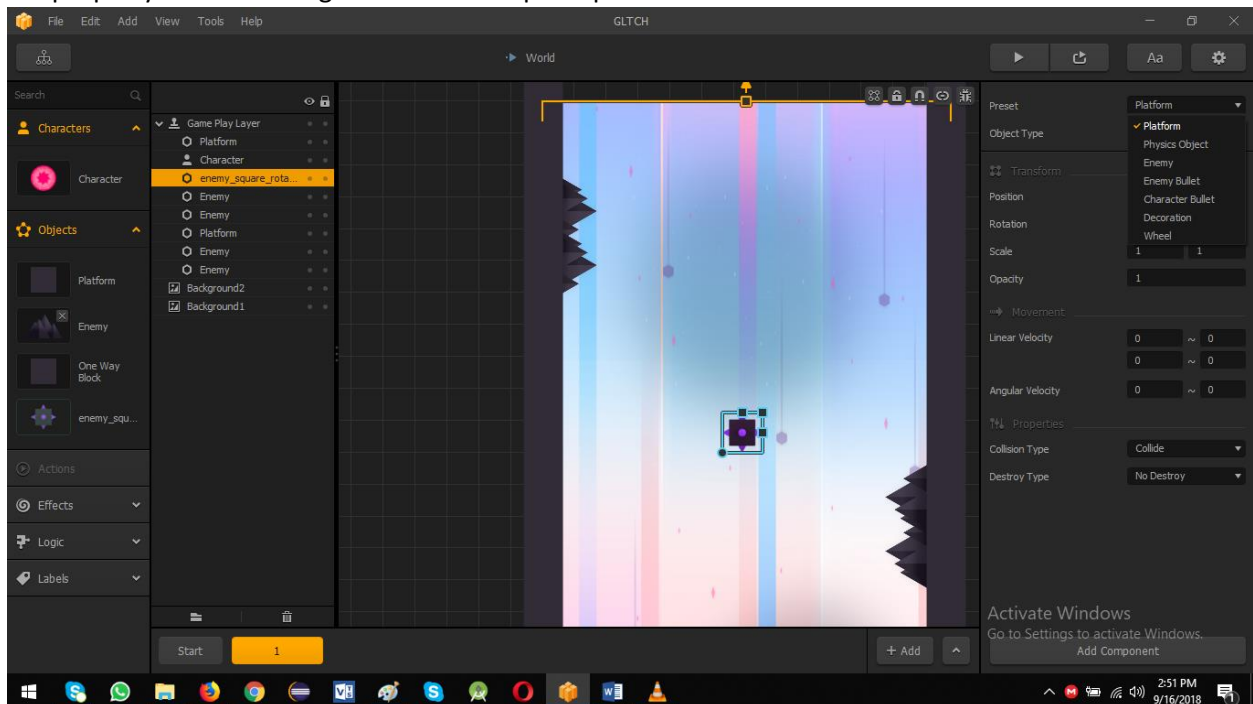
Now move towards the Debug mode button

- Debug mode reveals the collision shape of all the objects used in the game
- Useful for level design and testing
- Debug mode also available in preview window
- You can also check the objects having zero opacity, collision shape will be shown in debug mode

Let's add new enemy in gameplay

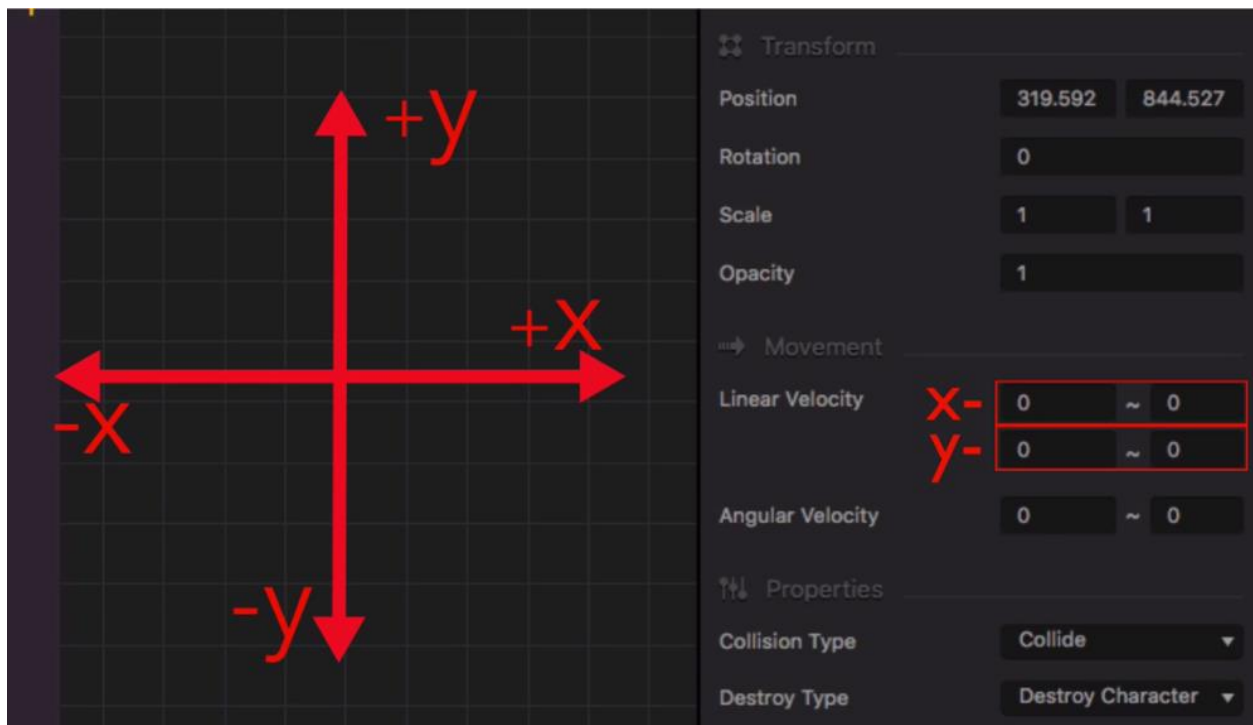
- Check its collision shape
- It doesn't kill the character

Set property after selecting from scene in option panel



Let's talk about movements:

- Start from linear velocity
- X axis & y axis



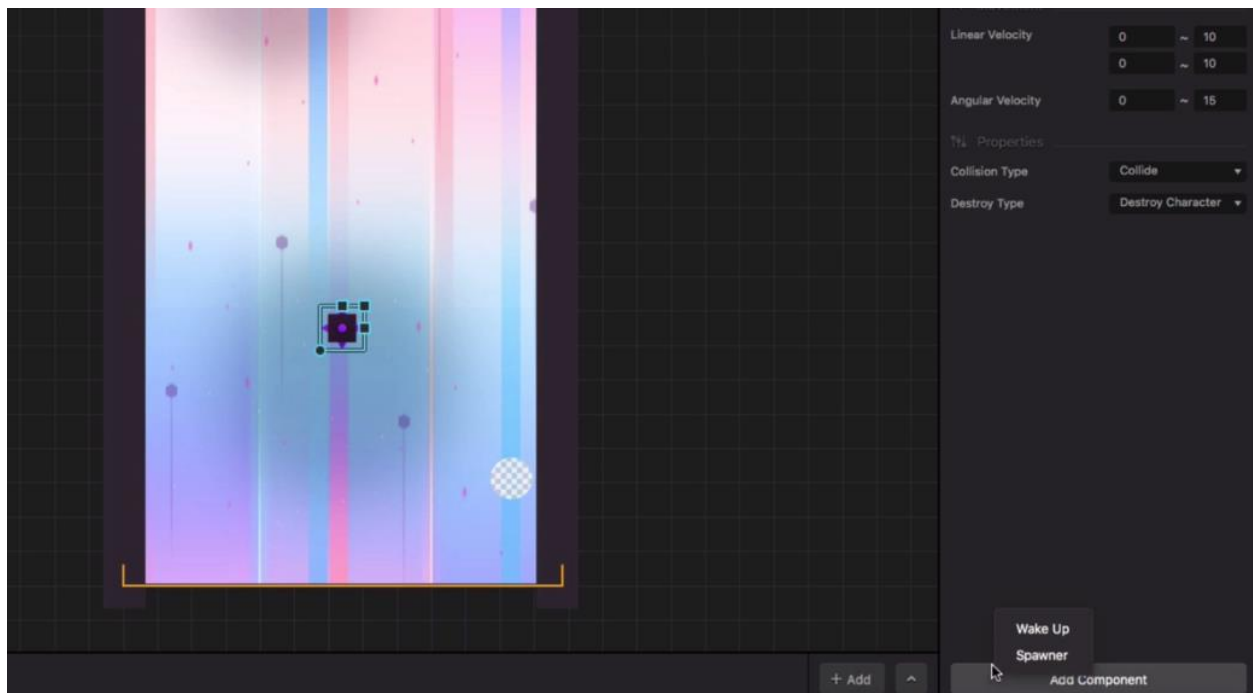
- Put velocity -3 in x-axis and check the movement
- Put velocity -3 in y-axis and check the movement

Angular velocity is used to move object in orbit.

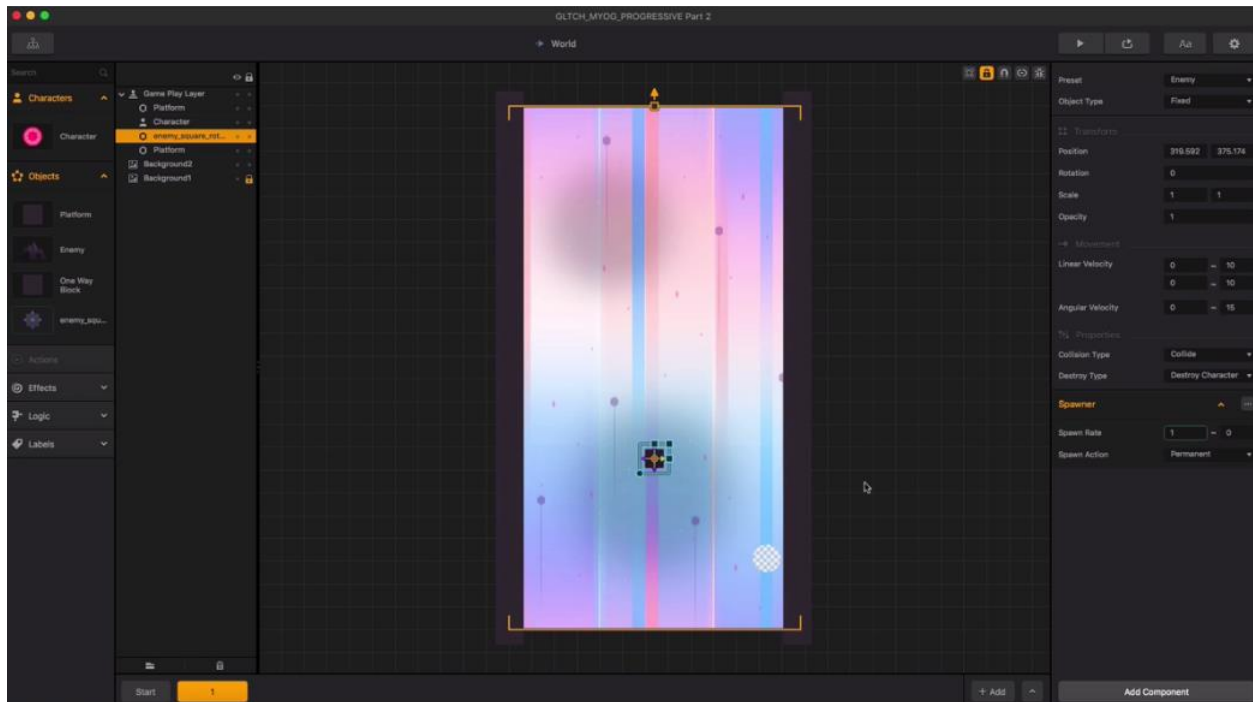
Objects Components:

We can add components to each object

- Wake up: close to objects or hit to objects
 - Distance based: measured in pixels
- Spawner
 - Creates additional copies of object by itself
 - Original is not shown, only spawned objects are shown
 - How to solve this issue? Just copy this enemy and paste it and remove the spawn component from enemy.



Test the game with these values mentioned in second column



Add both components: Spawning & Wake up