

LAB Manual 10

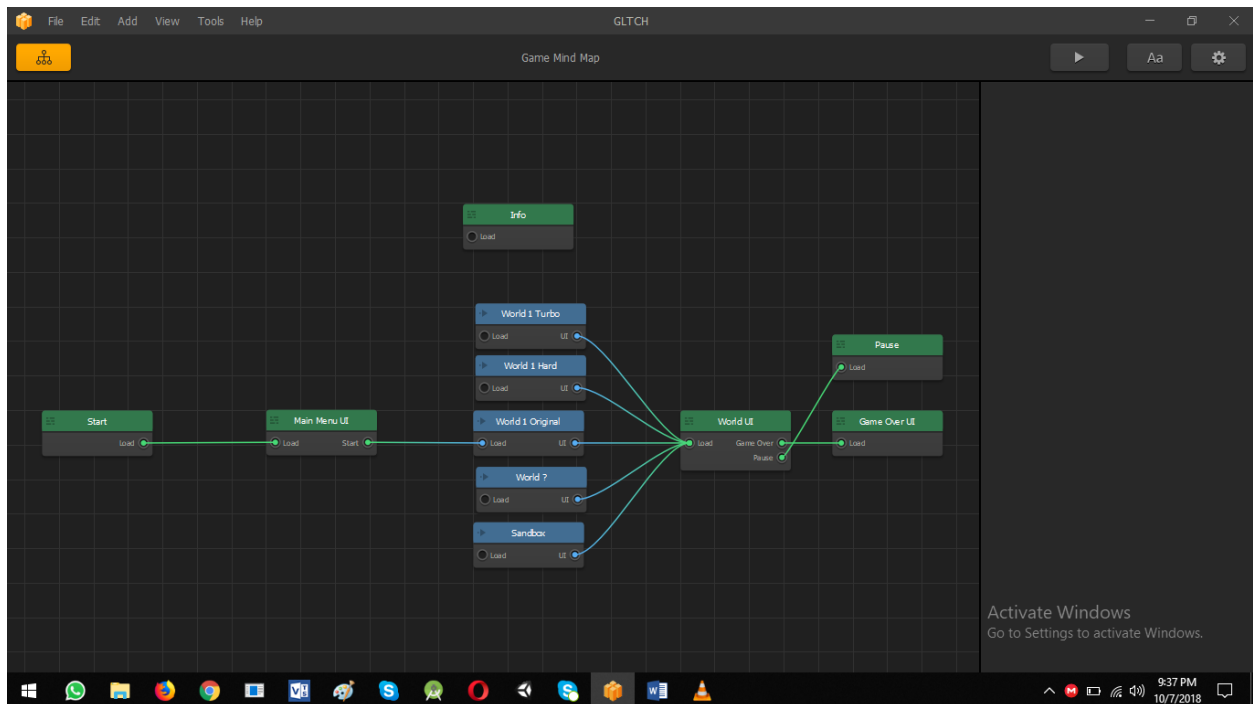
Making Multiple Game Modes

- Create a turbo game mode
- Create a hard mode
- Multi-level menu navigation including lock buttons

Create Turbo Mode

Creating a turbo mode is very easy in buildbox

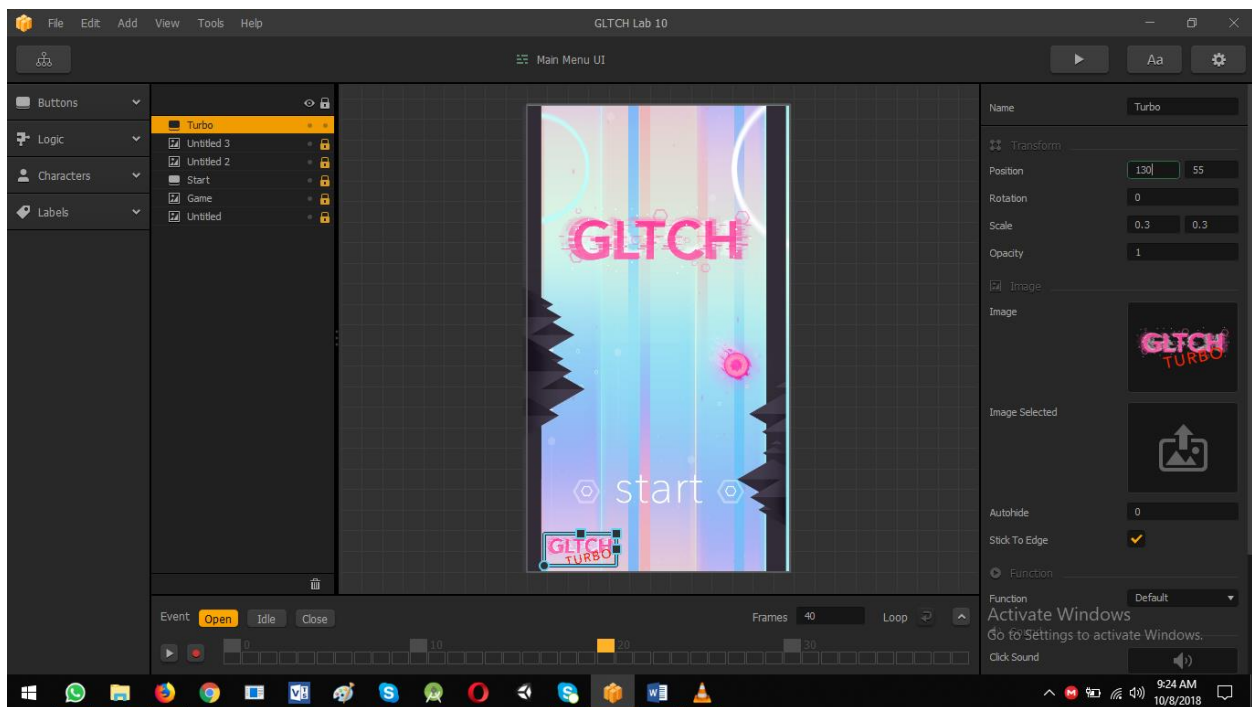
- Duplicate our game whole world by selecting and pressing **W** button
- Rename worlds
- World 1 Original, World 1 Turbo, World 1 Hard, World?, Sandbox



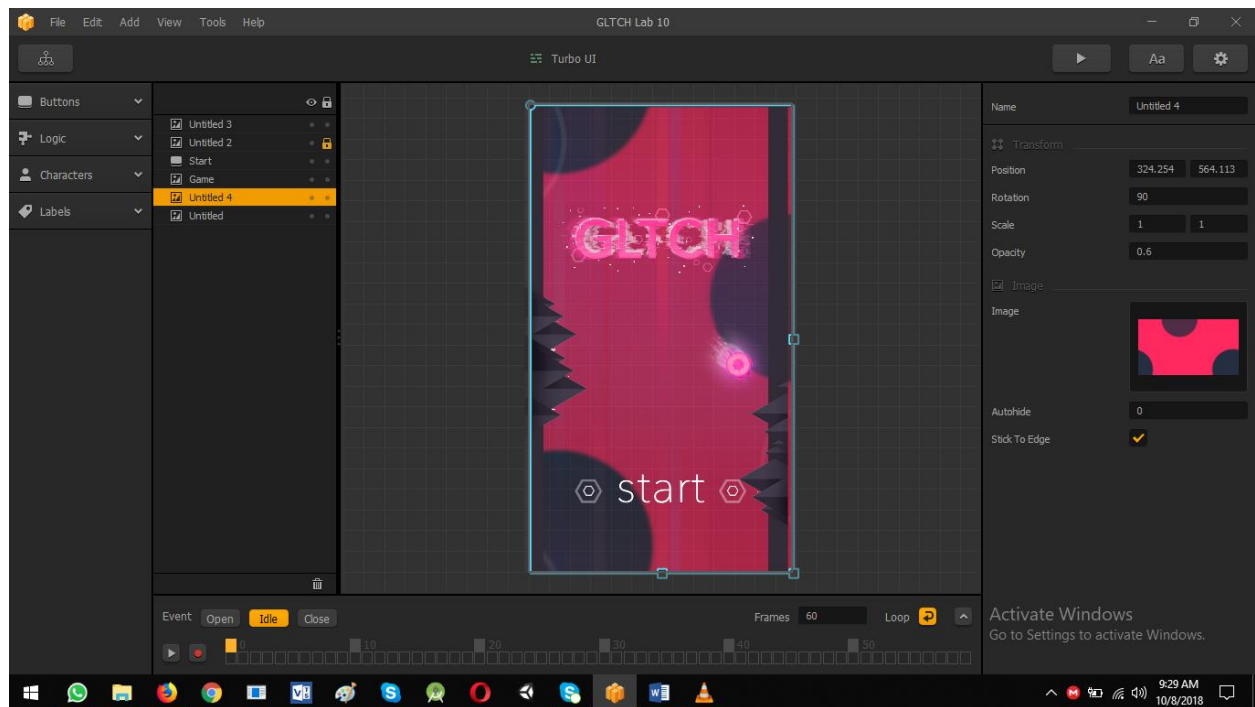
Now let's make a copy of Main Menu UI by pressing W button after selecting it.

- Rename it to Turbo UI
- Drag the GLTCH Turbo button to navigation button in drag and drop wheel

Make its settings



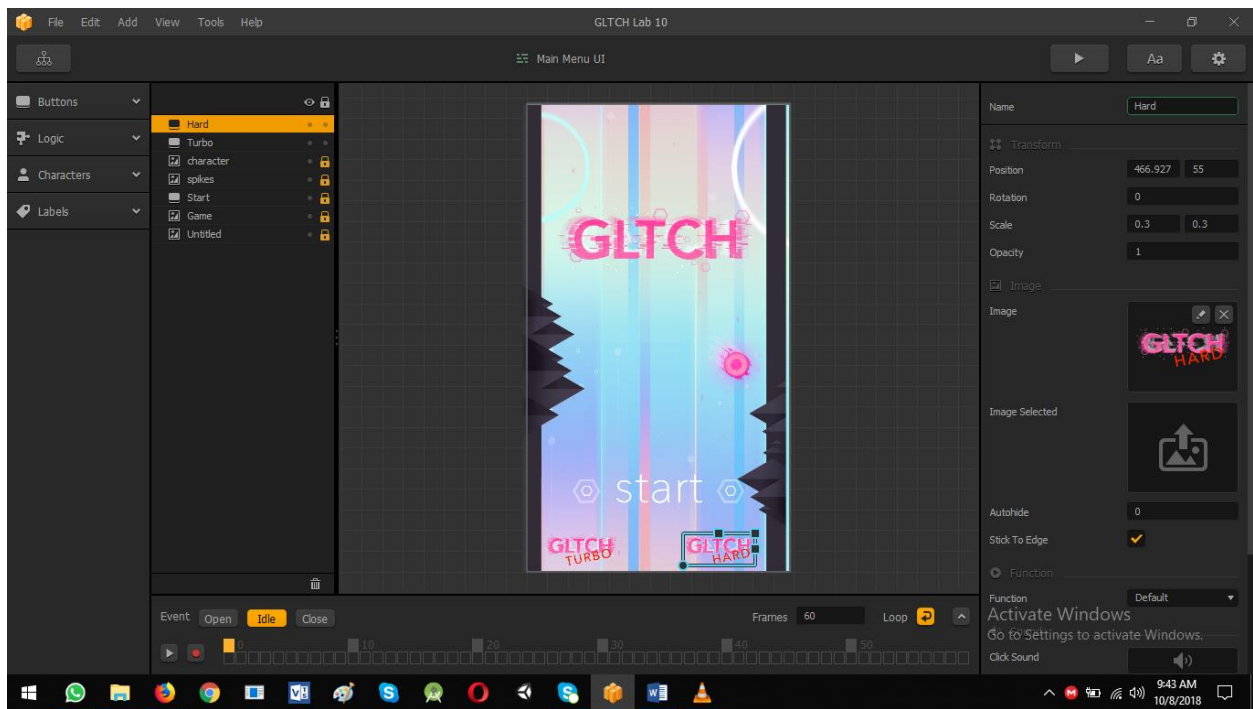
- Got to edit menu button
- Connect the turbo button to new Turbo UI
- Double click an Turbo UI and make changes
- Replace background with new one
- Add a new background by putting opacity to 0.6



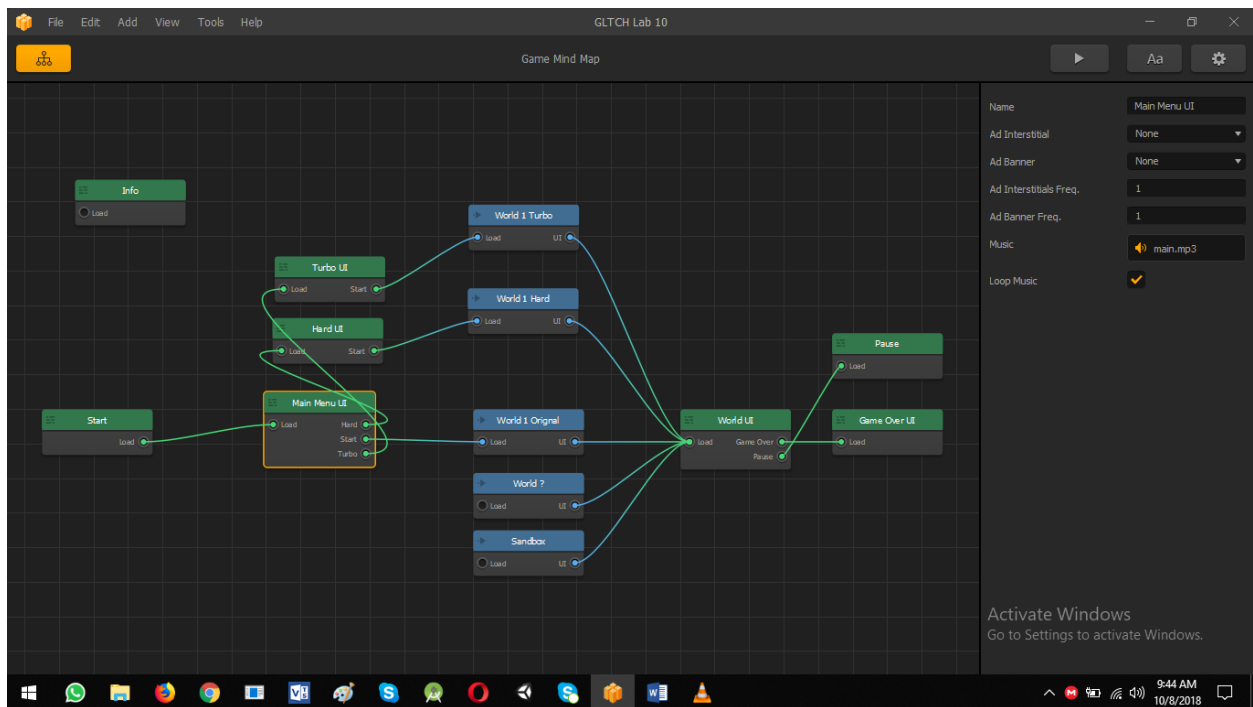
- Let's add a text Turbo
- Rotate it -35
- Scale x = 2, and y = 2
- Now set opacity of game title to 0.75 so that turbo text is visible
- Drag a main menu button and set function to back jump to main menu UI
- Set opacity to 0.8
- Set Time Warp to 75 of World 1 Turbo

Now let's move forward and duplicate Turbo UI to make a Hard UI

- Duplicate Turbo UI
- Rename to Hard UI
- Connect Turbo UI start button to World 1 Turbo



Make sure necessary connections



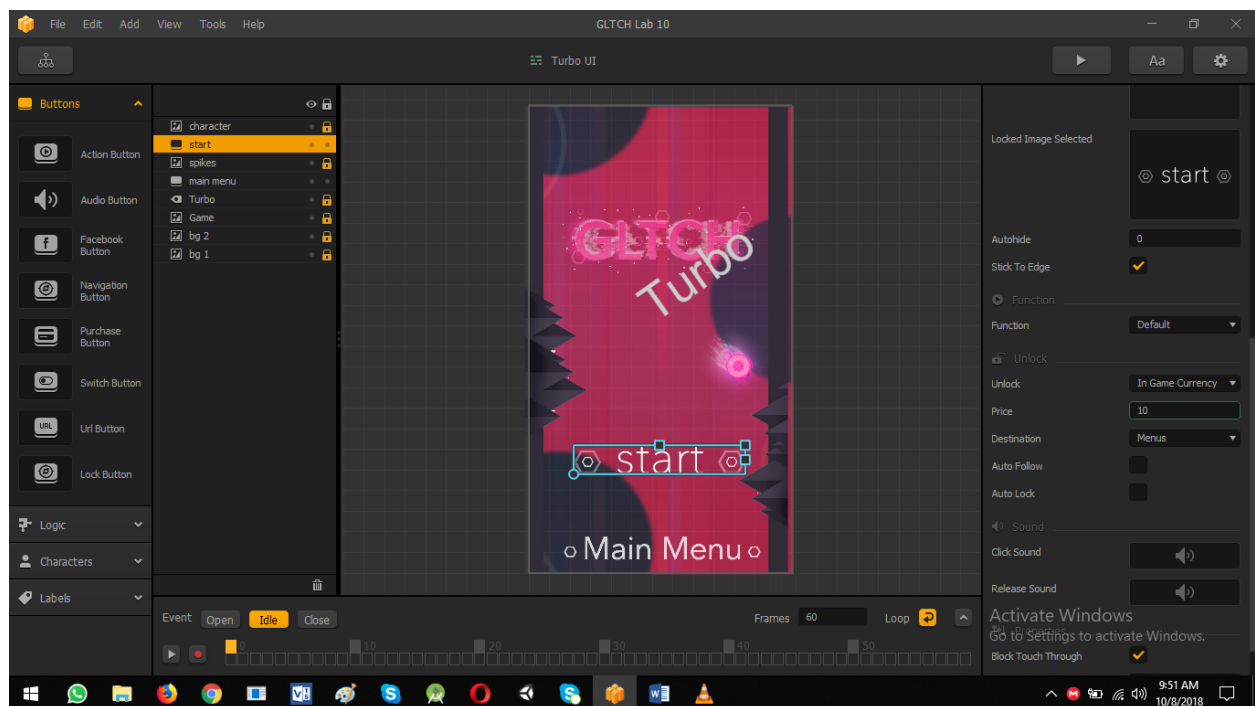
Now play Turbo and Hard worlds

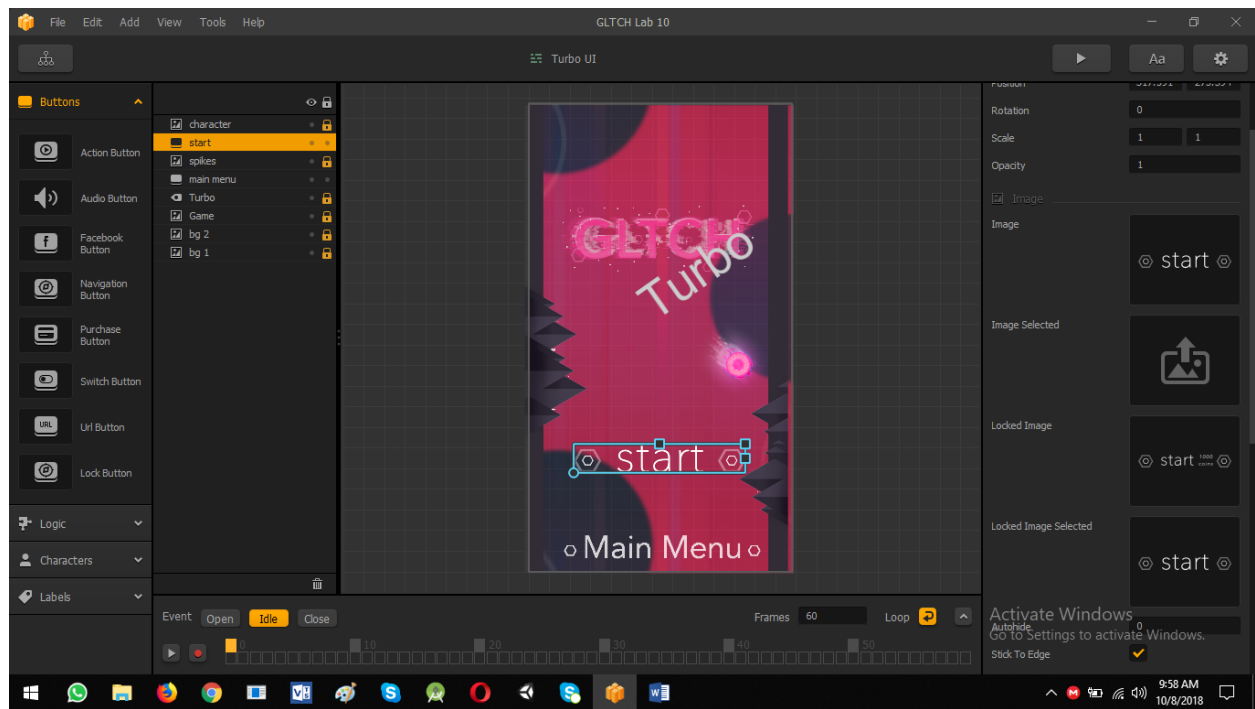
- In World 1 hard, just arrange the spikes, enemies, barriers and enemies spawn rate etc so that player can work to pass these hurdles
- Set Time warp to 57 for hard world

Now we lock the start button of both Turbo UI and Hard UI

First make changes in Turbo UI

- Delete the start button
- Drag the lock button to unlock it by using in game currency like coins





Repeat this process for Hard UI for start button