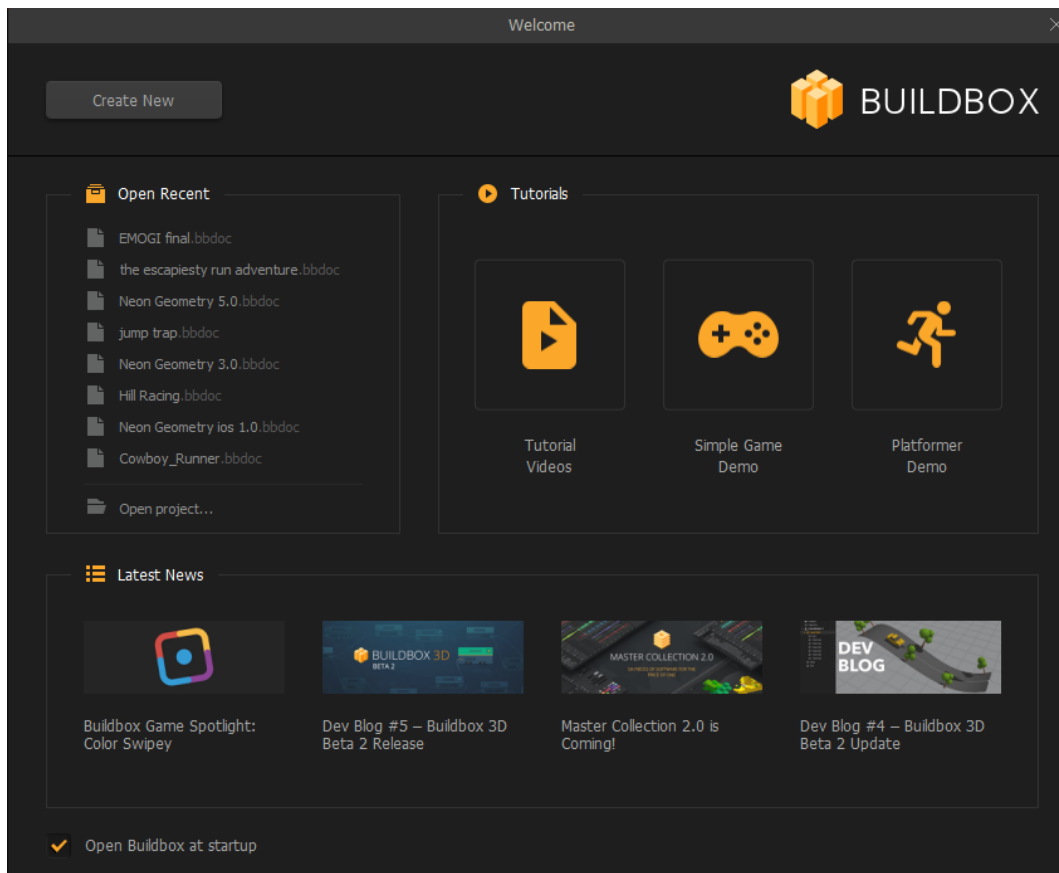


Creating Basics

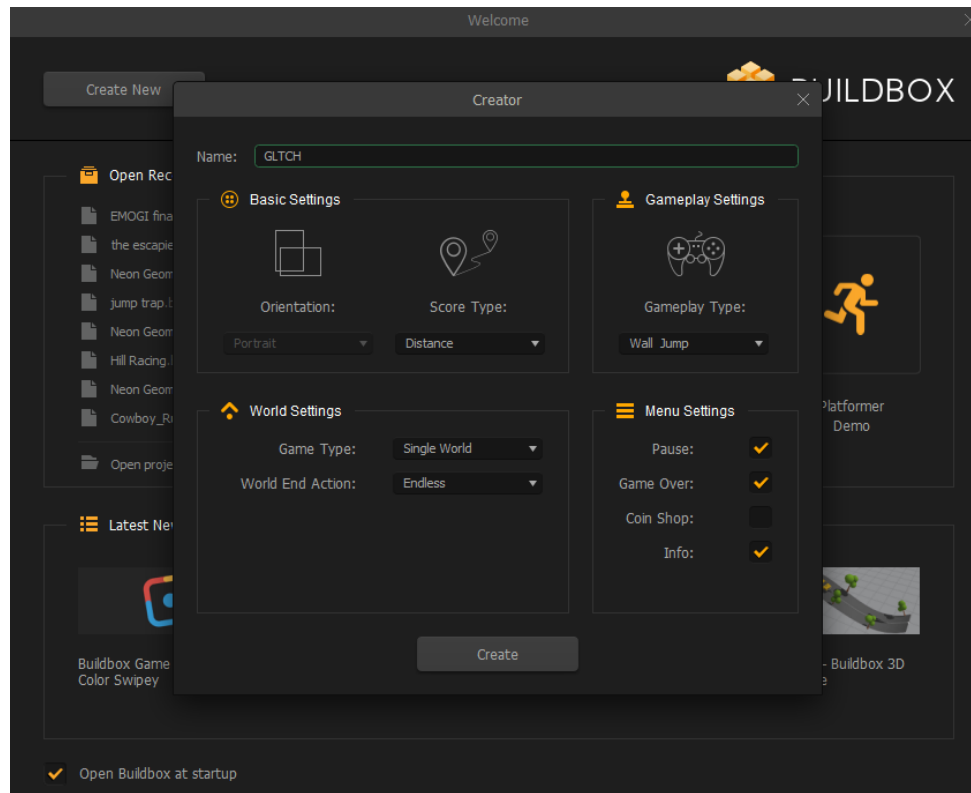
- What is buildbox?
- Using Creator
- Exploring the scene editor
- Adding new graphics into game

Let's start Buildbox...

First pop up window shown: Welcome Screen

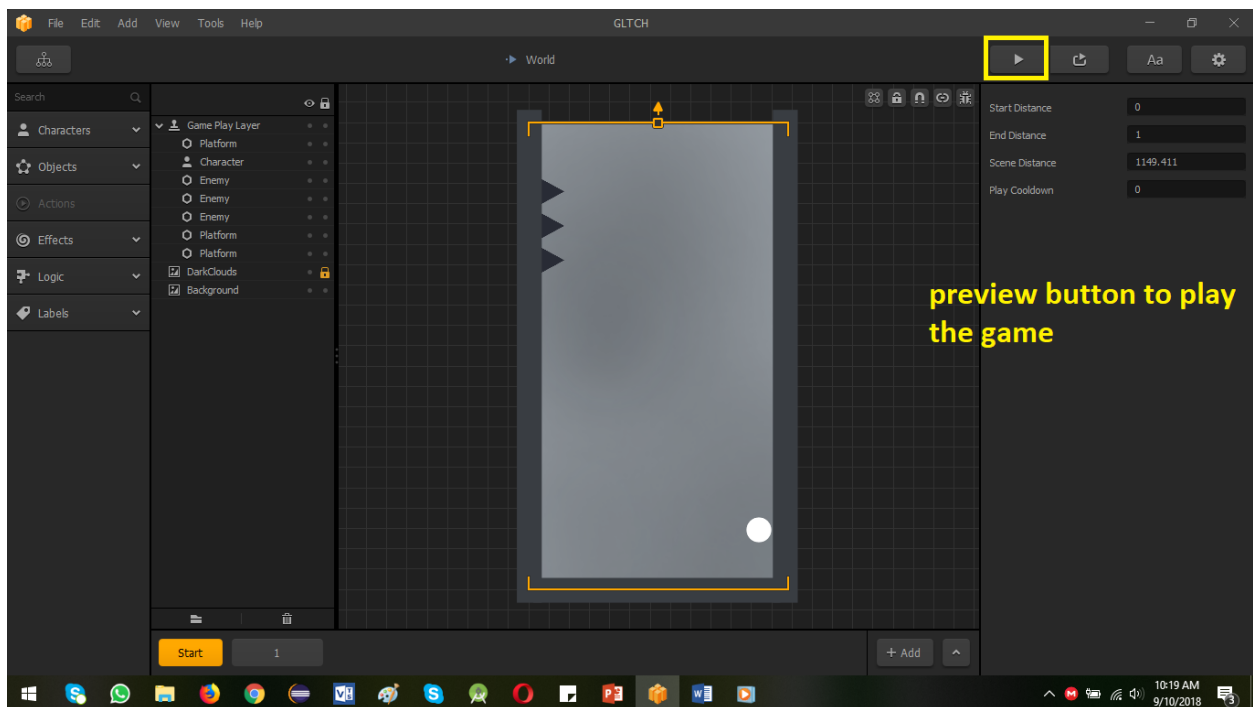


Click on “Create New” then creator window is opened



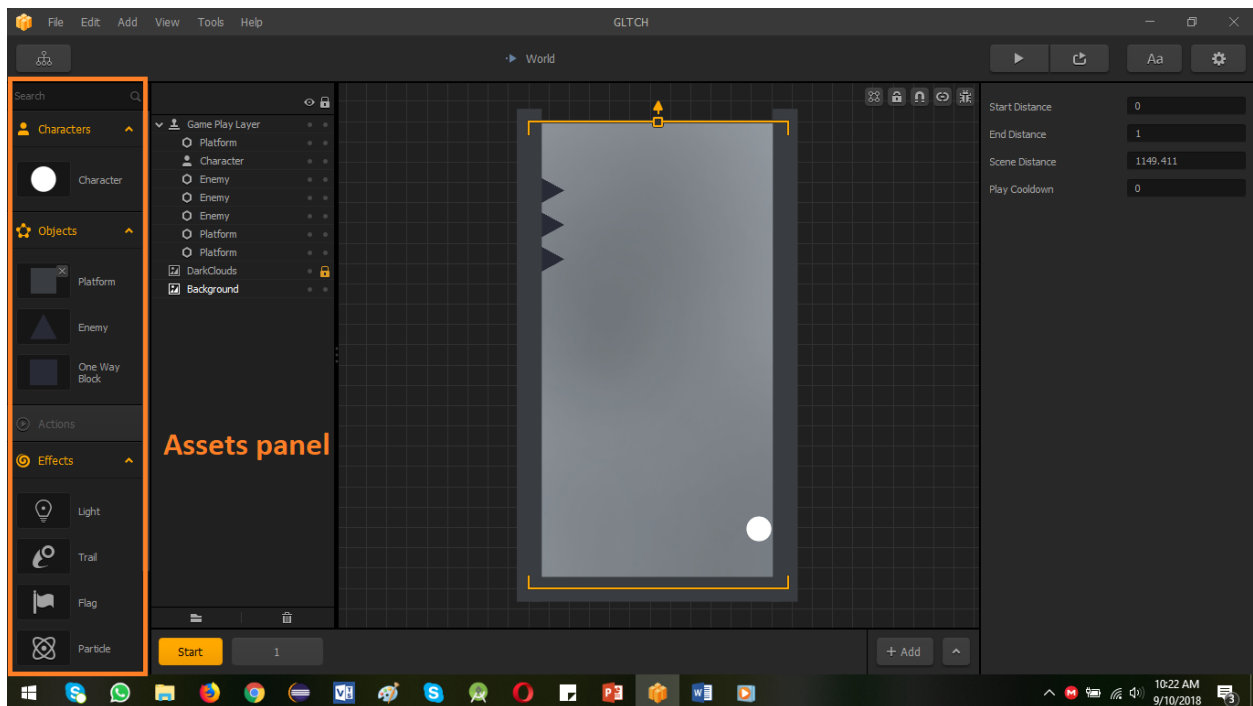
After making required settings click on Create button at bottom

Click on preview button to play the game



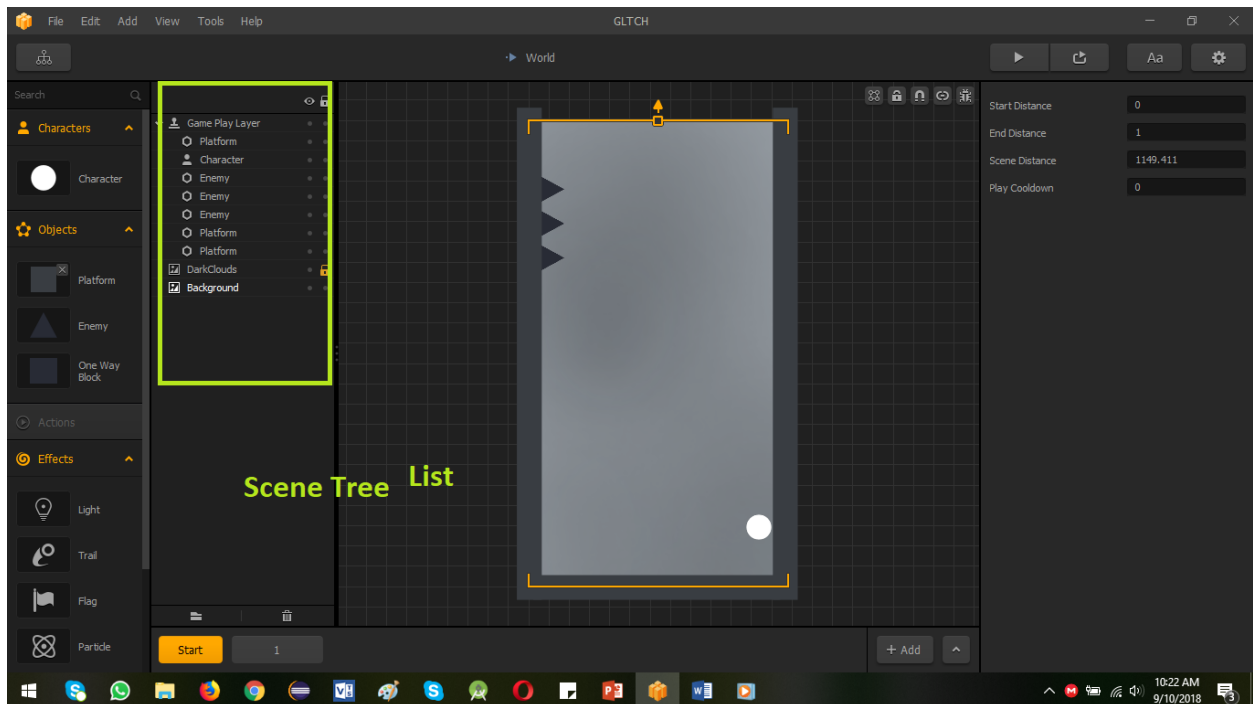
Assets panel

- Assets actually contained by a game

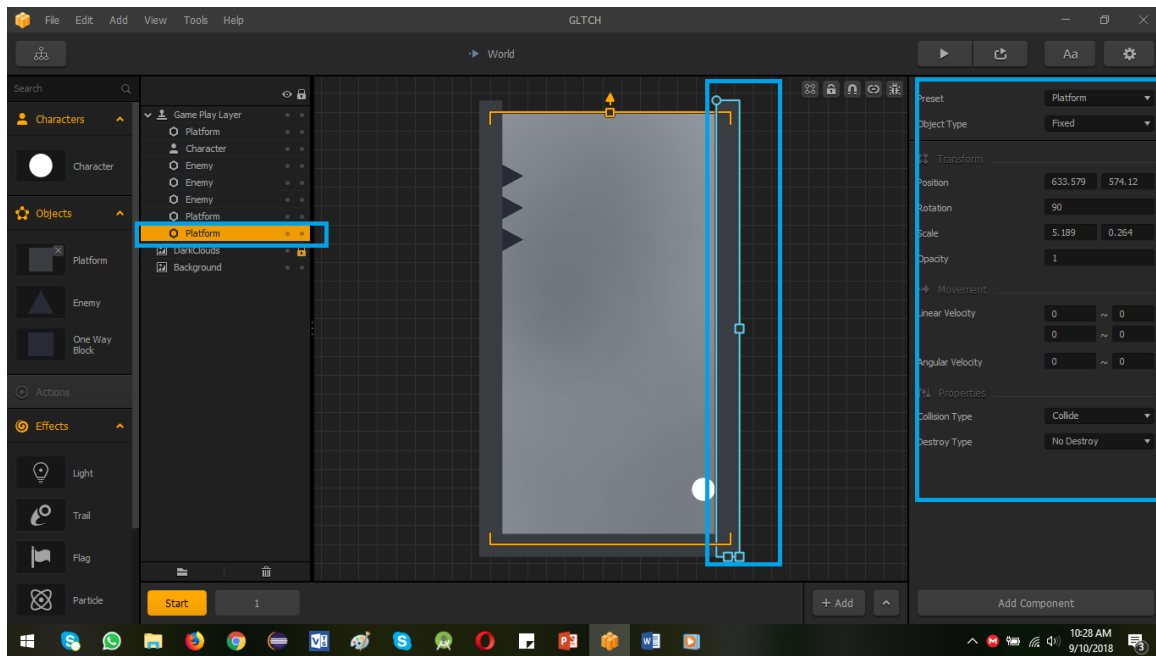


Scene Tree List

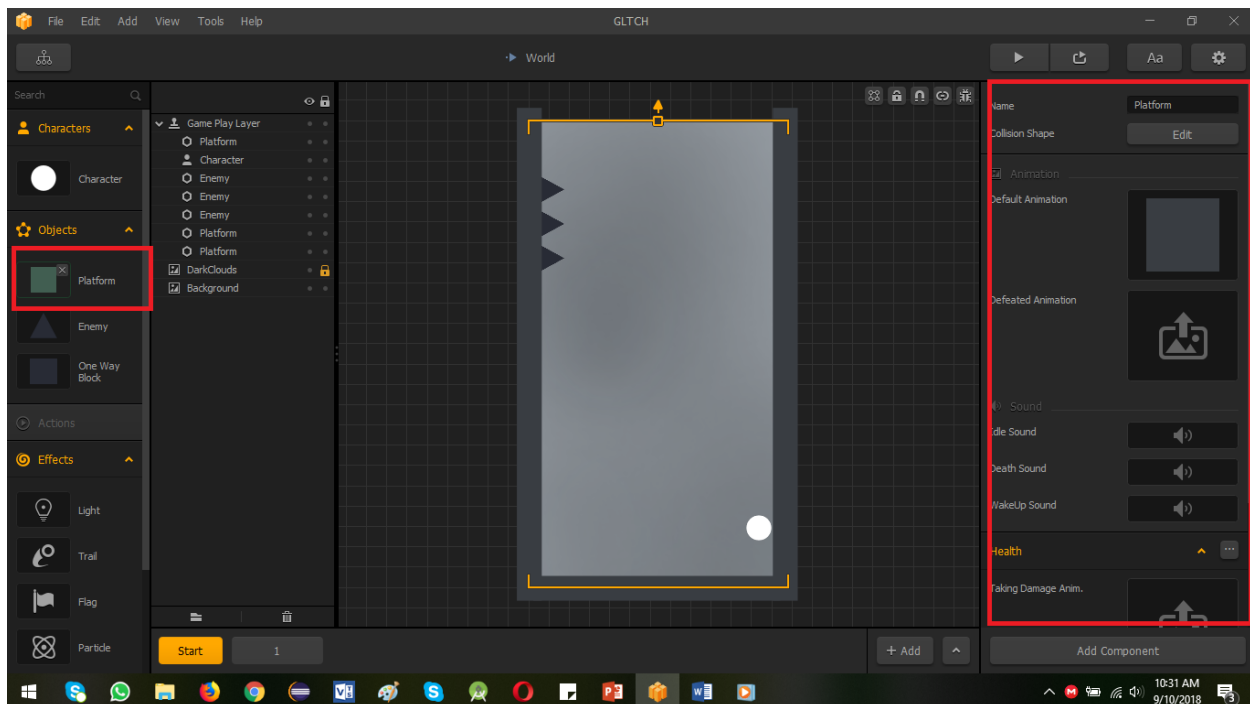
- Shows current items in current scene in scene editor



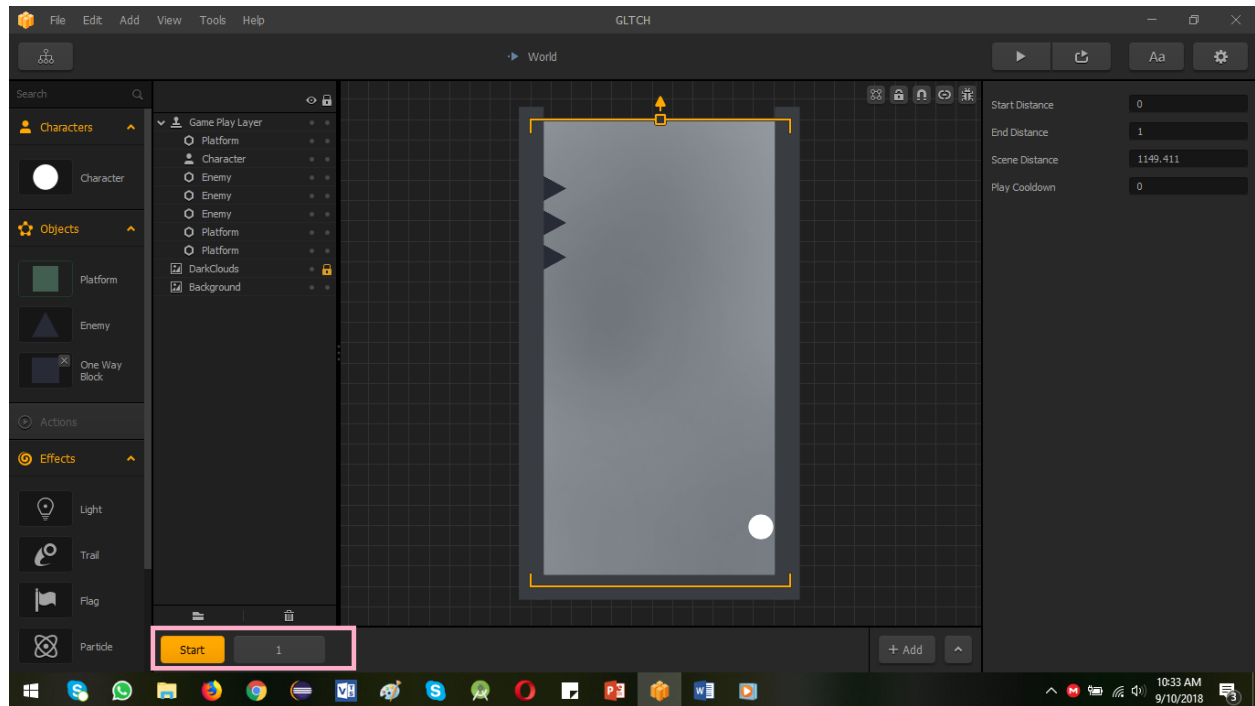
Click on any scene tree item to show its properties in option panel



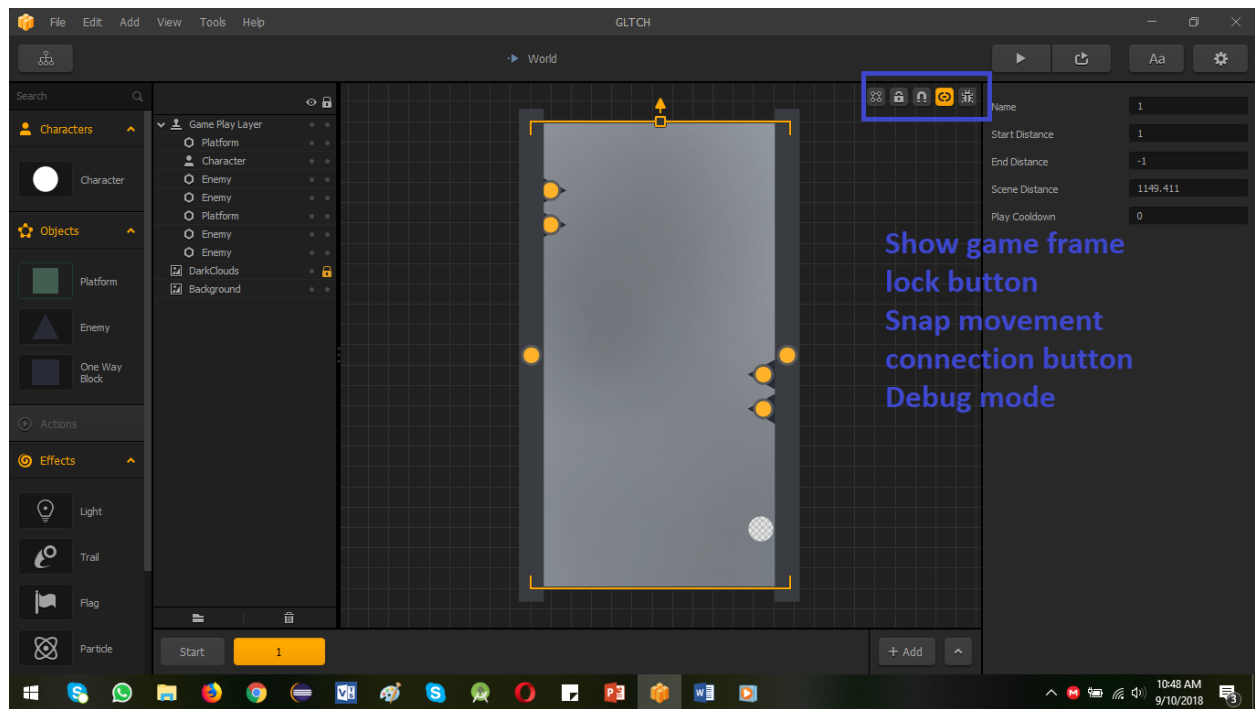
To check global option panel, click on item in assets panel



To check scenes in world



- Duplicate scenes by hitting D button
- S button for solo
- M button for mute
- Align items by holding SHIFT button and drag
- Arrow keys to move items 1 pixel
- By holding shift + arrow keys items move 5 pixel
- Duplicate items by clicking W, A, S and D buttons
- Keep aspect ratio by holding shift key during resize through handles on items



Show Game Frame: after that game play will move

Lock Button – lock backgrounds

Connection button – to connect the items

Debug mode –