

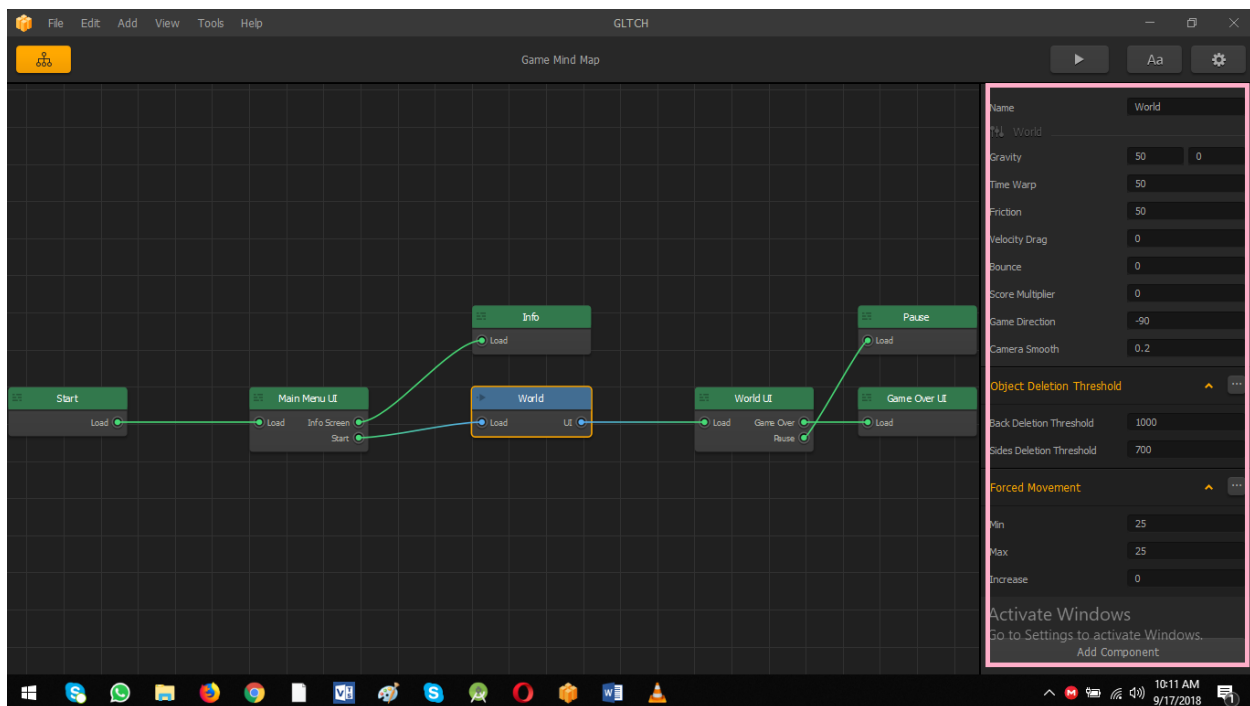
LAB Manual 05

Build your Levels

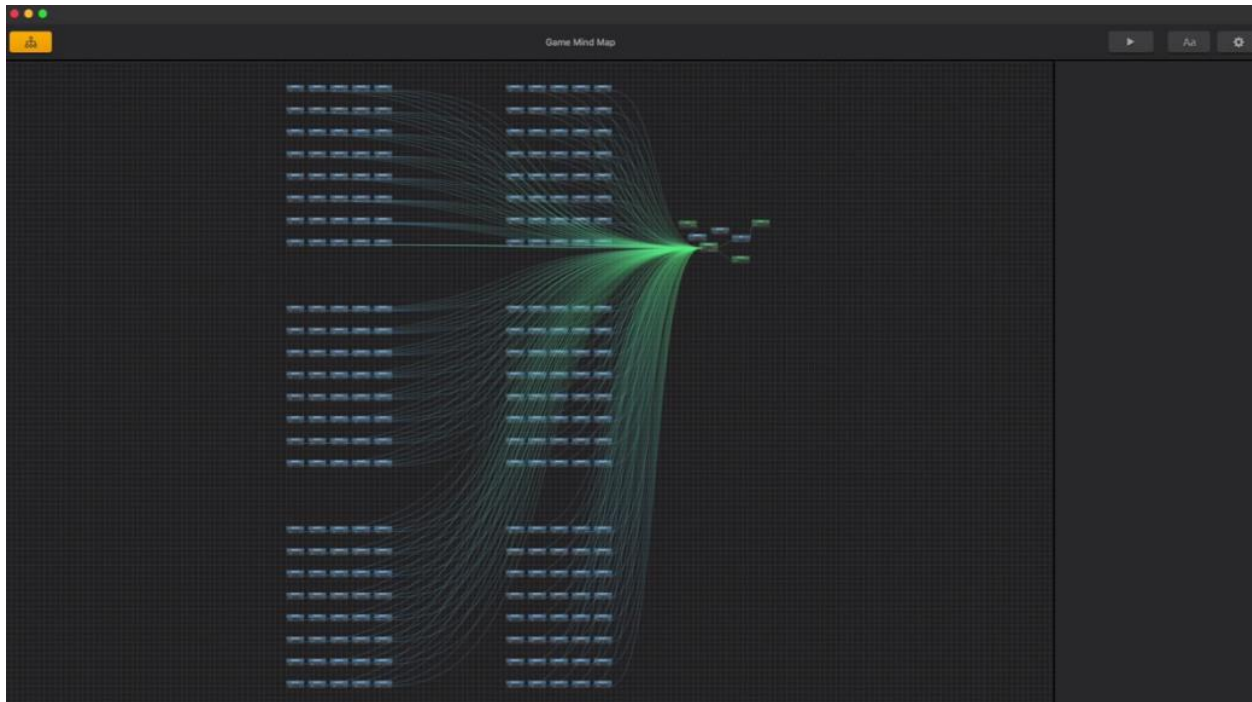
- World settings
- Character settings
- Create new levels

Let's first discuss **World Settings**:

- After selecting game template from gameplay type from creator window, do not needed any world settings
- If you want to customize the game play then you can edit the world's settings.

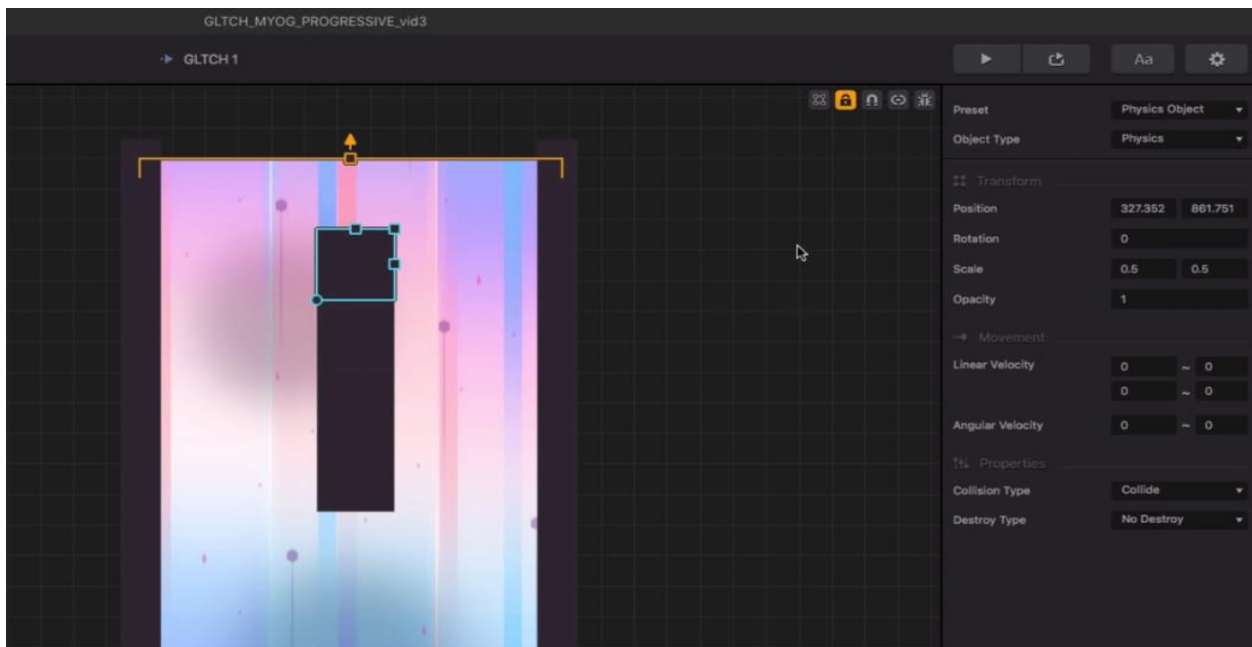


First rename the world, it is very important in case of complex or multiple levels,



Our next worlds settings is Gravity

- Basically define the weight of the object
- Insert gravity to -20 value in y axis 2nd box
- Then -0.5 value in x axis and check the behavior



Next property is Time Warp

- Set 100 value to time warp and check game play behavior

Friction

- Friction increases or decrease the friction between all objects
- Insert 550 value to check friction between objects and walls

Velocity Drag

- Force on moving objects to slow down
- Mud/momentum
- Put value 3 to velocity drag property

Bounce

- Bounce will change the bounce force between all objects in the game
- Put value to 250 and check it

Score Multiplier

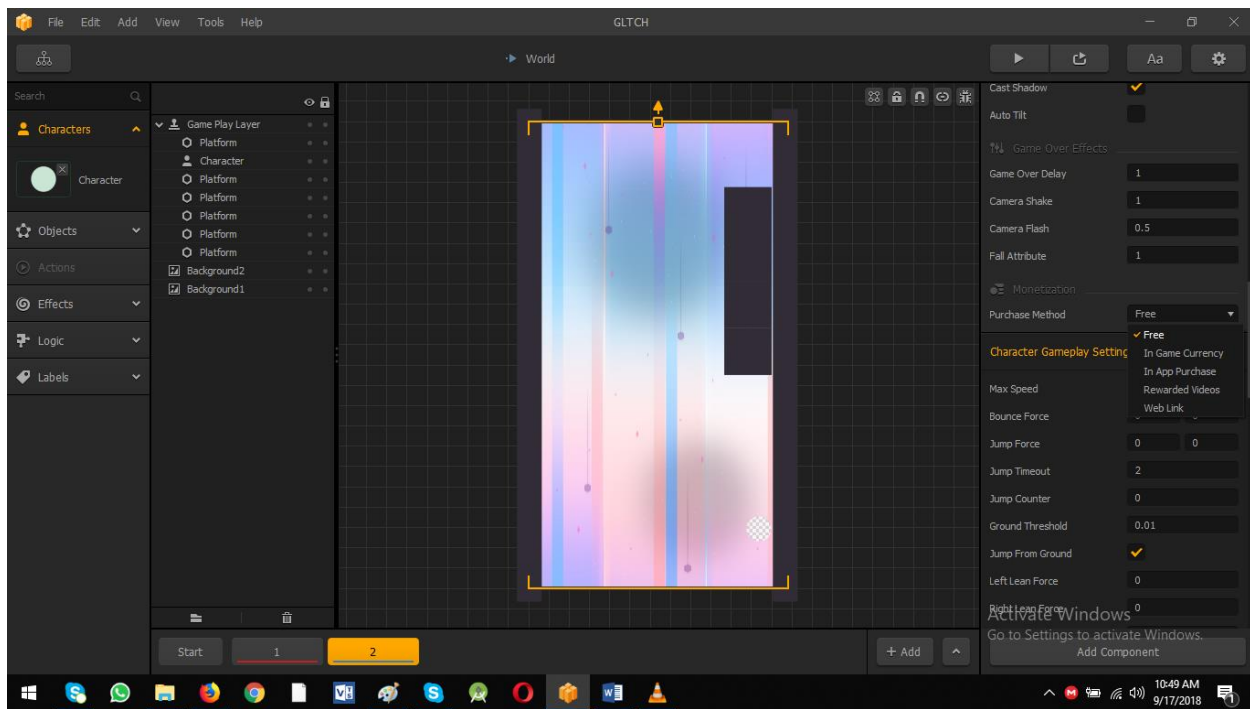
- Used in distance based scoring
- Increases or decreases the points earned as the character progress through the game

Back Deletion Threshold

- Measured in pixels
- Delete the objects from mobiles memory when its away, pixels mentioned in field
- Optimized for mobile devices performance

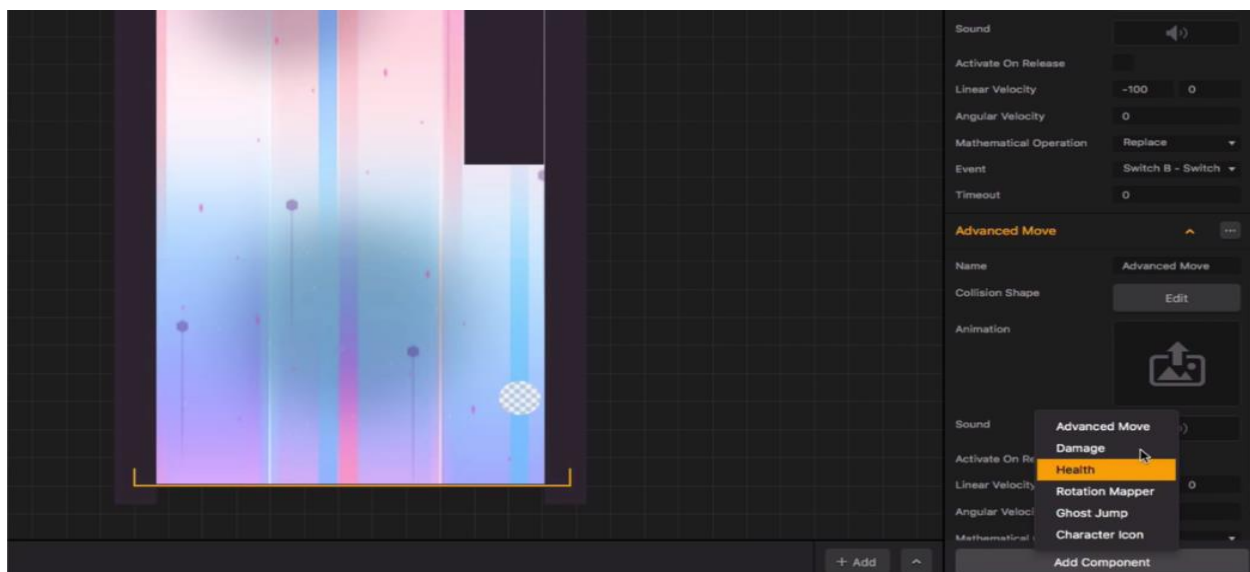
Character Settings:

- Animation settings
- Sounds settings
 - Drag & drop
 - Buildbox accepts only mp3 files
- Check how character is available to user



- Character Gameplay Settings

You can add components to the Character:



We will discuss character components later.

Create new Levels/Scenes:

- Duplicate existing scenes
- Copy paste already existed enemies
- Add new enemy and check its collision shape