

Build Your Own Platformer Games

“Pelatihan cara penggunaan GDevelop untuk membuat game platformer”

by
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Intro

Game ?

Electronic game that involves human interaction with a user interface to generate visual feedback on a video device such as a TV screen or computer monitor (Wikipedia)

Why DEVELOP ?

Open source, cross-platform game creator designed to be used by everyone - no programming skills required (compilgames.net)

Gamer



**Game
Developer**

How to get Gdevelop ?

Windows

Download

<https://github.com/4ian/GD/releases/download/4.0.89/gd4089.exe>

Buka folder file dan Jalankan !

Ubuntu

GDevelop is available for **Ubuntu 64bits** only!

Open a terminal by pressing **Ctrl** + **Alt** + **T**.

Then type (and press enter after each line):

```
sudo add-apt-repository ppa:florian-rival/gdevelop
```

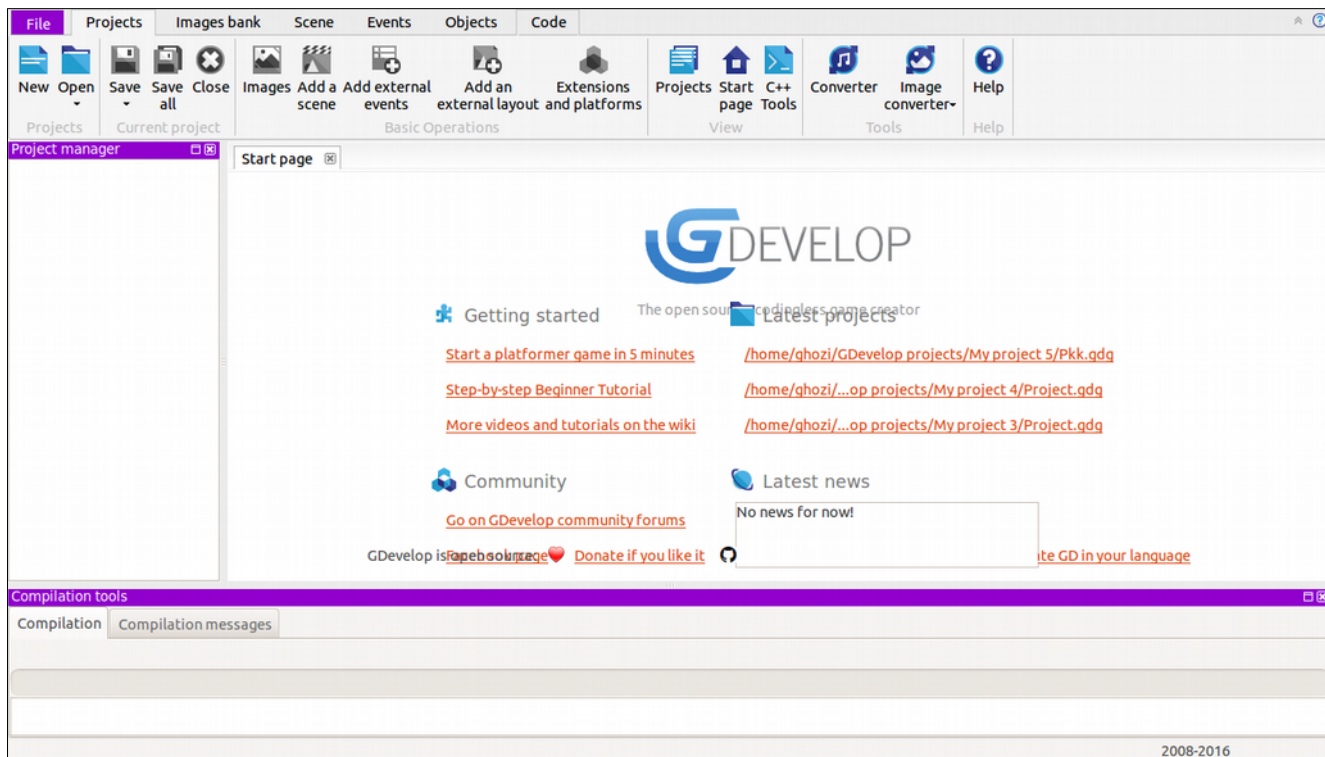
```
sudo apt-get update
```

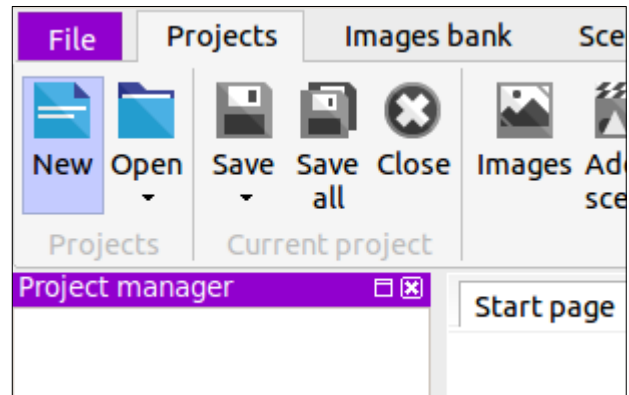
```
sudo apt-get install gdevelop
```

You're done! Type GDevelop in the launch search bar to start.

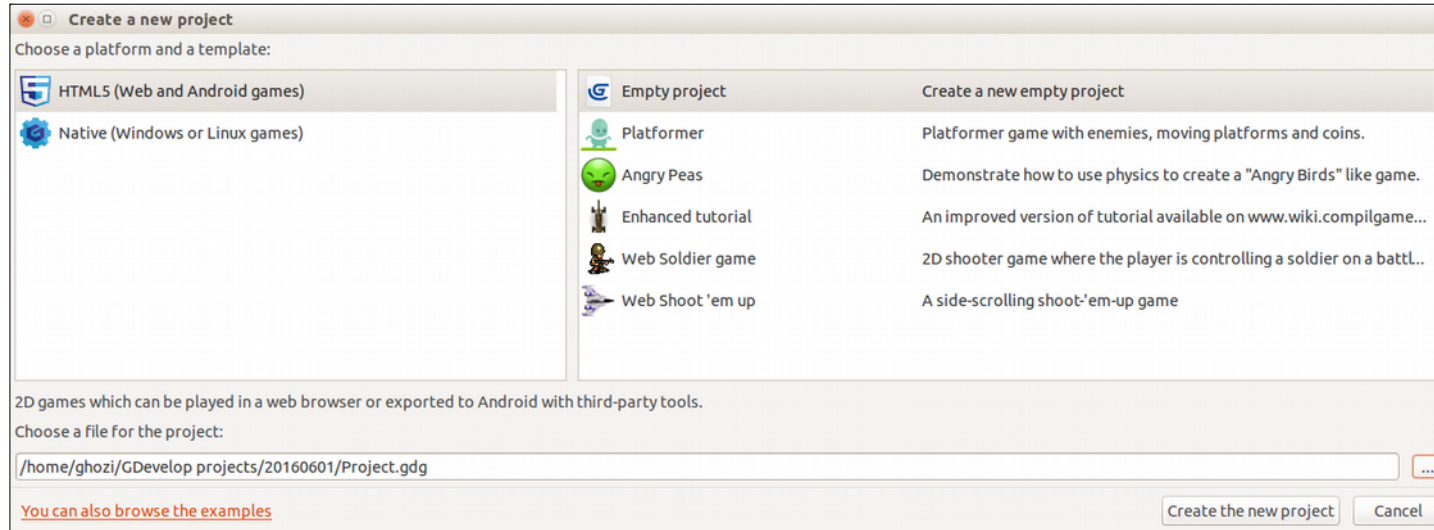
Create project

Start Page



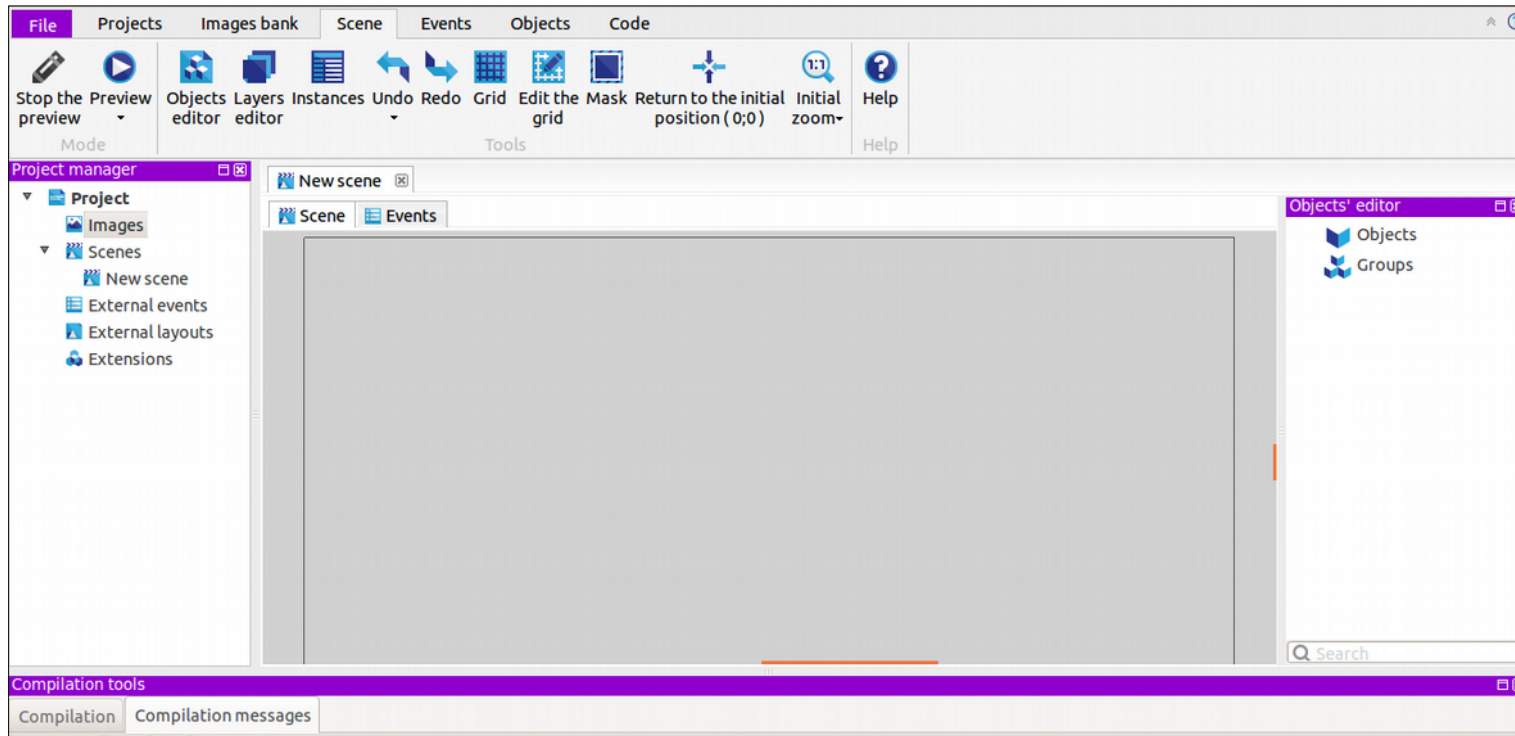


Klik “new”



- Atur Platform nya "HTML 5. . ."
- Pilih Empty project
- Lalu atur folder tempat project
- Setelah selesai klik "Create the new project"

Tampilan awal project



Environment

Background

Properties of New scene

Basic properties

Window default title:

Background color:

☒ Deactivate input when focus is lost

☒ Stop all sounds and musics at startup

Objects internal sort:

☐ Fast sort (faster but risk of "flickering")

☒ Stable sort (slower but less "flickering")

Advanced

OpenGL Field of view: °

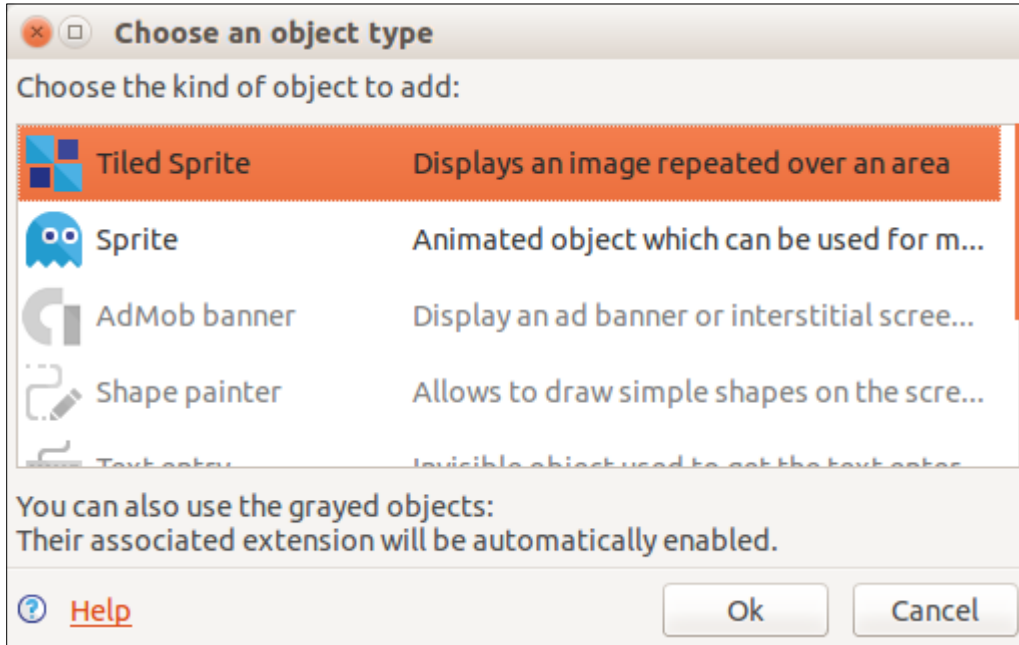
First clipping plane distance:

Last clipping plane distance:

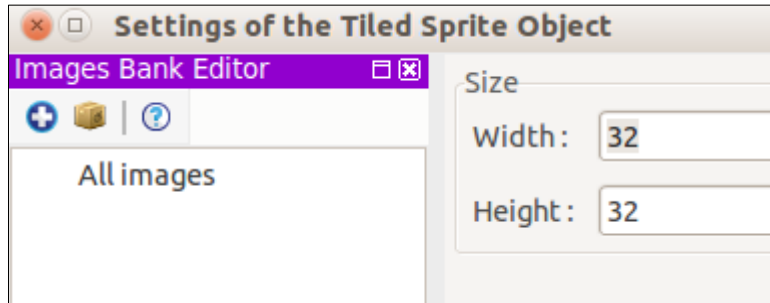
[? Help](#)

- Klik kanan pada "New Scene"
- Pilih "Properties of New . . ."
- Ganti "Background color"
- Lalu tekan "Ok"

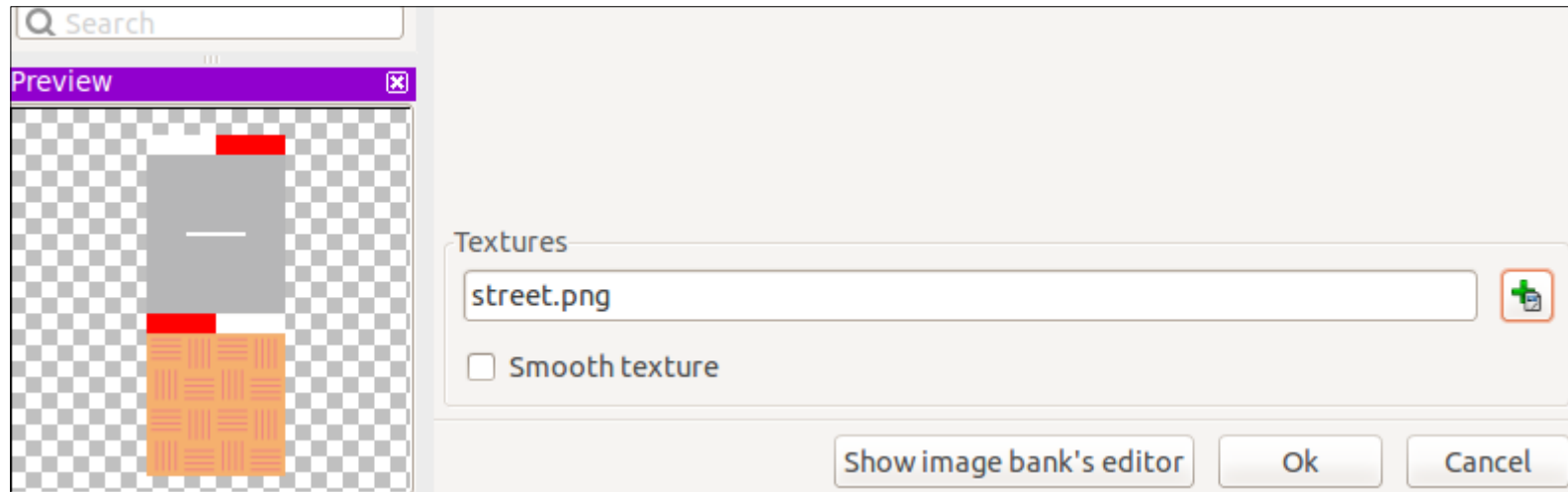
Tiled Sprite

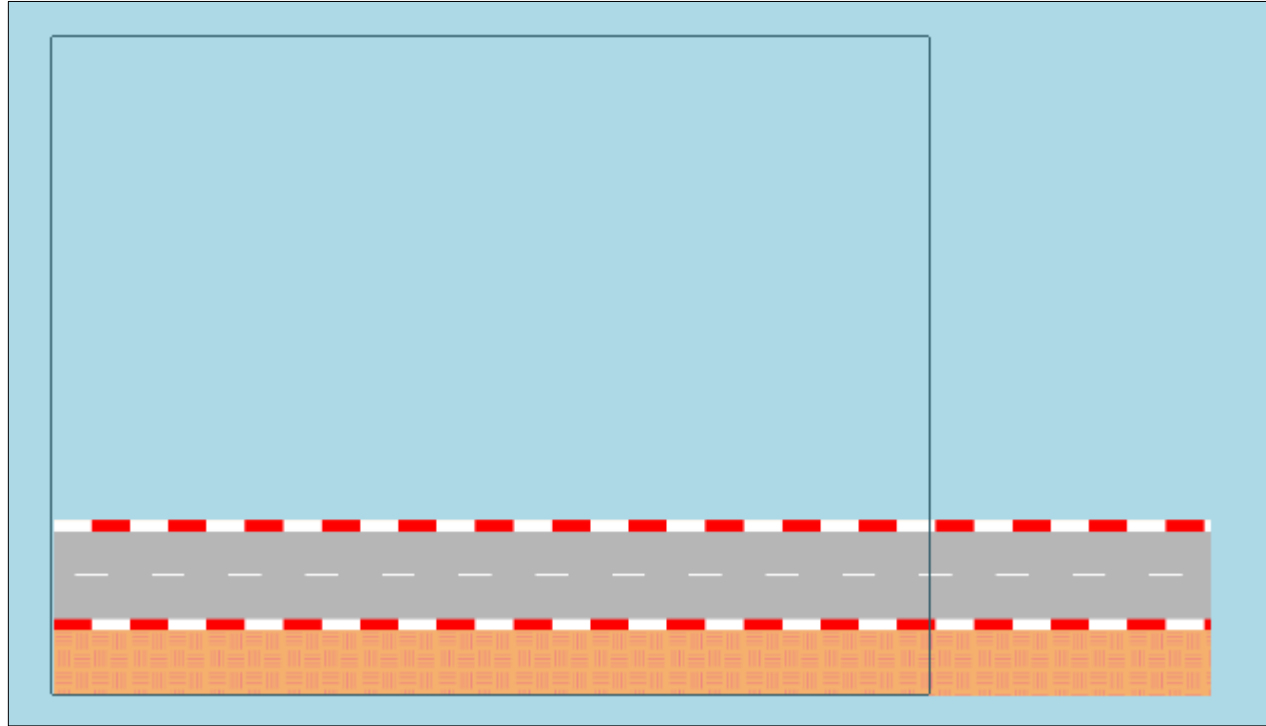


- Klik kanan pada workspace
- Pilih "Insert new object"
- Pilih "Tiled Sprite"

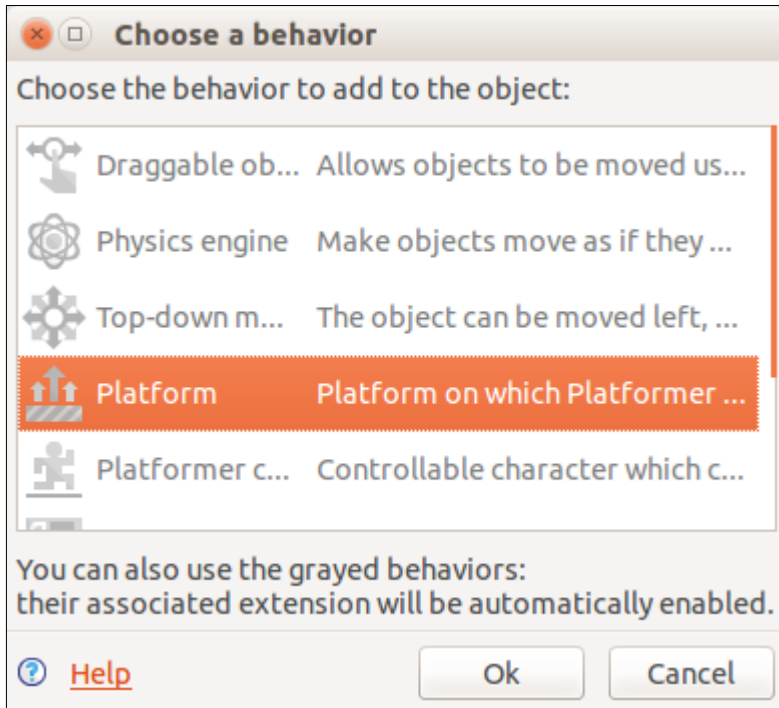


- Pilih tombol “+”
- Masukkan gambar
- Klik gambar yang baru saja dimasukkan lalu klik icon “+” pada Textures



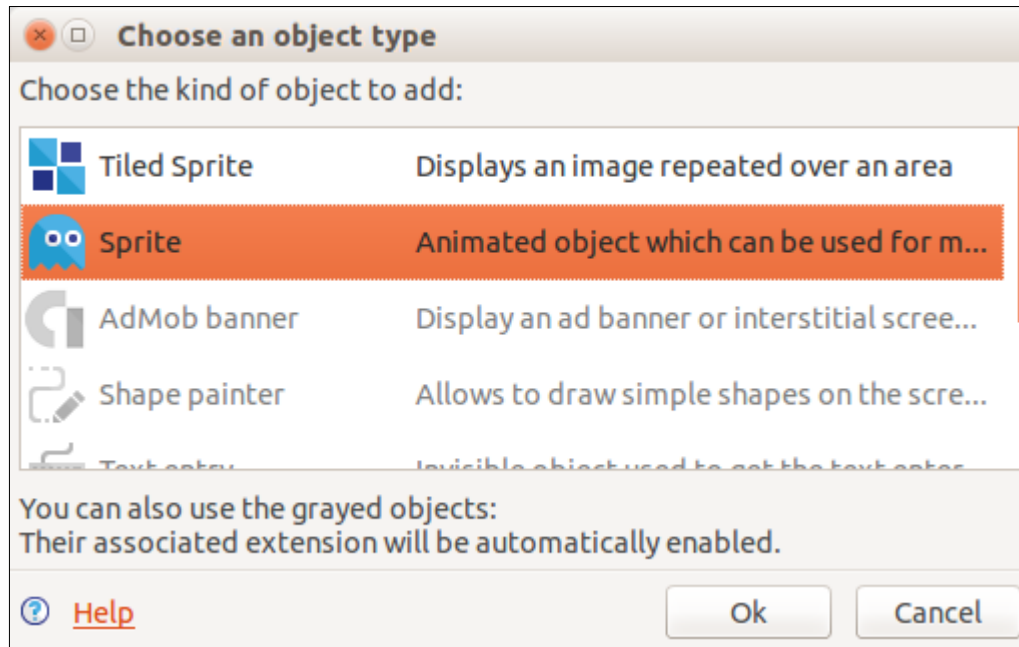


- **Besarkan objek maka pattern akan terlihat**

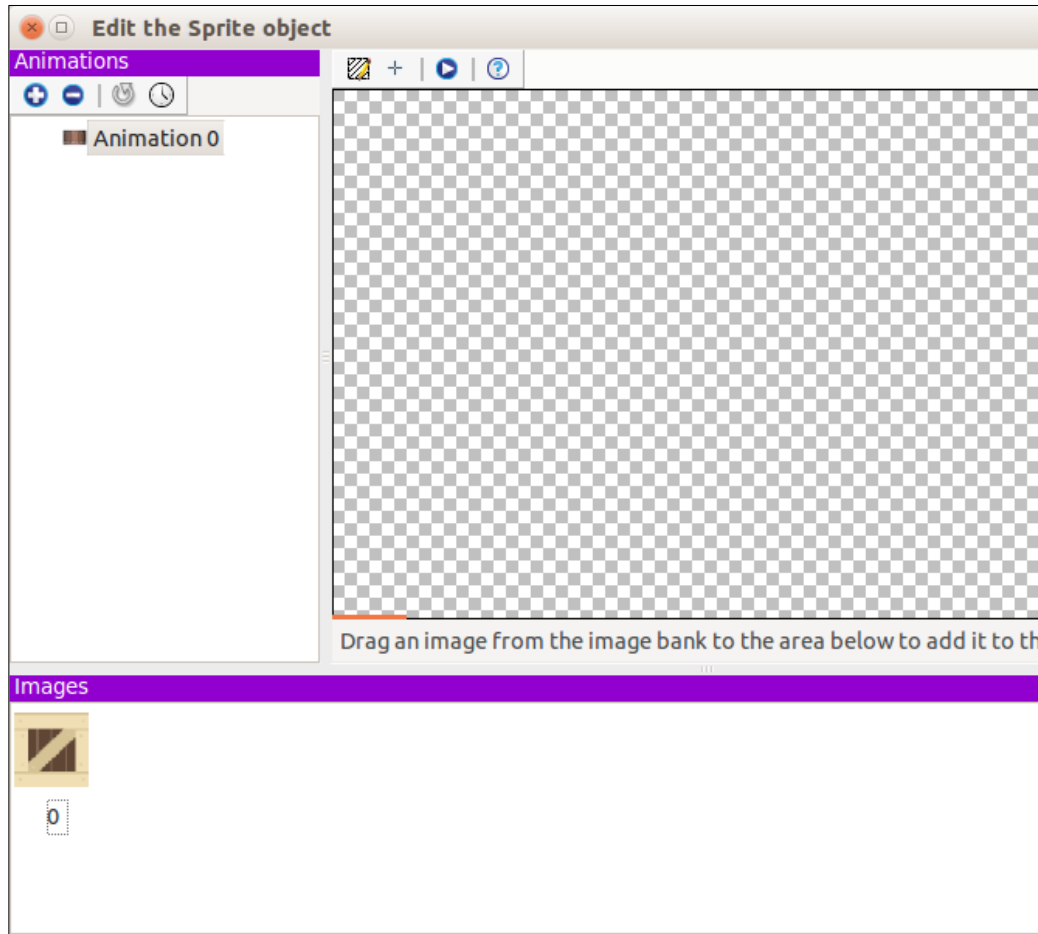


- Klik kanan pada object yang baru saja dibuat
- Pilih "Add a behaviour . . ."
- Lalu pilih "Platform"

Sprite (Platform)



- Masukkan objek baru
- Pilih “Sprite”



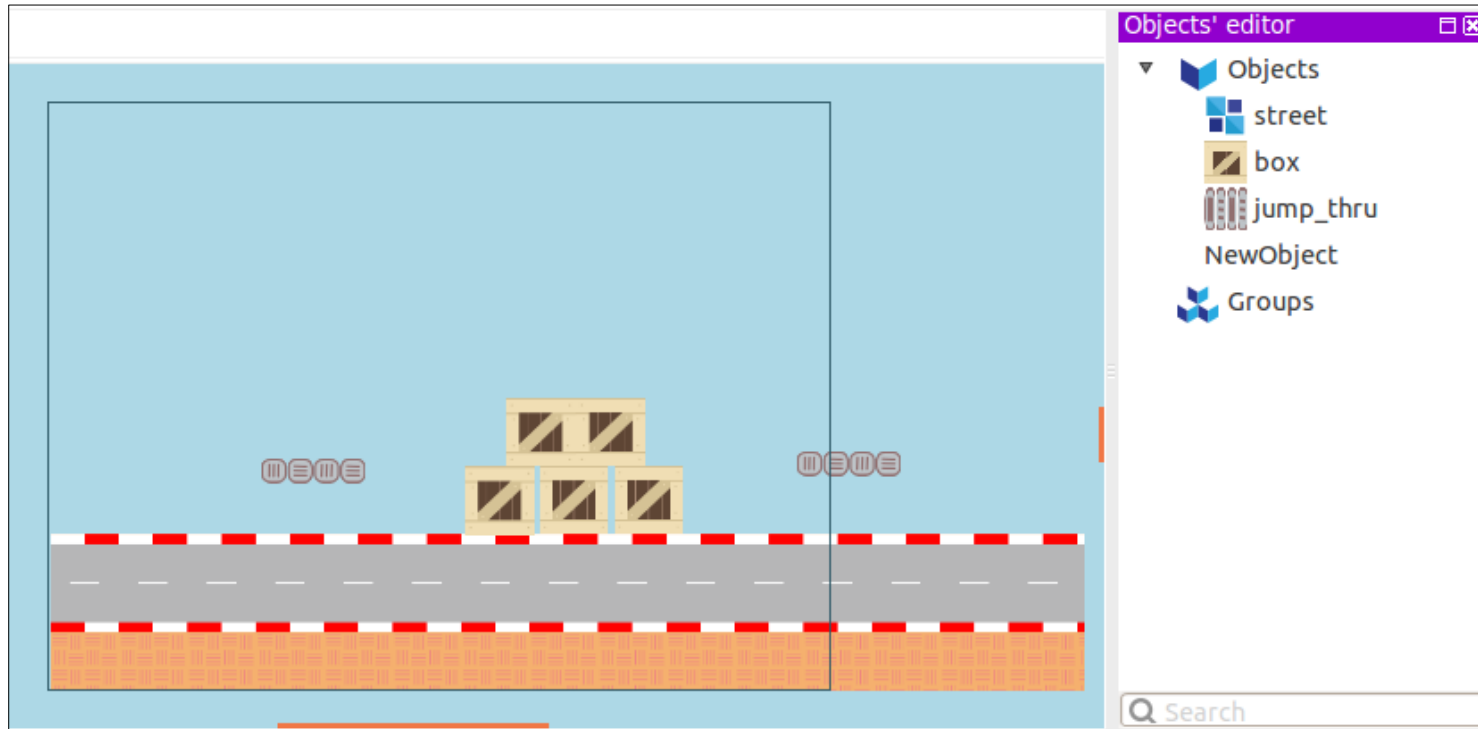
- Klik kanan pada kolom “Images”
- Pilih “Add an image from file”
- Pilih box.png
- Setelah itu beri Behavior Platform

Sprite (Jumpthru Platform)

Properties	
X	206.968
Y	325.336
Angle	0
Z Order	3
Layer	
Locked	<input type="checkbox"/>
Custom size?	<input type="checkbox"/>
Width	0
Height	0
Animation	0
Variables (0)	Click to edit...
General object properties	
Object name	NewObject
Kind	Sprite
Edit	Click to edit...
Behaviors (1)	
Add a behavior	Add...
	Remove...
Platform	
	Rename...
Type	Jumpthru platform



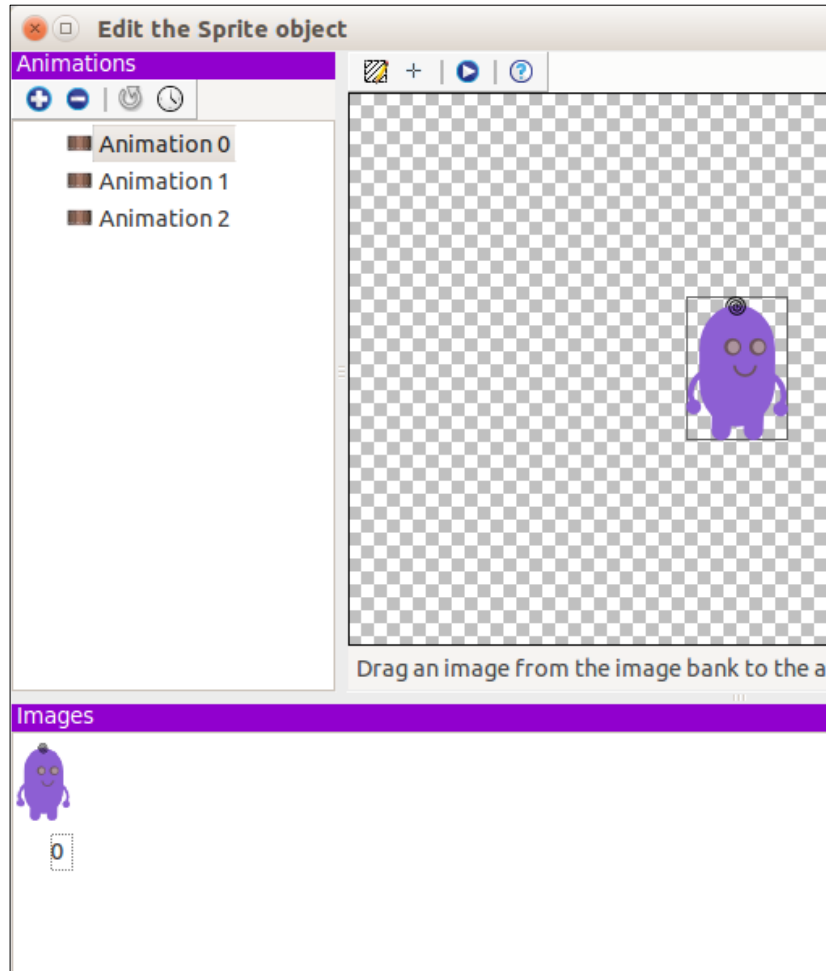
- Lakukan kembali langkah pembuatan sprite (Platform)
- Pilih jump_thru untuk gambar
- Setelah memasukkan behavior, atur Platform-Type menjadi "Jumpthruplatform"



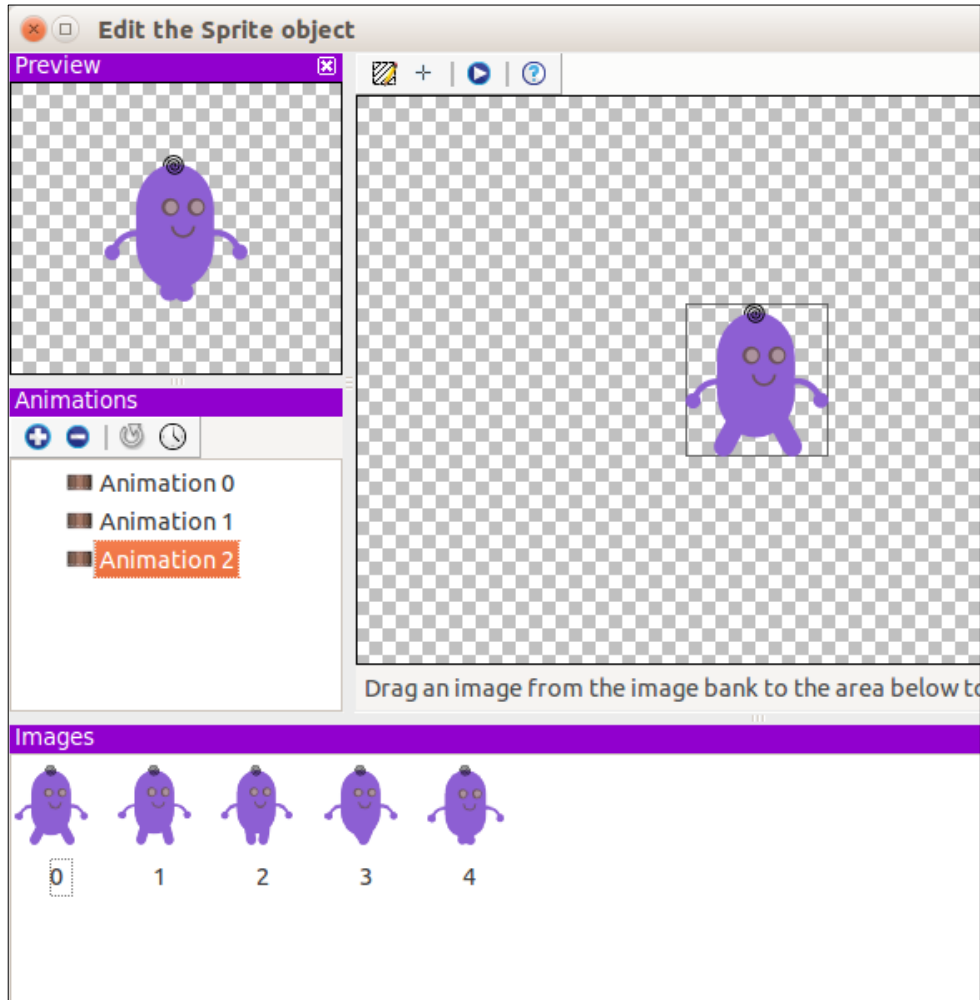
Tips :



- Ubah nama setiap objek setelah pembuatan objek dan save project
- Untuk duplikasi objek, lakukan dengan cara tekan “Ctrl” + drag drop objek yang ingin di duplikat

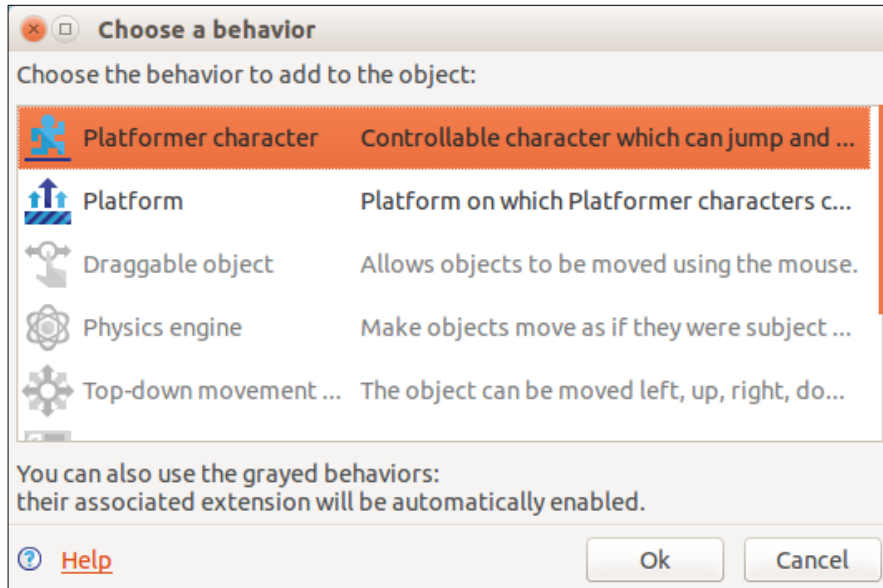
Player



- Buat objek baru dengan tipe Sprite
- Tambahkan 3 Animation dengan menekan tombol “+” pada kolom Animations
 - Animation 0 (Stand)
 - Animation 1 (Jump)
 - Animation 2 (Walk)
- Untuk menambahkan gambar pada animation, pilih animation yang ingin ditambahkan gambar. Klik kanan lalu pilih “Add an image . . .”















- Untuk menjalankan animasi berjalan klik icon “Play”
- Atur waktu perpindahan gambar dengan menekan tombol  menjadi 0.05
- Untuk mengulang perpindahan gambar, tekan tombol 





- Masukkan behaviour “Platformer character”

Masukkan event seperti ini

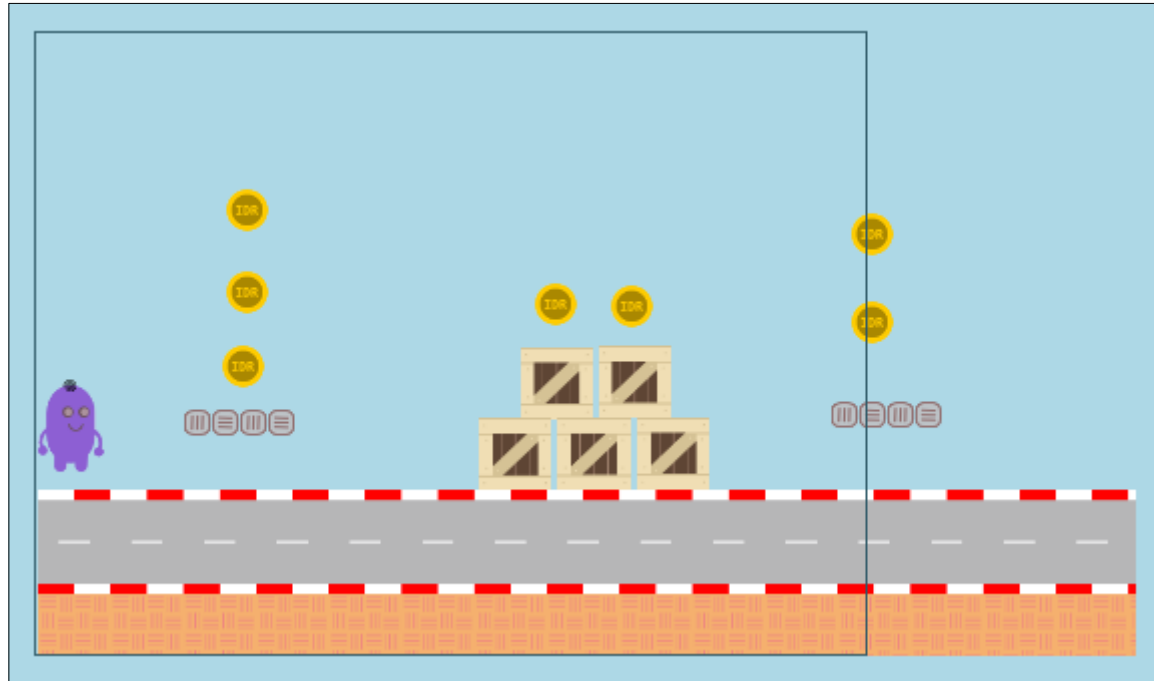
1	 player is jumping	 Do =1 to the number of current animation of player
2	 player is falling	 Do =1 to the number of current animation of player
3	 player is on floor	No actions
	1  player is moving	 Do =2 to the number of current animation of player
	2   player is moving	 Do =0 to the number of current animation of player
4	[A]Right key is pressed	 Flip horizontally player : no
5	[A]Left key is pressed	 Flip horizontally player : yes

Camera

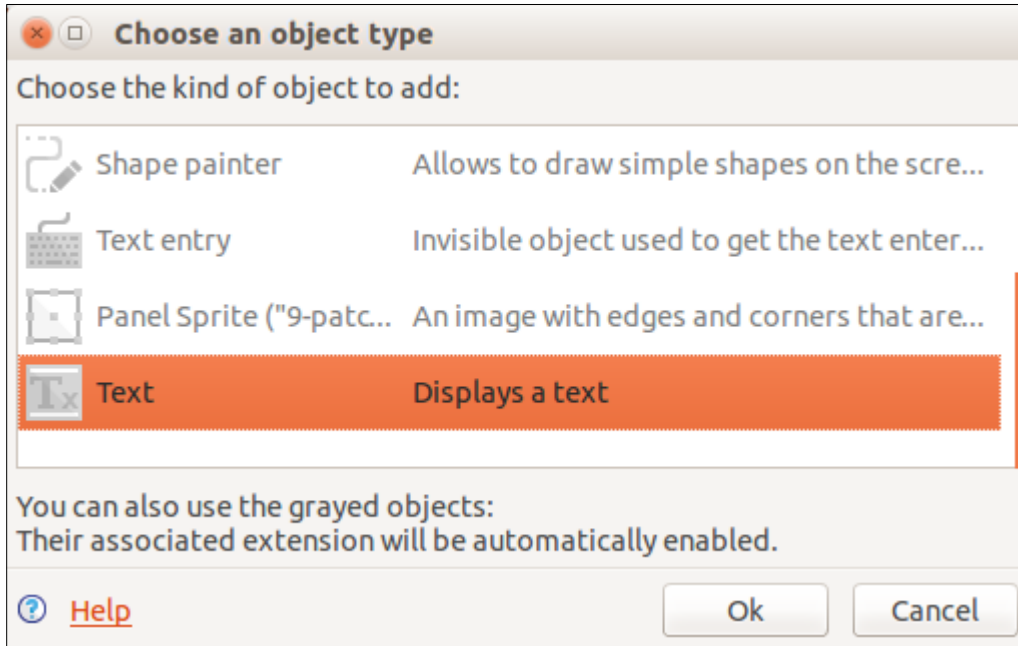
Masukkan event event untuk kamera agar mengikuti player

<i>No conditions</i>	 Center camera on Player (layer: , camera:)
 Add a condition Highlight then an event/action/condition with the cursor to get more edition options, or make a double click to edit an item.	

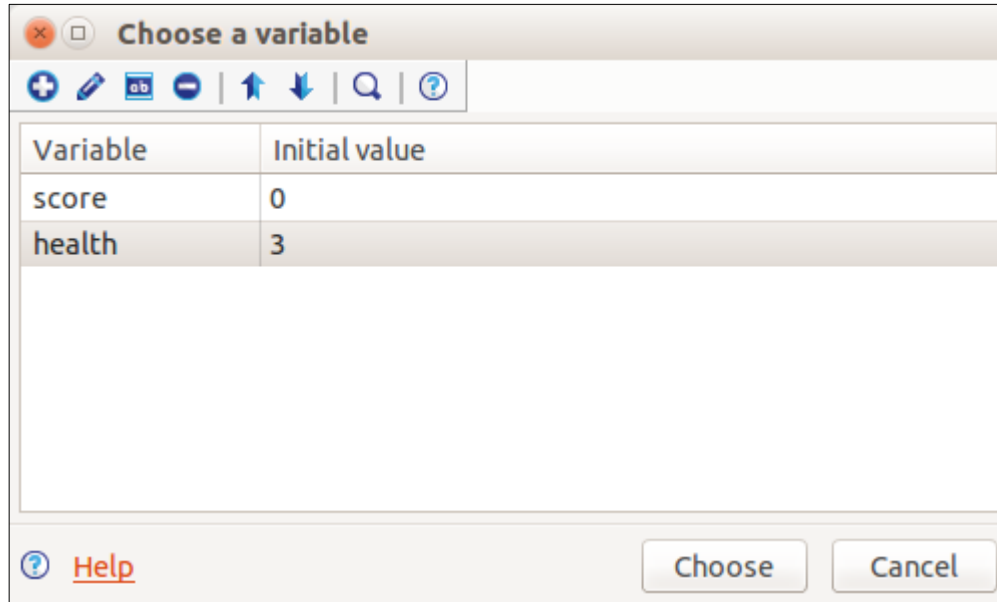
Coin + Score



- Masukkan objek baru bertipe sprite tanpa behaviour untuk gambar coin
- Perbanyak agar terlihat menarik








- **Tambahkan objek baru bertipe Text**
- **Beri nama "scoreText"**

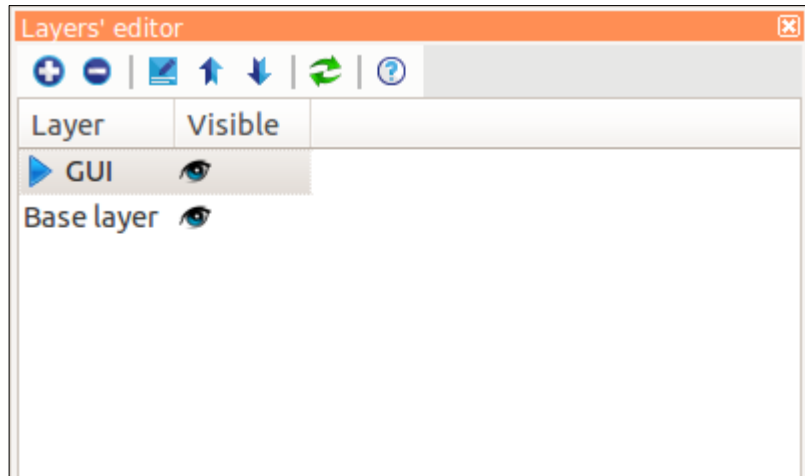


- **Buat 2 variabel global baru
yaitu :
score = 0
health = 3**

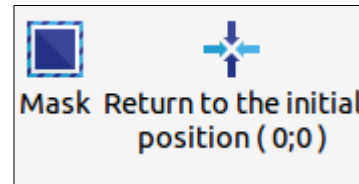
- Tambahkan Event agar objek scoreText menampilkan variabel score
- Tambahkan Event ketika player bersentuhan dengan coin

6	No conditions	 Center camera on player (layer: , camera:)  Do ="Score : " + GlobalVariableString(score) to the text of scoreText
7	 player is in collision with coin (pixel perfect)	 Do +100 to global variable score  Delete object coin

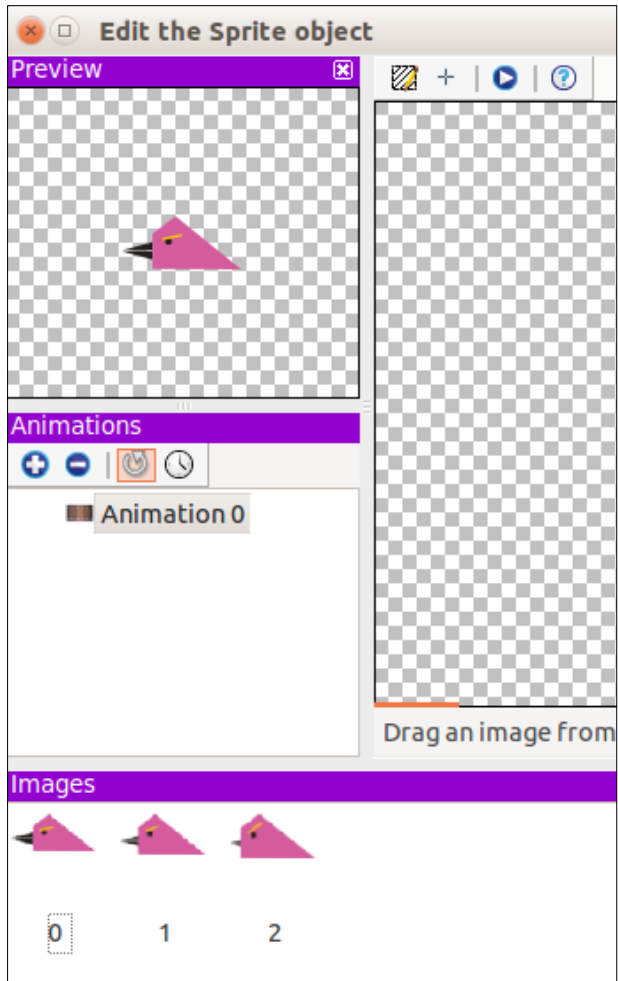
Highlight then an event/action/condition with the cursor to get more edition options,
or make a double click to edit an item.



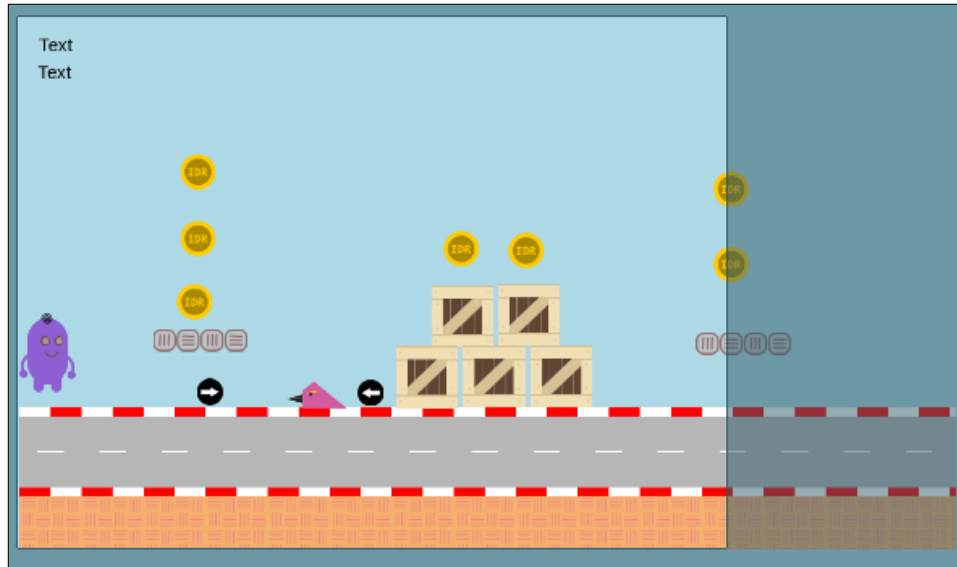
- Buat Layer baru bernama GUI
- Masukkan scoreText kedalam layer GUI, atur pengaturan dalam properties
- Setelah itu klik “Return to the initial . . .” dan “Mask”



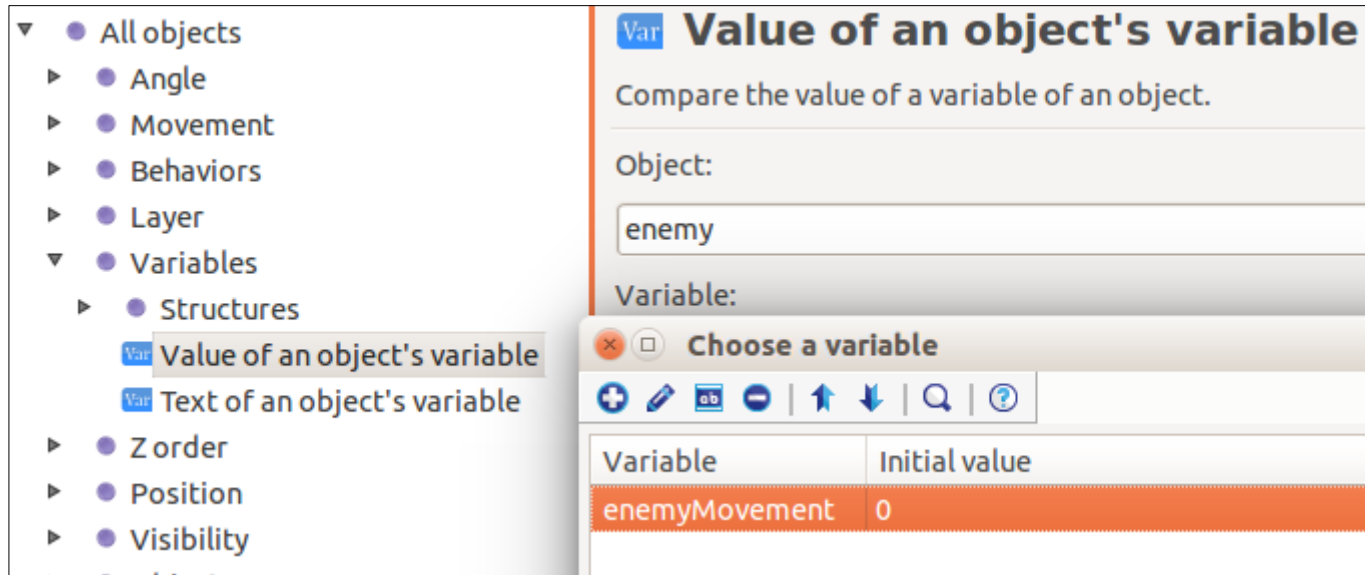
Enemy + Health





- Tambahkan objek baru dengan nama “enemy”
- Aktifkan loop dan atur waktu pergantian gambar menjadi 0.05 detik



- Tambahkan objek baru “goLeft” dan “goRight”, serta objek teks untuk health dengan nama “healthText”








- Tambahkan objek pada variabel dengan nama “enemyMovement” dengan inisialisasi = 0

8	 enemy is in collision with goLeft (pixel perfect)	Var Do =0 to variable enemyMovement of enemy Flip horizontally enemy : no
9	 enemy is in collision with goRight (pixel perfect)	Var Do =1 to variable enemyMovement of enemy Flip horizontally enemy : yes
10	No conditions	No actions
1	Var Variable enemyMovement of enemy is =0	Do -1 to the X position of enemy
2	Var Variable enemyMovement of enemy is =1	Do +1 to the X position of enemy

Highlight then an event/action/condition with the cursor to get more edition options, or make a double click to edit an item.





- Tambahkan Event diatas untuk pergerakan Enemy

*Lakukan langkah-langkah pergerakan Enemy untuk pergerakan awan


11	 player is in collision with enemy (pixel perfect)	 Delete object enemy
	 player is falling	 Allow player to jump again  Simulate pressing Jump key for player

- Tambahkan event ketika Player membunuh Enemy

```
txt Do ="Health : " + GlobalVariableString(health) to the text  
of healthText
```

```
11  player is in collision with enemy (pixel perfect)  
 Delete object player  
 Do -1 to global variable health  
 Create object player at position 3;332
```

- Atur supaya objek “healthText” menampilkan variabel “health”

13  At the beginning of the scene





- ✓ Hide the object **goLeft**
- ✓ Hide the object **goRight**

- Tambahkan event diatas untuk menghilangkan gambar “goLeft” dan “goRight” diawal game

Sound + Music

Sound

Tambahkan sound pada saat player menyentuh coin

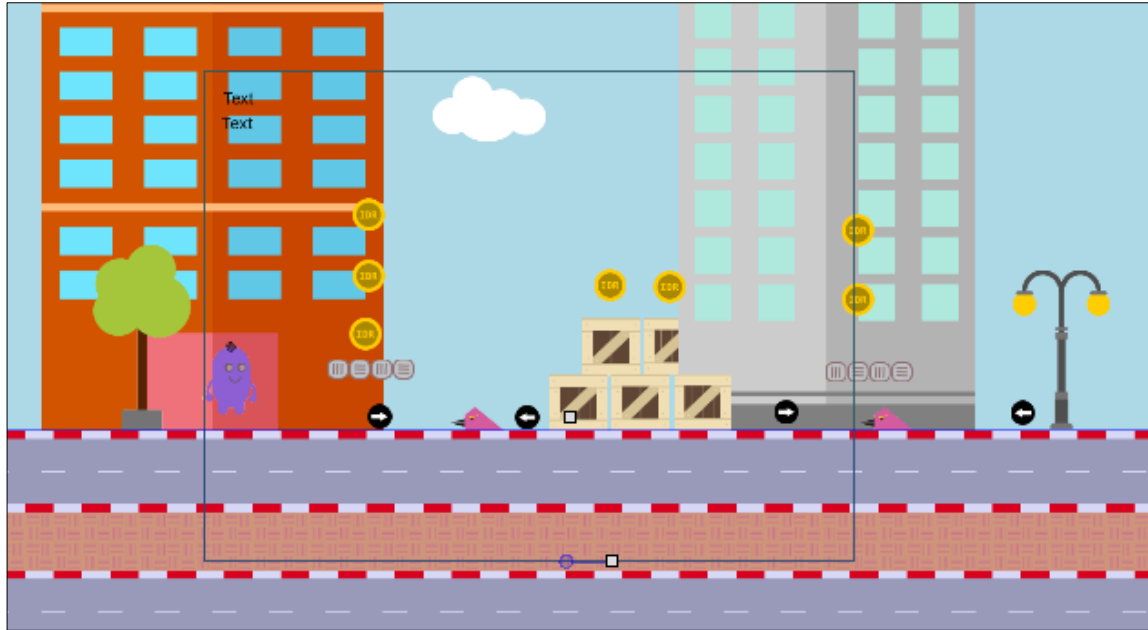
 <code>player</code> is in collision with <code>coin</code> (pixels perfect)	 Do +100 to global variable <code>score</code>
	 Delete object <code>coin</code>
	 Play the sound <code>coin.wav</code>

Music

Tambahkan musik ketika dari awal scene

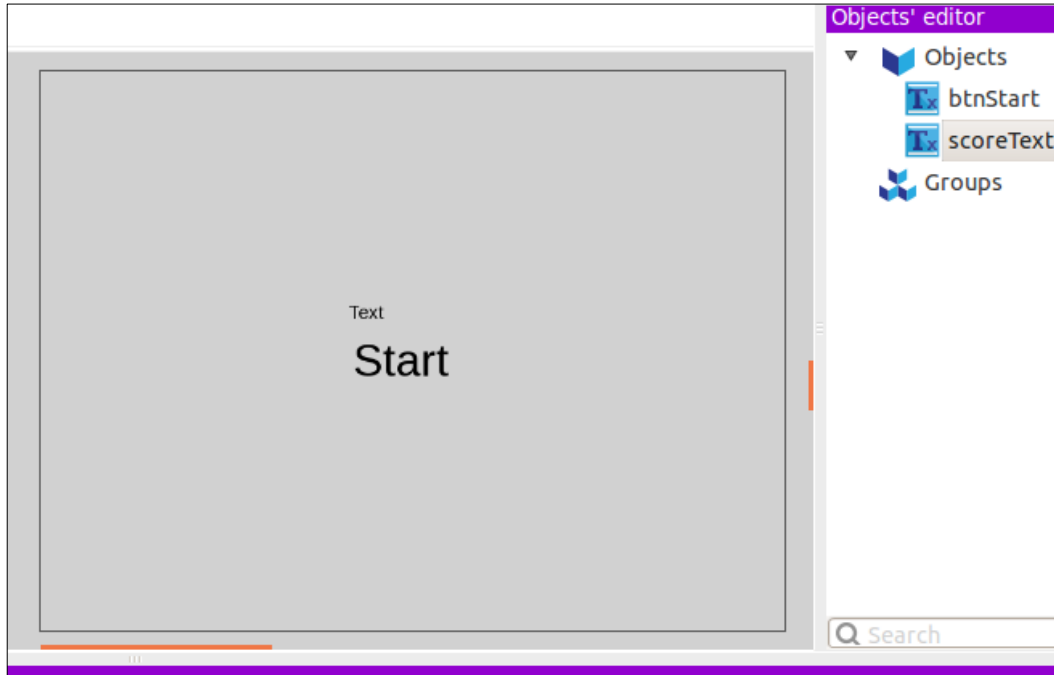
```
16 [M] Music on channel 0 is stopped [M] Play the music Hall_of_the_Mountain_King.ogg on channel 0
```


Finishing



**Tambahkan objek-objek berikut
untuk mempercantik game :**

- Lamp (behaviour Platform)
- Tree (behaviour Platform)
- Building
- Cloud





- Ubah nama scene sebelumnya menjadi “Game”
- Buat scene baru bernama “Start” dengan 2 objek text yaitu “scoreText” dan “btnStart”

No conditions Add a condition	Ext Do ="Score : " + GlobalVariableString(score) to the text of f scoreText
Left mouse button was released The cursor/touch is on btnStart	Change for scene "Game" Add an event A sub event Other Var Do =0 to global variable score Var Do =3 to global variable health

Highlight then an event/action/condition with the cursor to get more edition options,
or make a double click to edit an item.

Masukkan event-event berikut :

- Menampilkan variabel score pada "scoreText"
- Berpindah scene ke Game

14	 player is in collision with lamp (pixel perfect)	➡ Change for scene "Start"
15	 Global variable health is =0	➡ Change for scene "Start"

Masukkan event-event berikut pada scene untuk berpindah ke scene start :

- Ketika player menyentuh lamp
- Ketika health = 0

**Tutorial by
Gamekita**

**Assets by
Gamekita**

**Music by
Hall of the Mountain King - Kevin MacLeod**
(<http://incompetech.com/music/royalty-free/?keywords=USUAN1200072>)

**Sound by
Coin from GDevelop Platformer**

**Inspired by
GDevelop Platformer**

**Facebook by
GameKita Community**

**Twitter by
@GameKitaStudio**