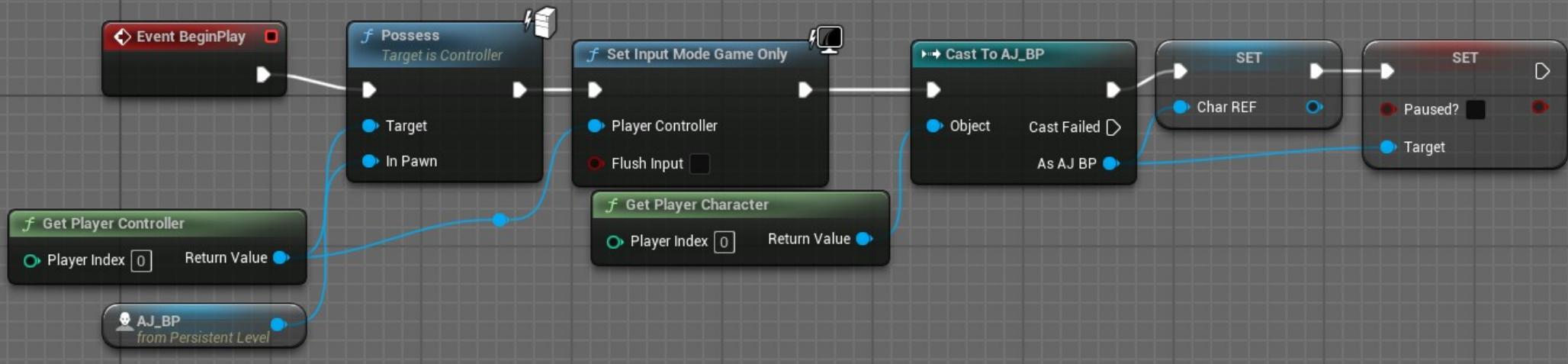


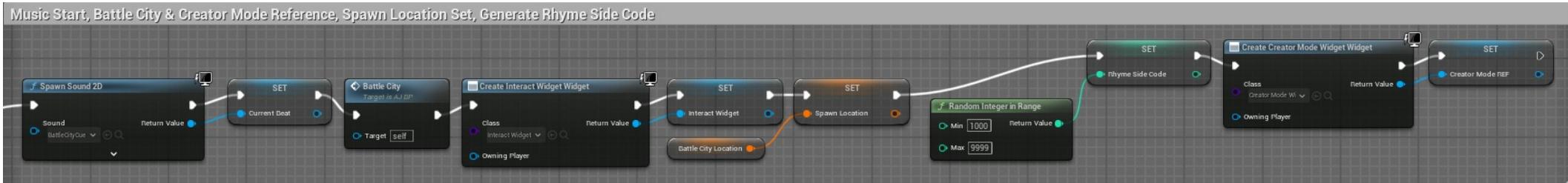
LEVEL BLUEPRINT

Level Blueprint



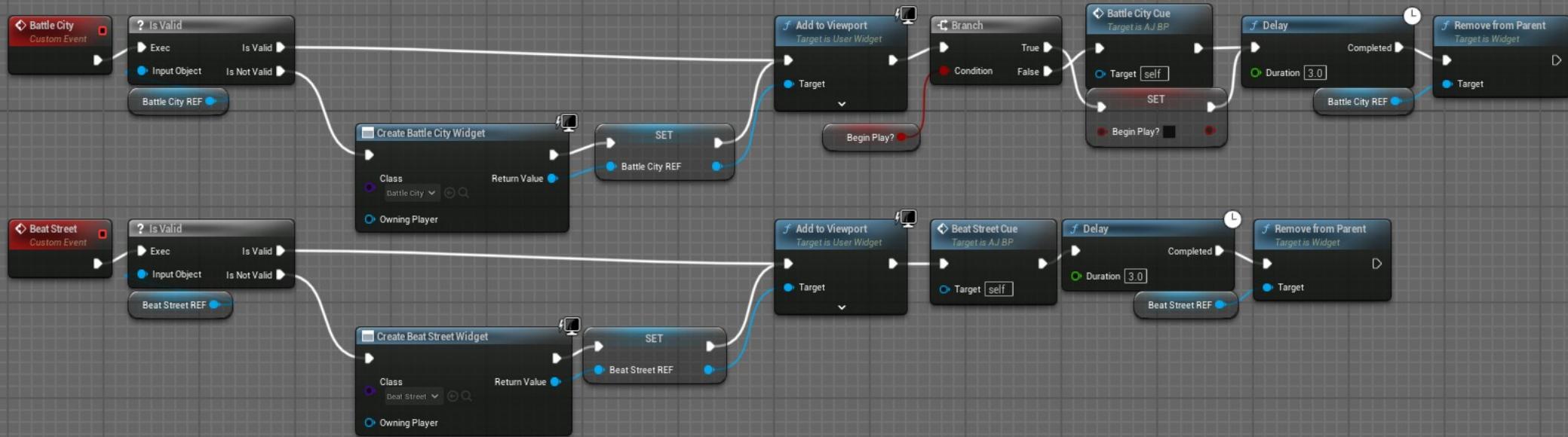
CHARACTER

CHARACTER MUSIC START, LOCATION REF, SPAWN LOCATION, GENERATE RANDOM PASSCODE



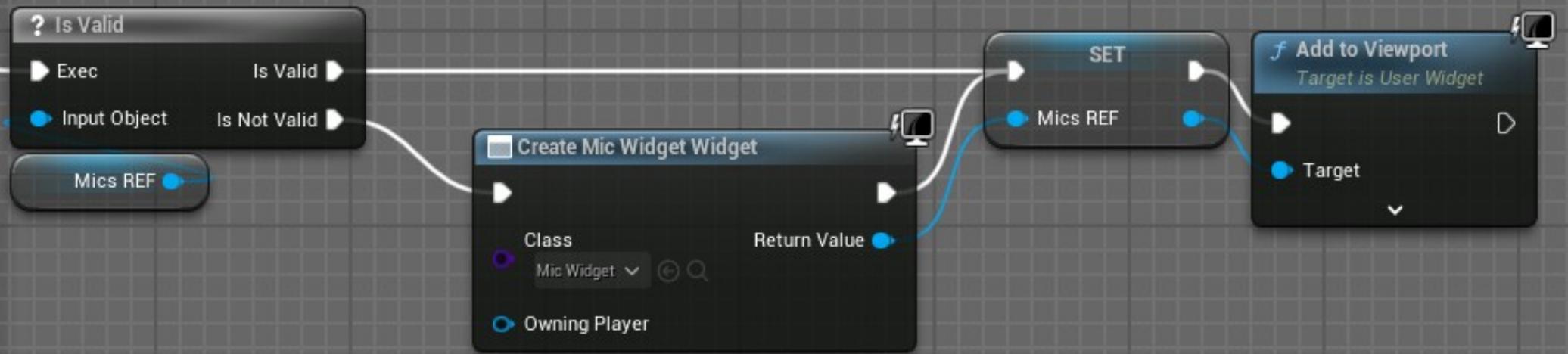
CHARACTER LOCATION SET EXAMPLES

Locations



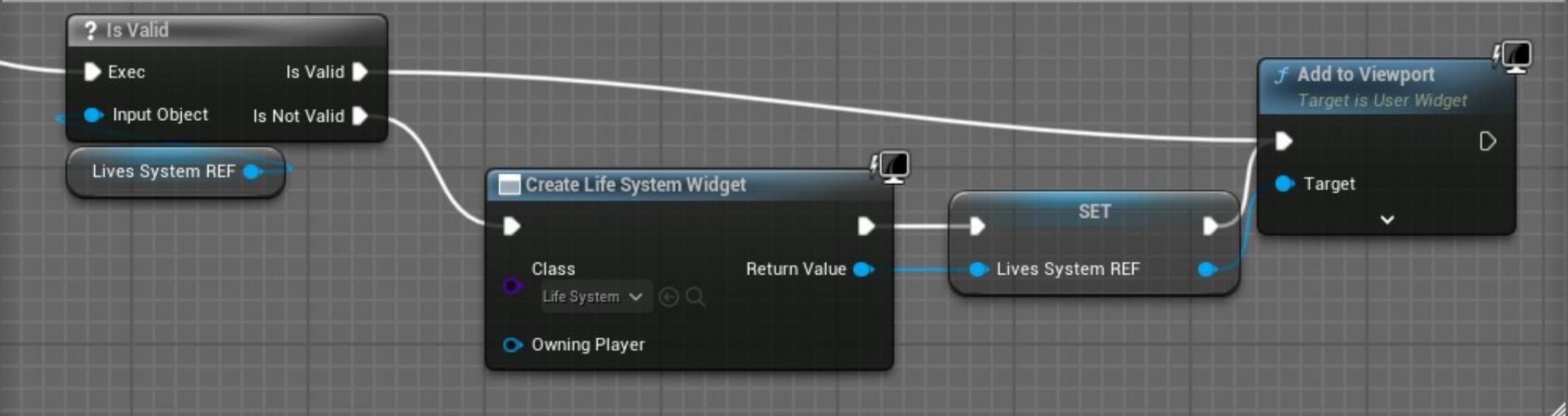
CHARACTER DISK REF & VIEWPORT

Disk Viewport



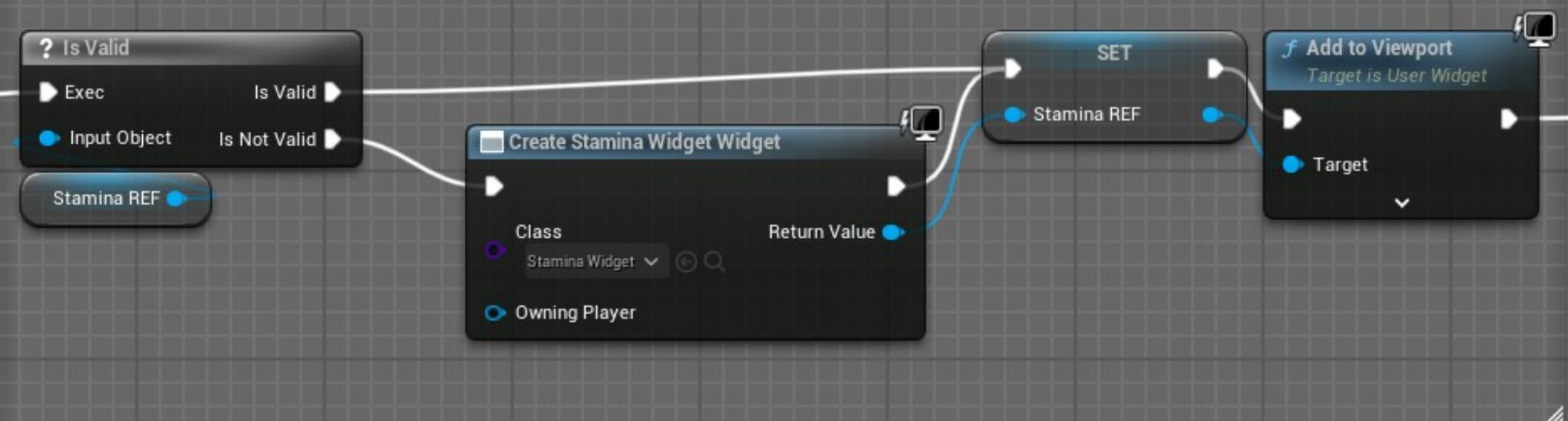
CHARACTER LIVES SYSTEM REF & VIEWPORT

Lives System Viewport



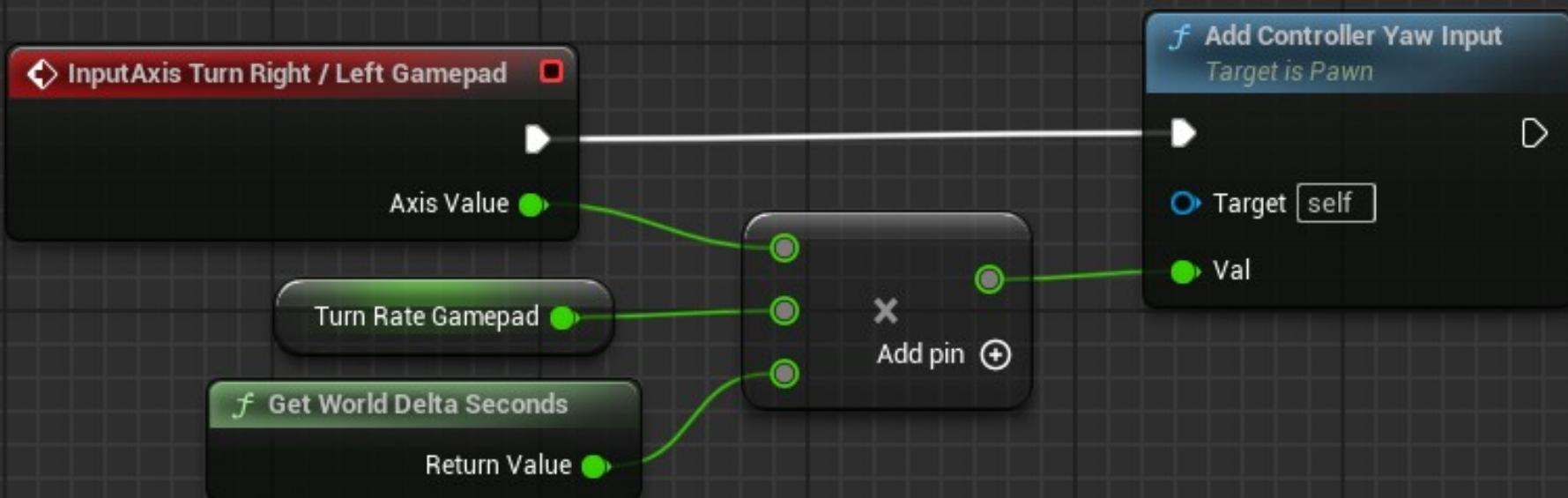
CHARACTER STAMINA REF & VIEWPORT

Stamina REF & Viewport

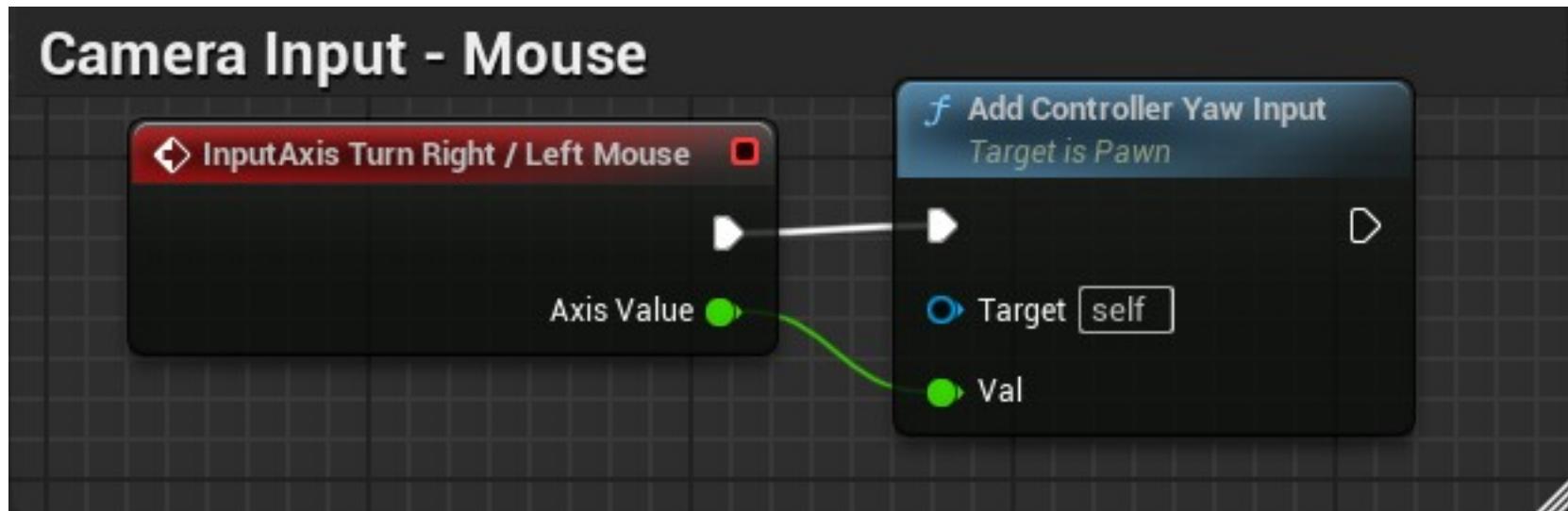


CHARACTER GAMEPAD

Camera Input - Gamepad

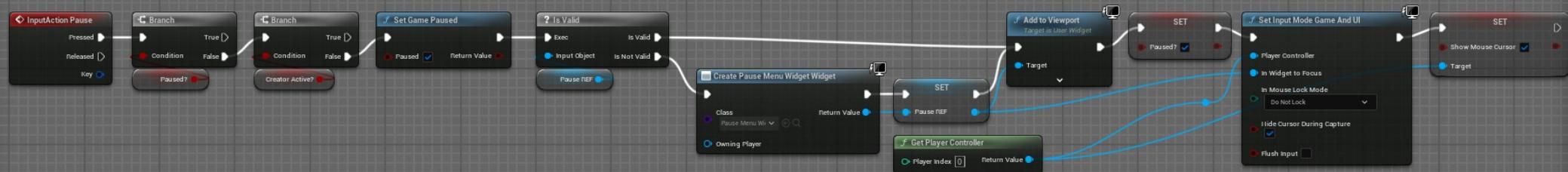


CHARACTER MOUSE INPUT



CHARACTER PAUSE

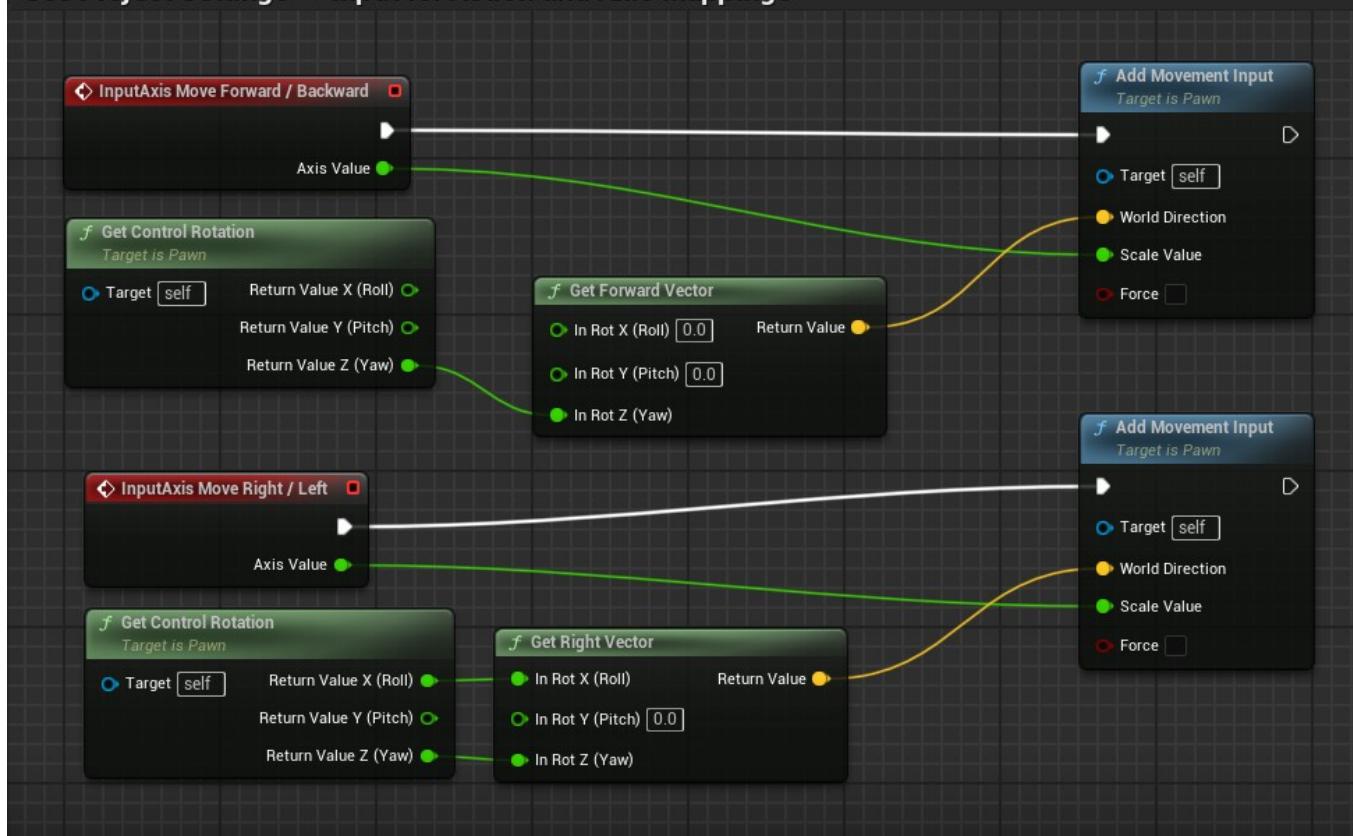
Pause



CHARACTER MOVEMENT

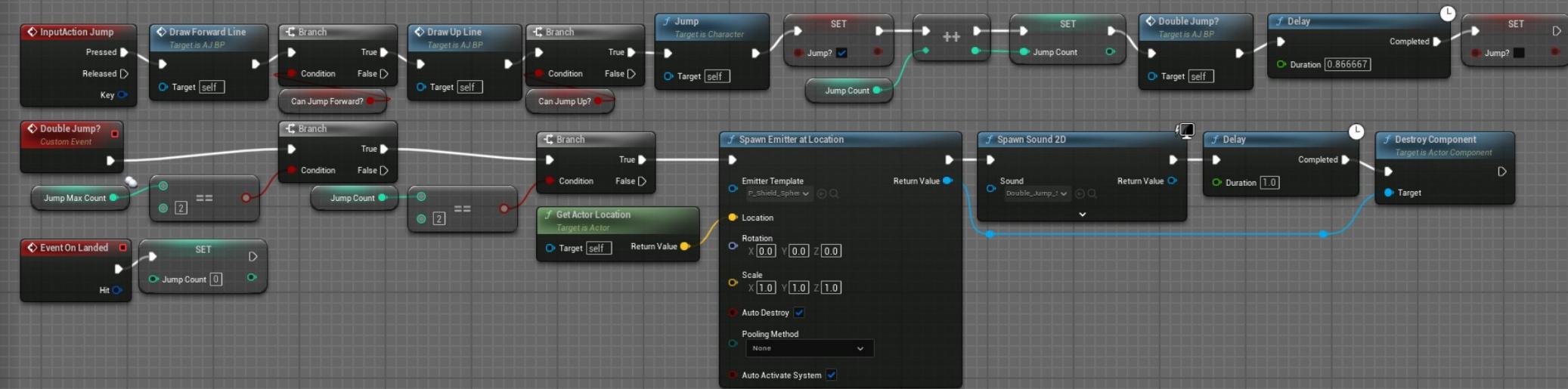
Movement Input - Gamepad and Mouse

See Project Settings -> Input for Action and Axis Mappings



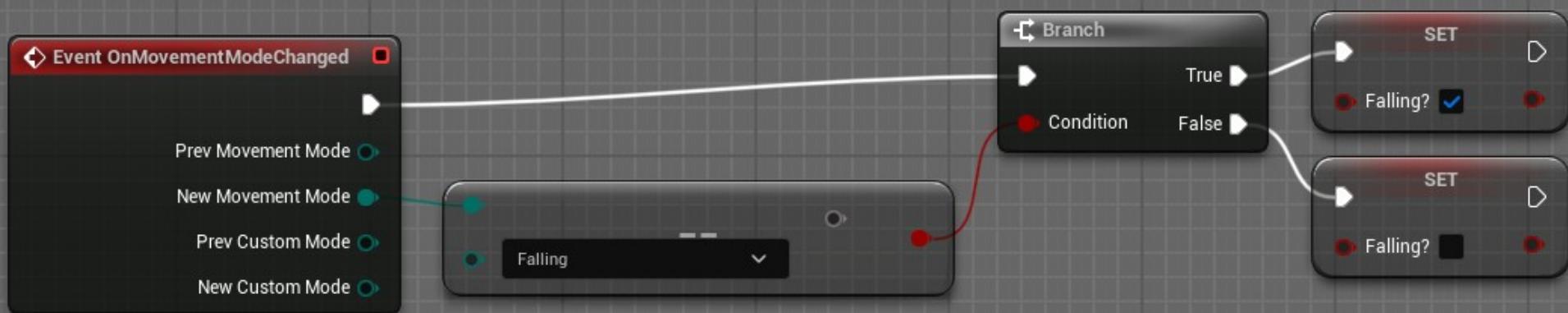
CHARACTER JUMP

Jump



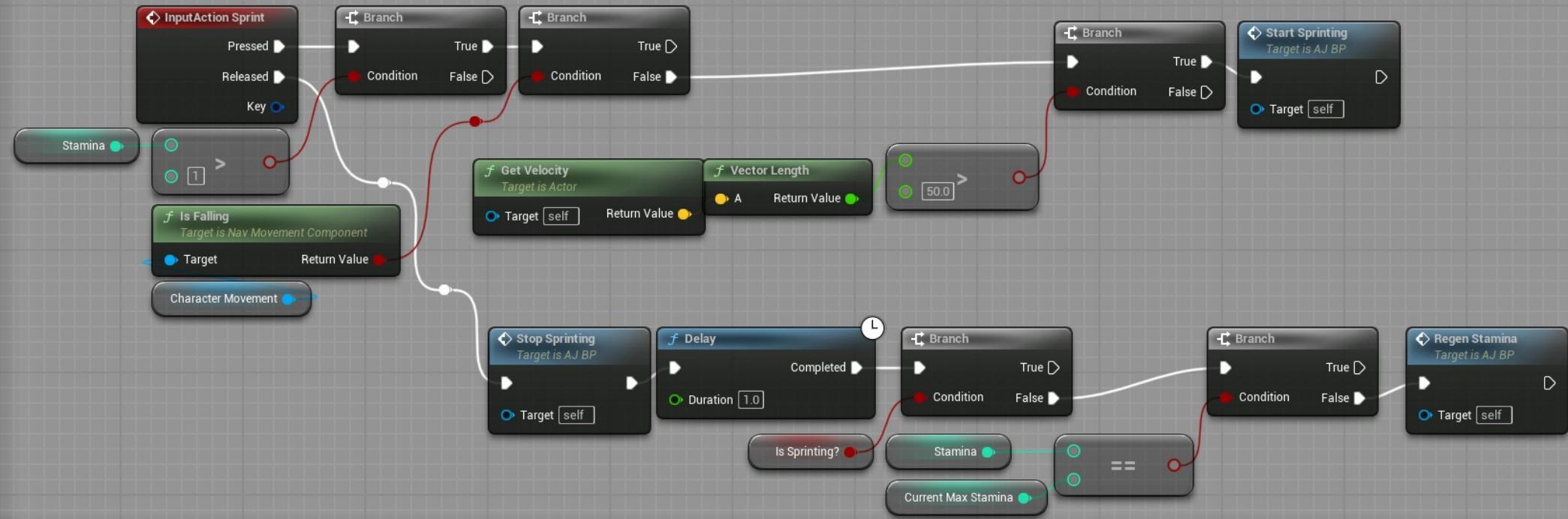
CHARACTER FALL CHECK

Fall Check



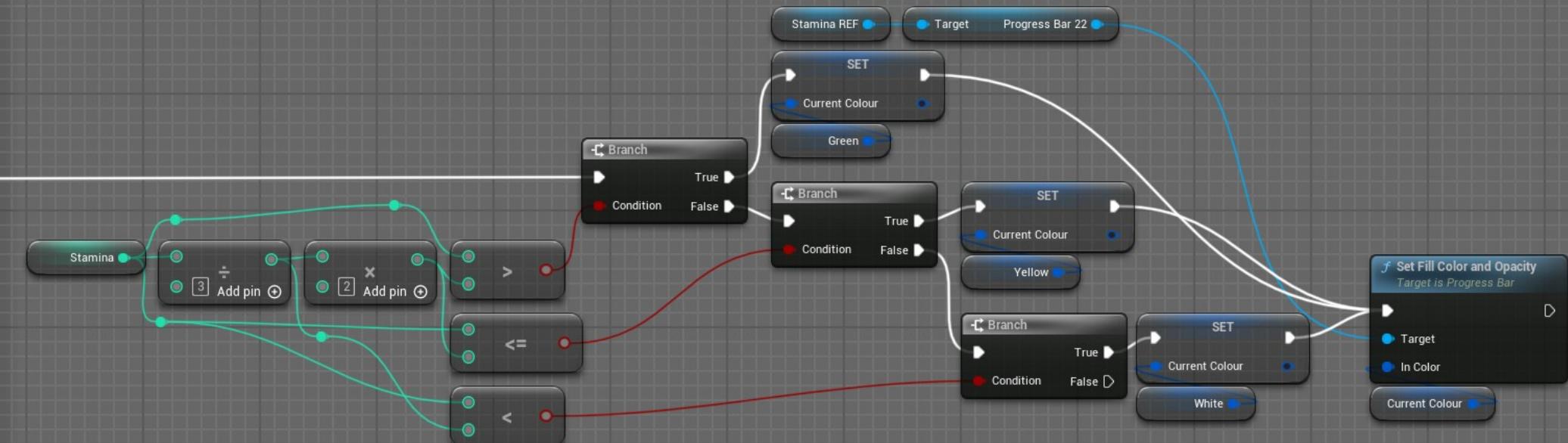
CHARACTER SPRINT HOLD

Sprint Hold



CHARACTER STARTING STAMINA COLOUR

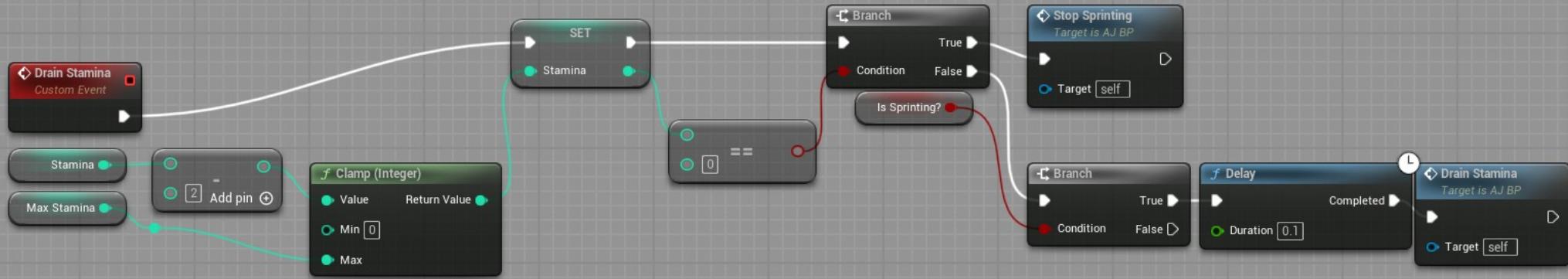
Sets Starting Stamina Bar Colour



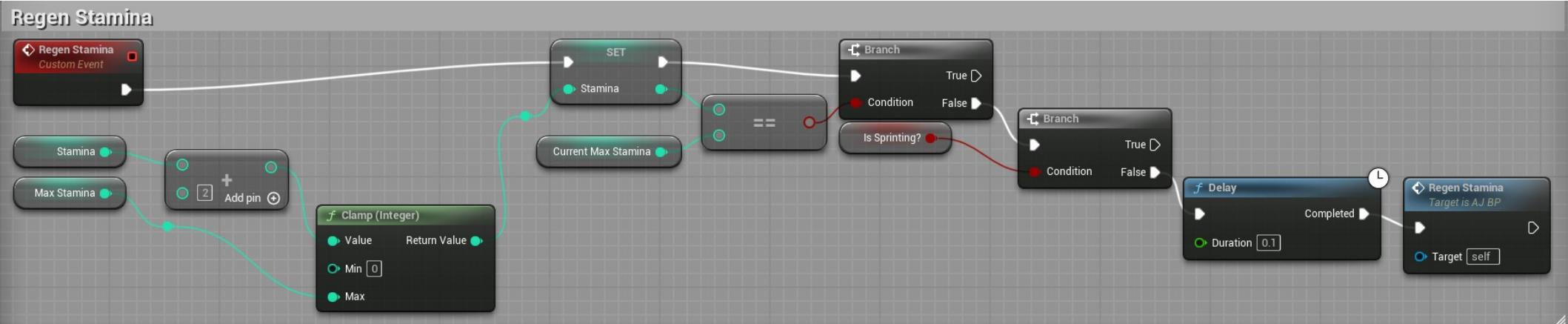
CHARACTER DRAIN STAMINA

Sprint & Stamina

Drain Stamina

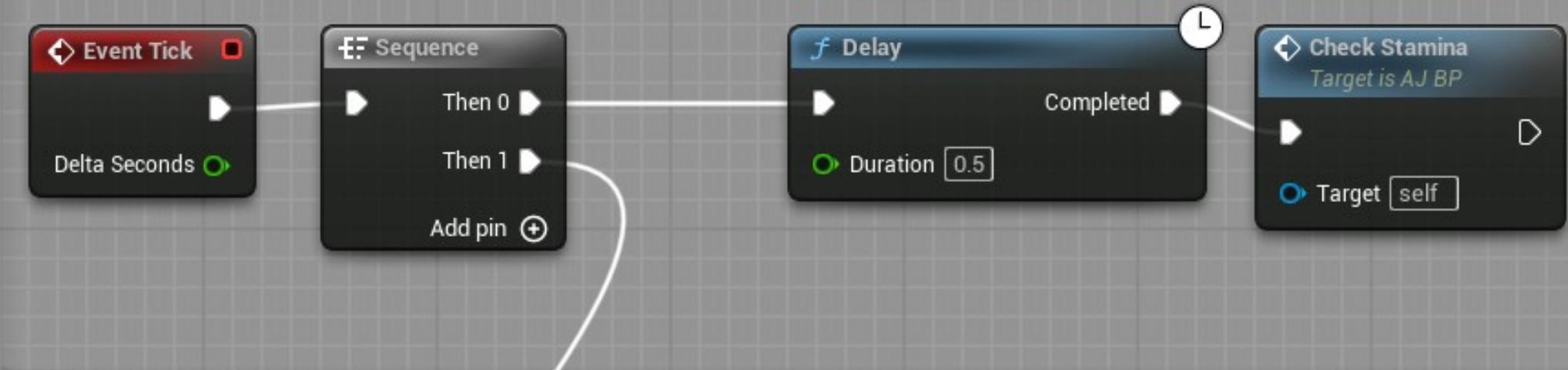


CHARACTER REGEN STAMINA



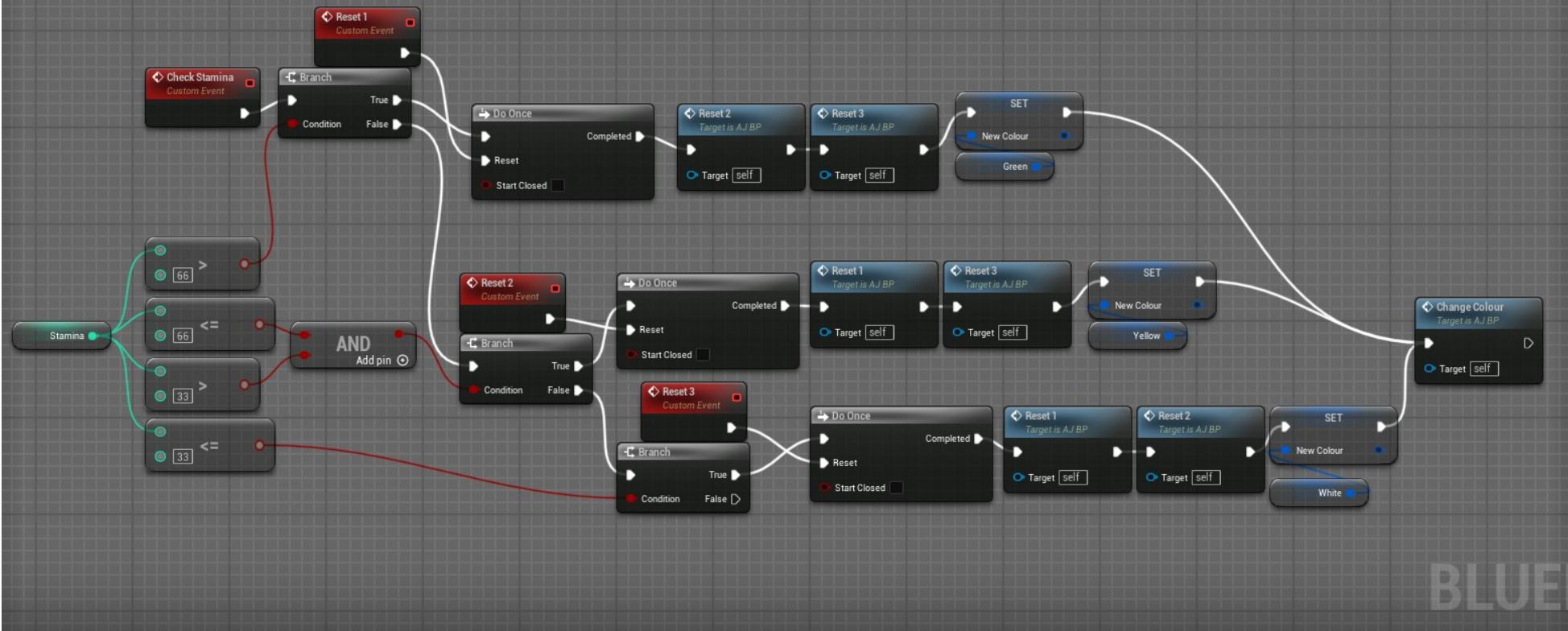
CHARACTER STAMINA CHECK

Checks Stamina Every 0.5 Seconds



CHARACTER STAMINA COLOUR UPDATE

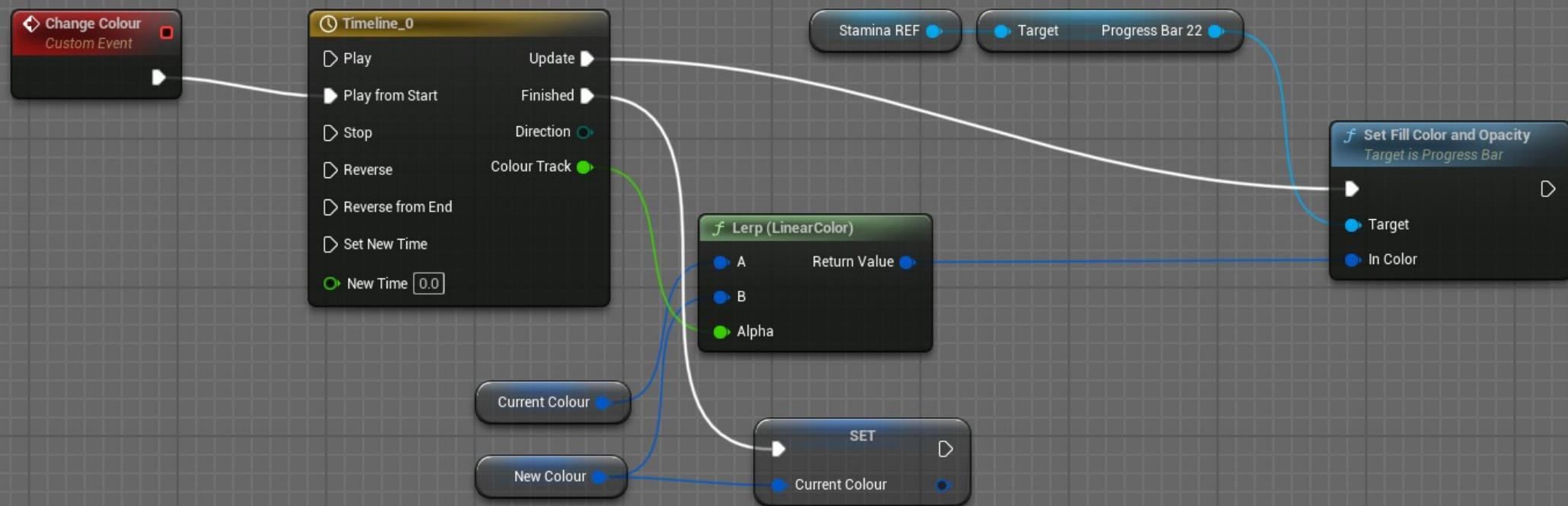
Checks The Stamina Bar Value to Determine The Colour



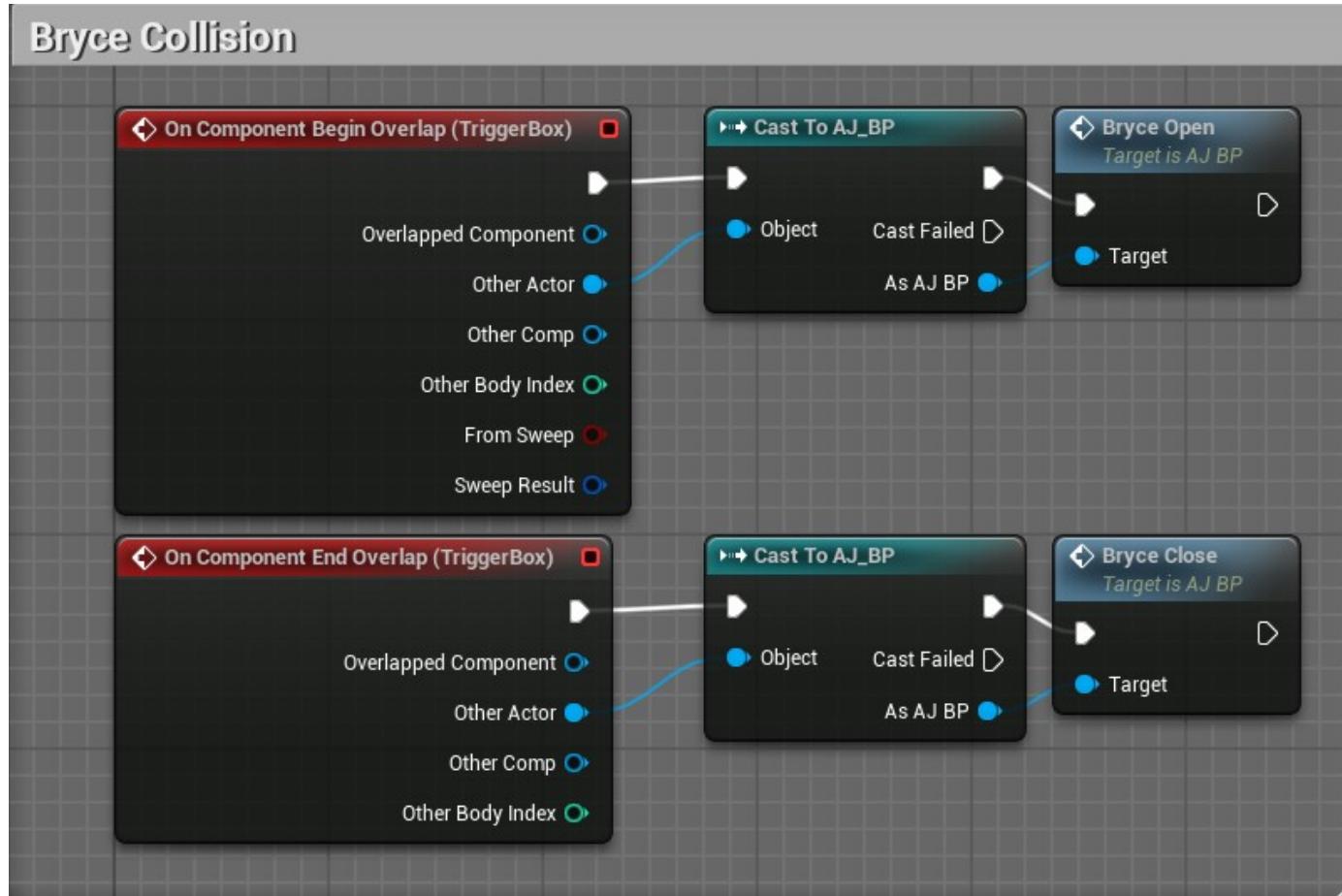
BLUE

CHARACTER STAMINA COLOUR CHANGE

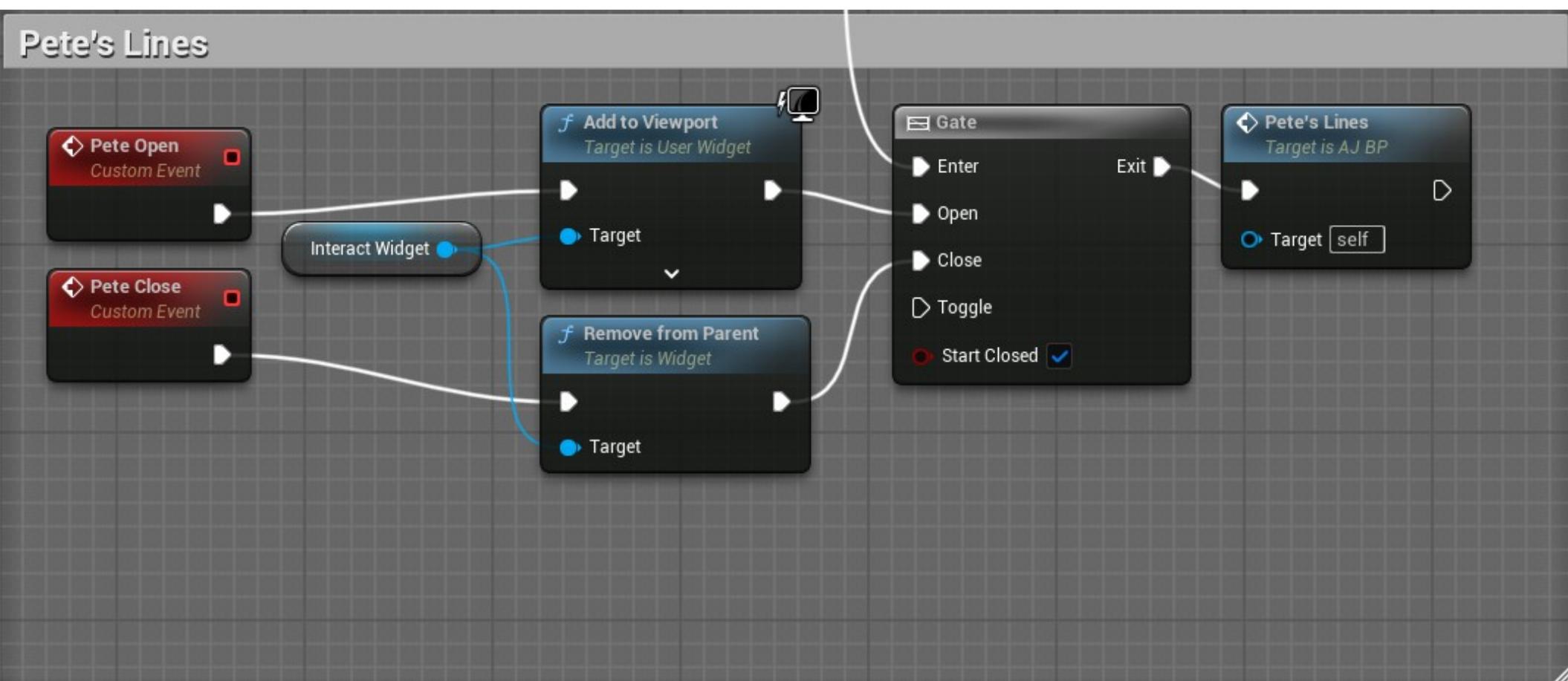
Changes The Colour



CHARACTER NPC COLLISION EXAMPLE FUNCTION

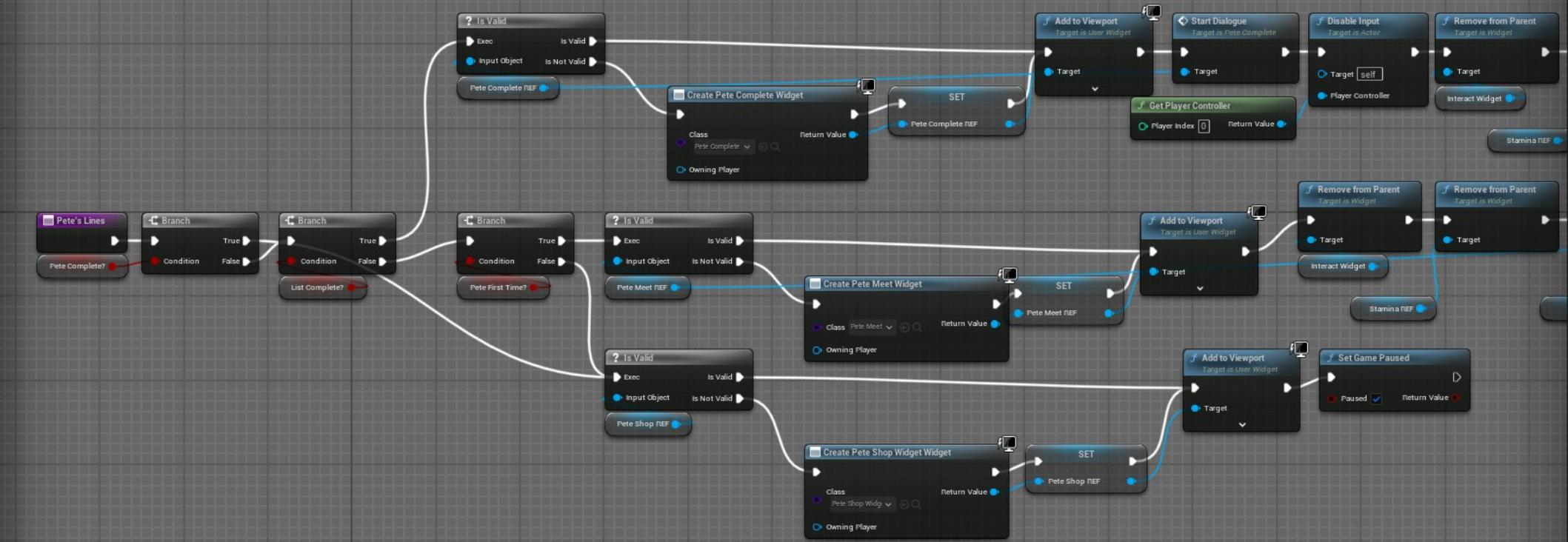


CHARACTER DIALOGUE ENTRY EXAMPLE

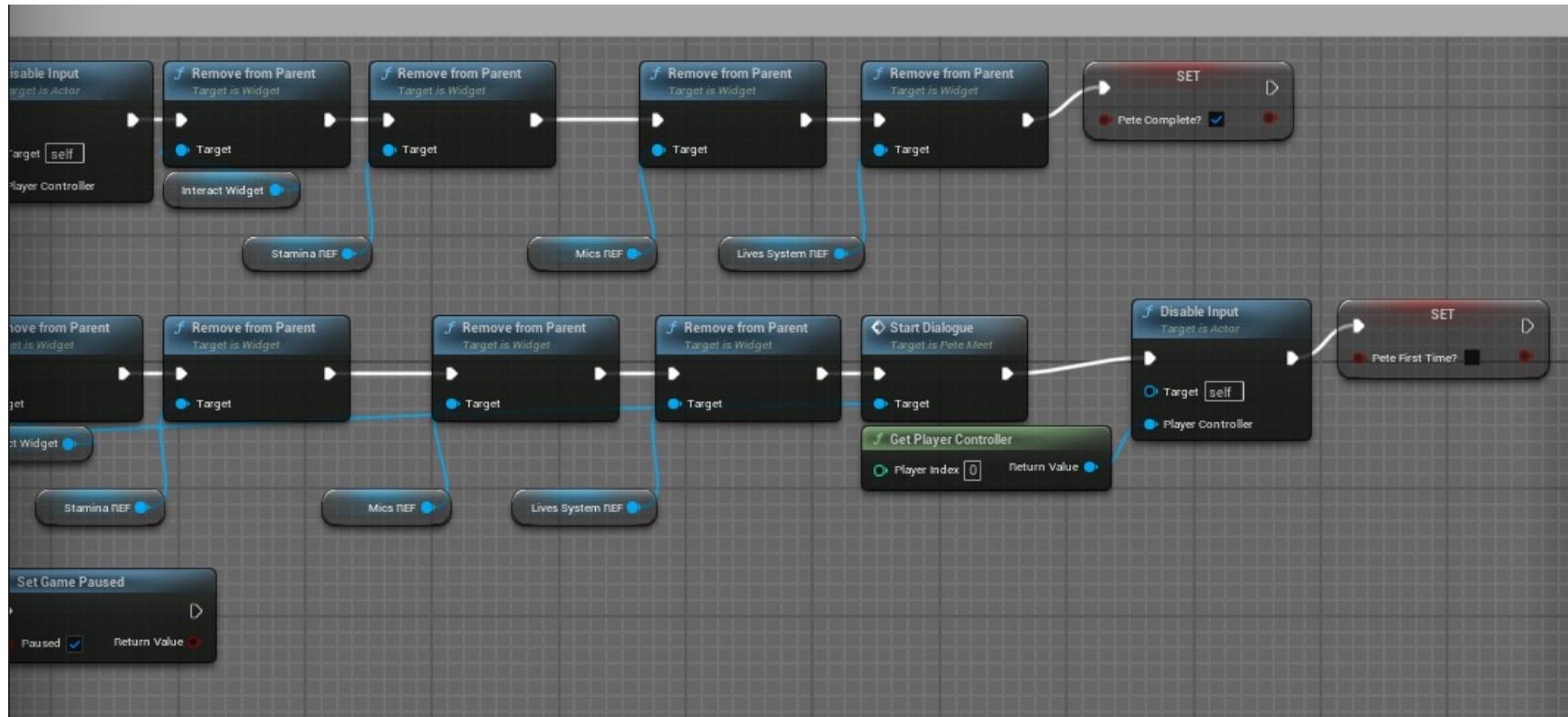


CHARACTER DIALOGUE SYSTEM EXAMPLE (0)

Pete's Dialogue

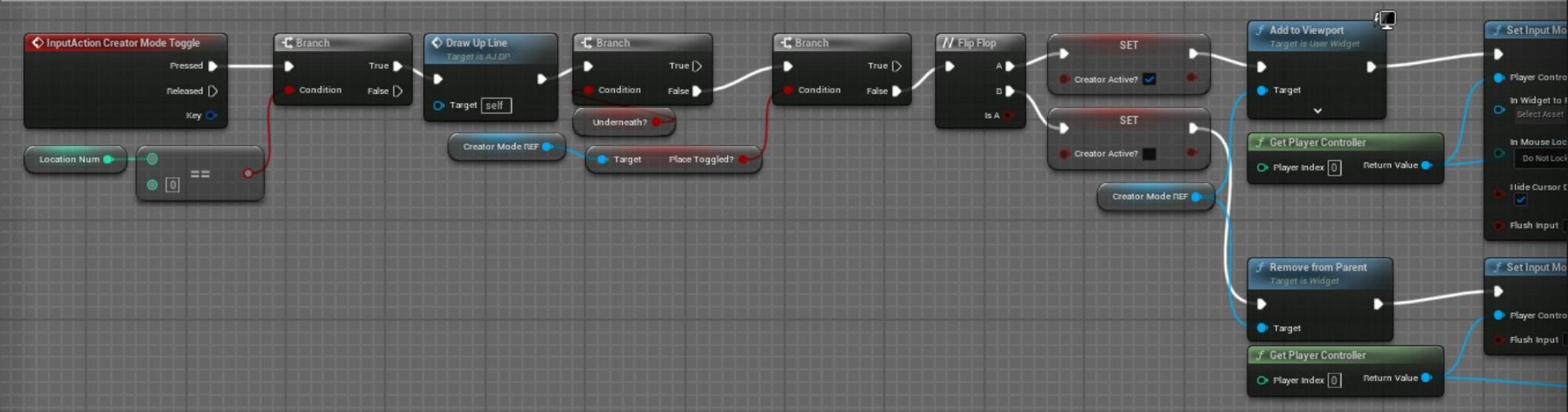


CHARACTER DIALOGUE SYSTEM EXAMPLE (1)

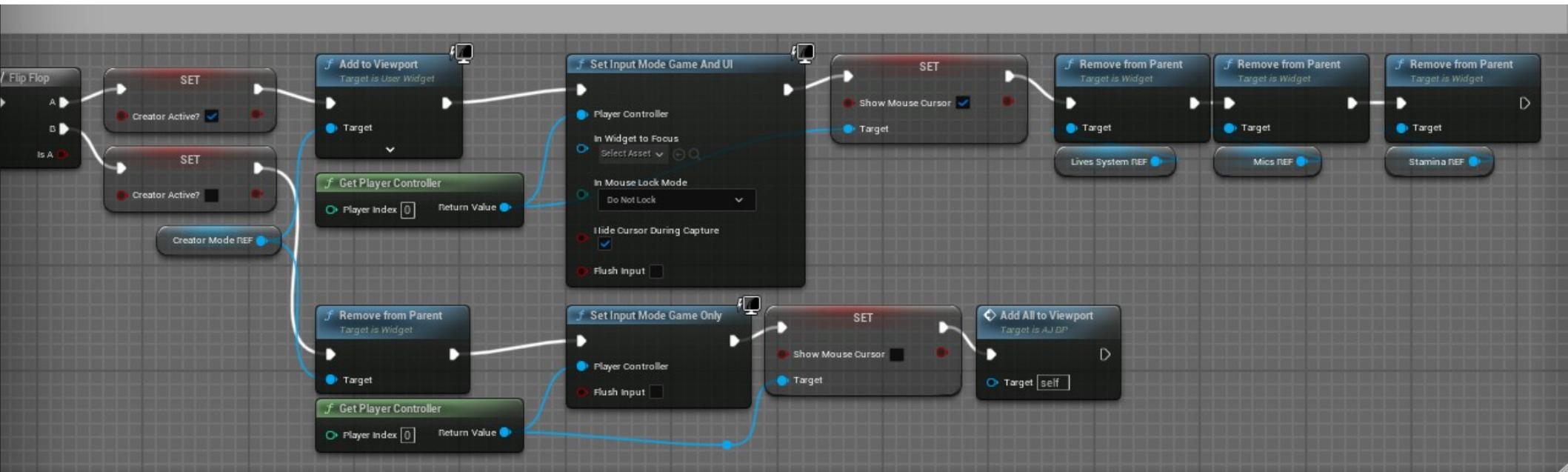


CHARACTER TOGGLE CREATOR MODE (0)

Toggle Creator Mode

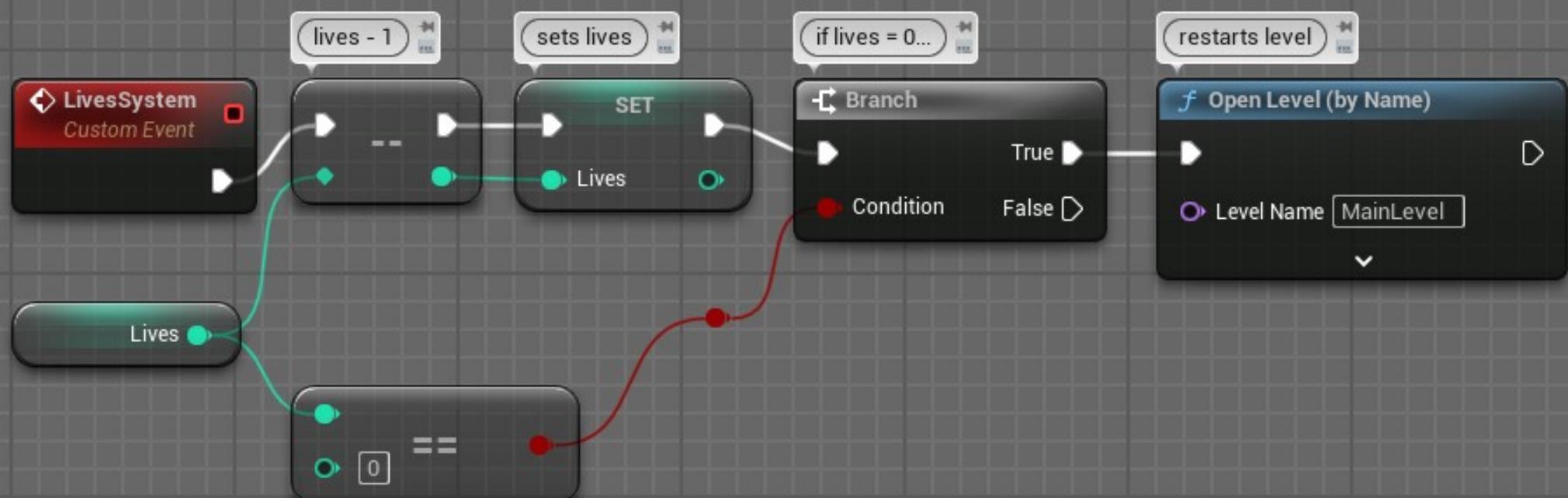


CHARACTER TOGGLE CREATOR MODE (1)

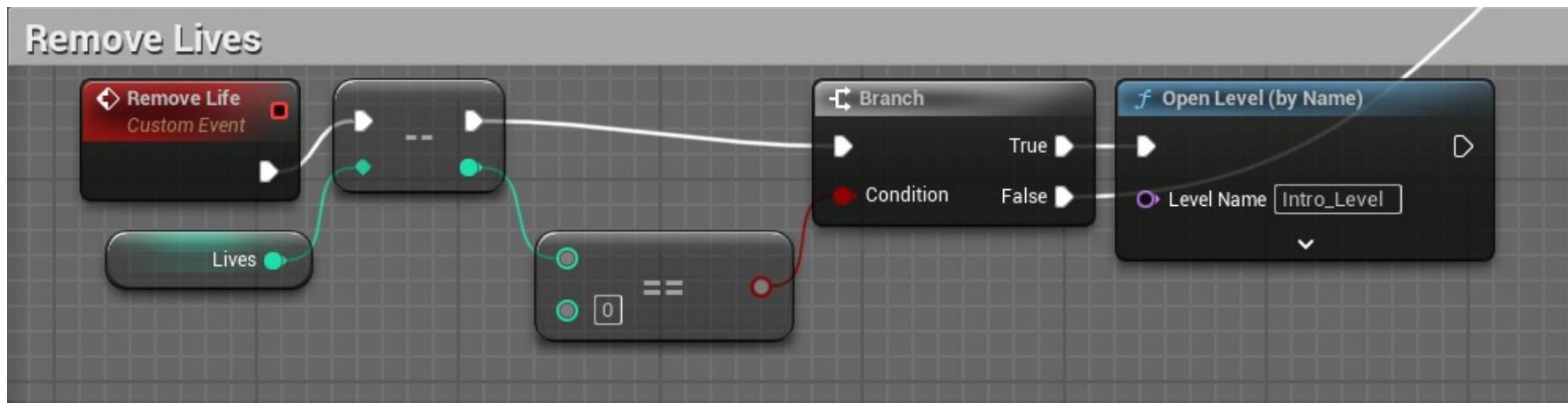


CHARACTER LIFE SYSTEM

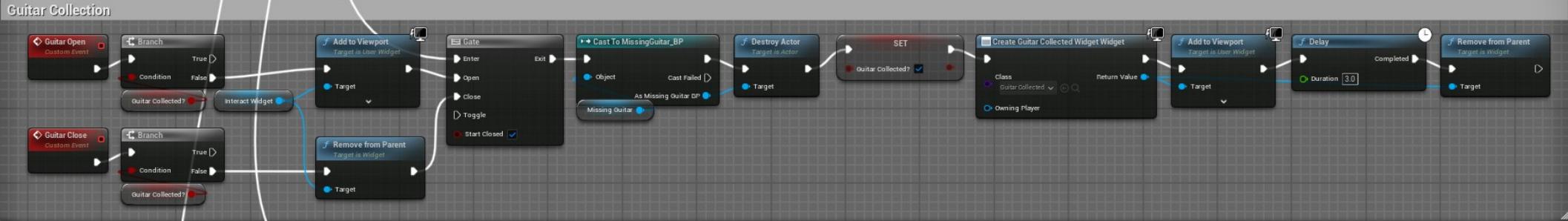
Life System



CHARACTER REMOVE LIVES

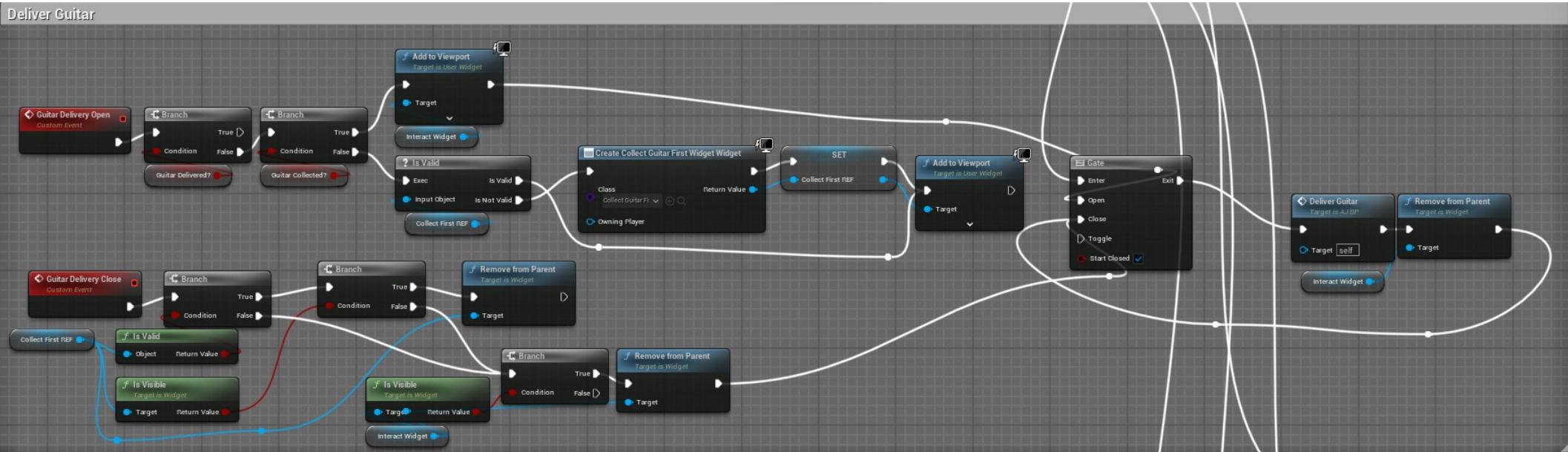


CHARACTER GUITAR COLLECTION



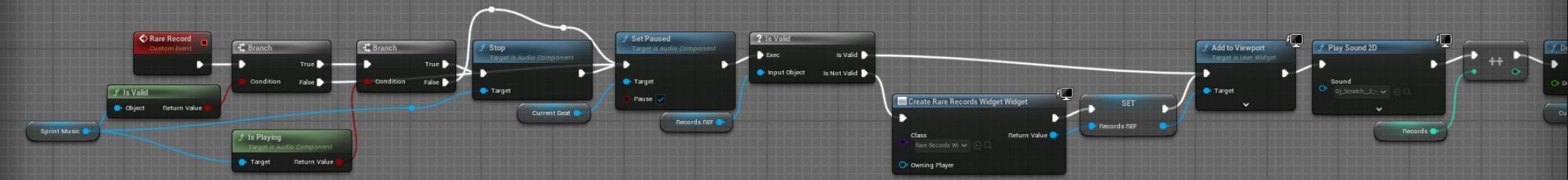
CHARACTER GUITAR DELIVERY

Deliver Guitar

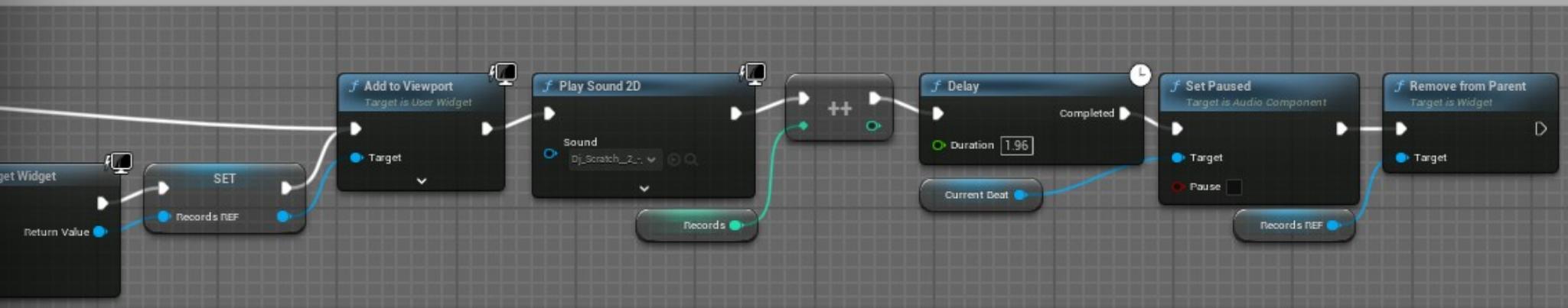


CHARACTER RARE RECORD (0)

Rare Record

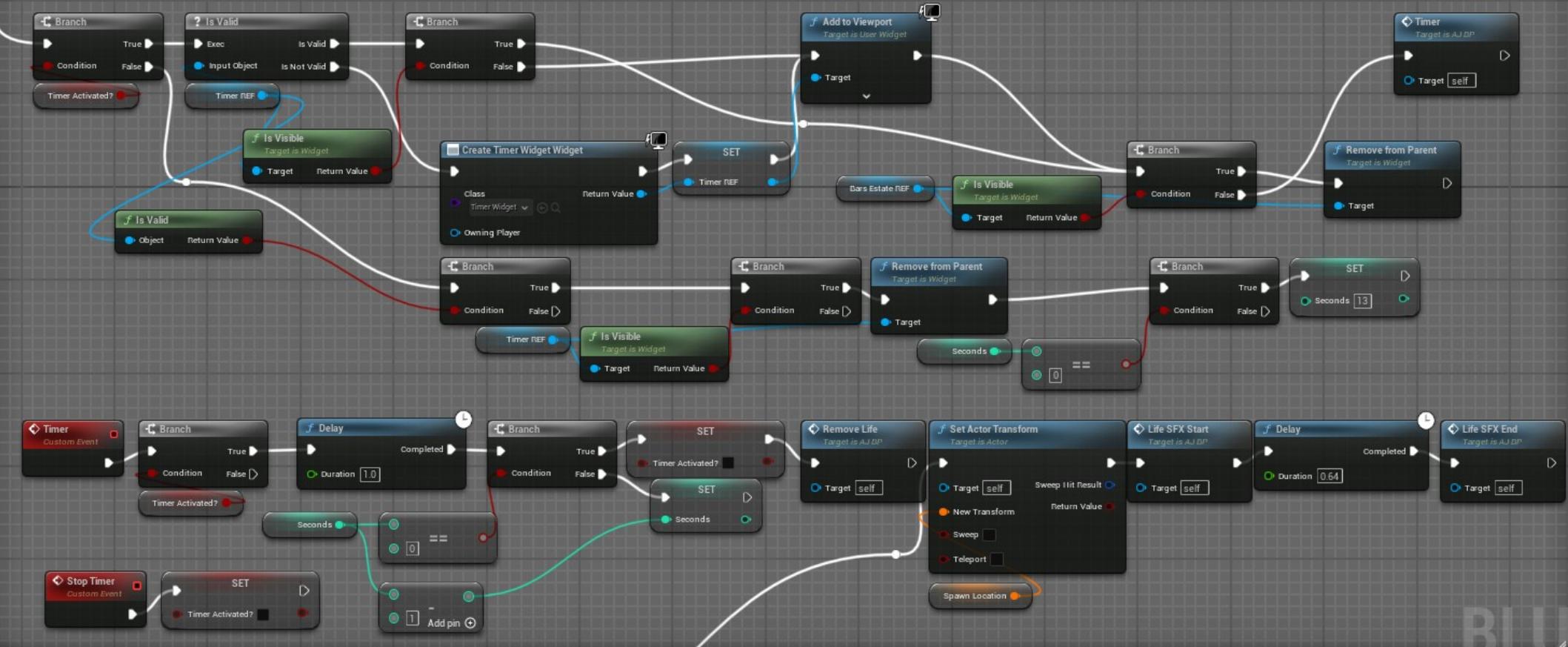


CHARACTER RARE RECORD (1)



CHARACTER TIMER

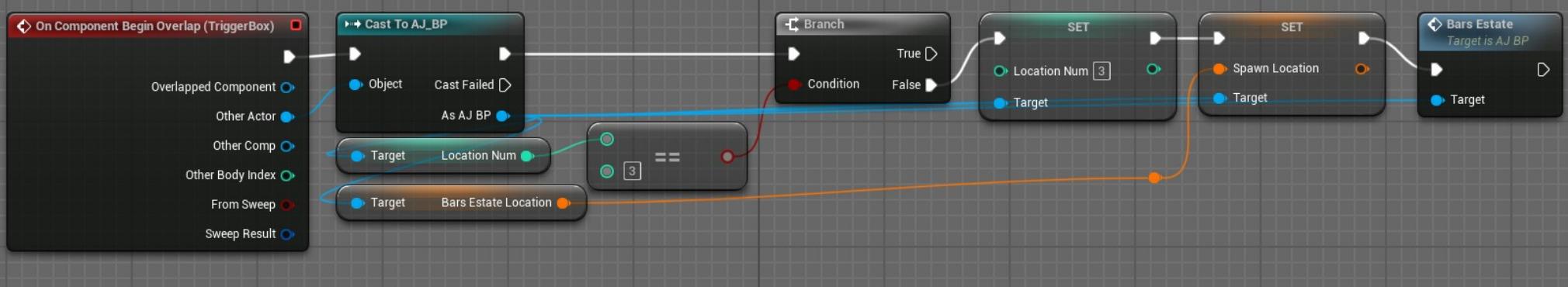
Timer



OTHER

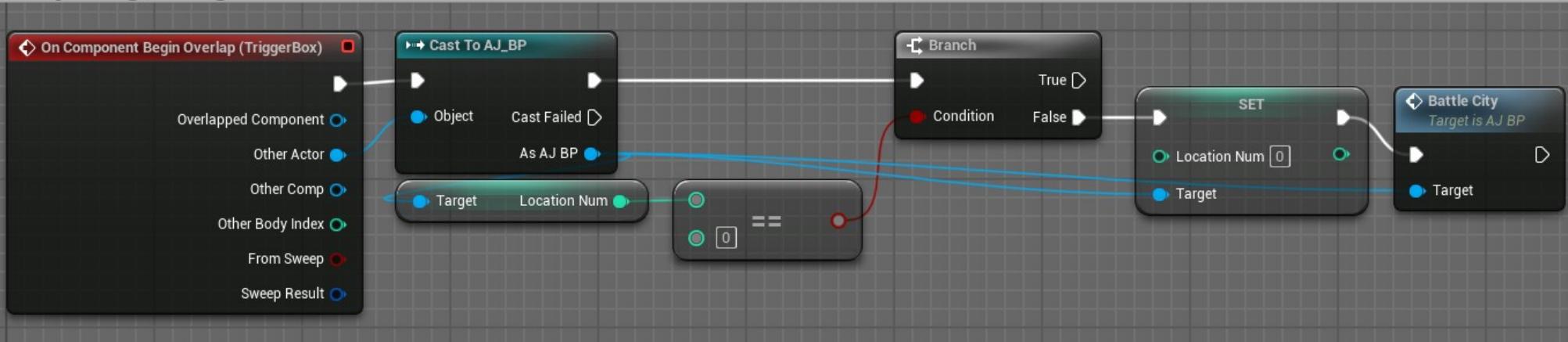
BARS ESTATE SONG CHANGER

Bars Estate Song Changer



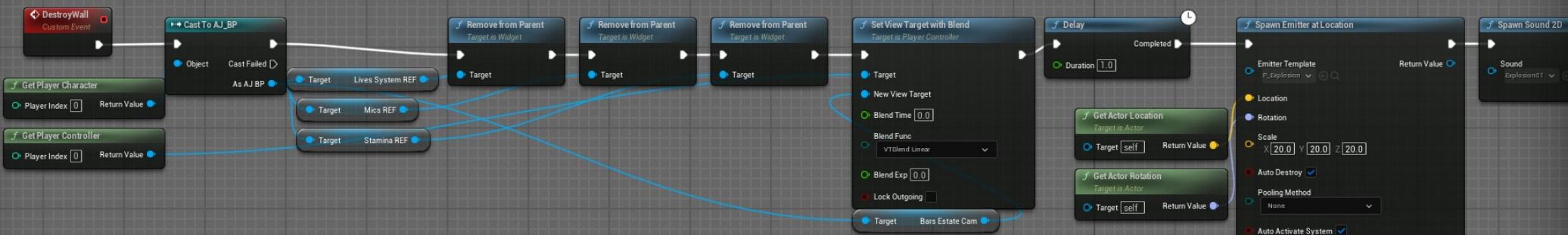
OTHER SONG CHANGER EXAMPLE

BattleCity Song Changer

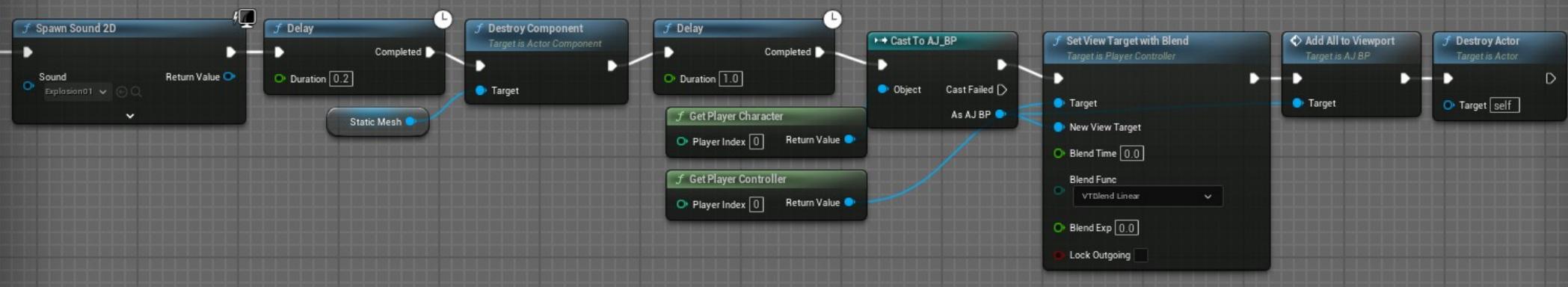


DESTRUCTIBLE WALL EXAMPLE (0)

Destructible Wall

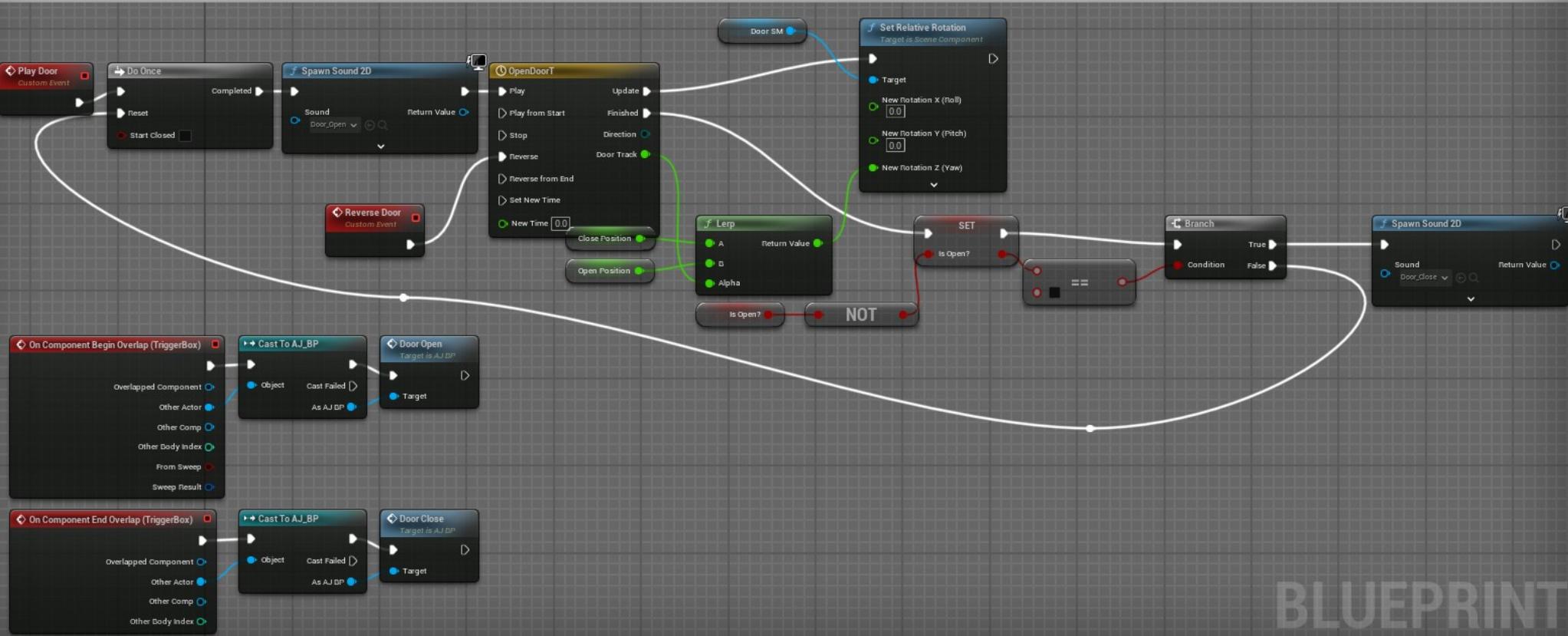


DESTRUCTIBLE WALL EXAMPLE (1)



DOOR

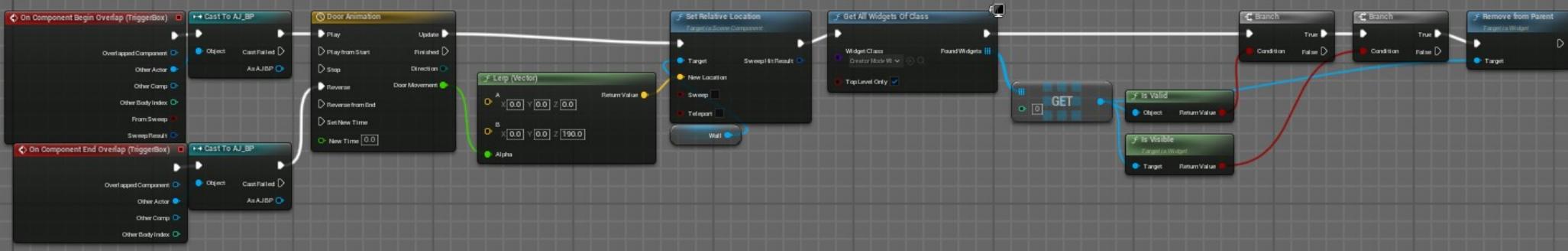
Door



BLUEPRINT

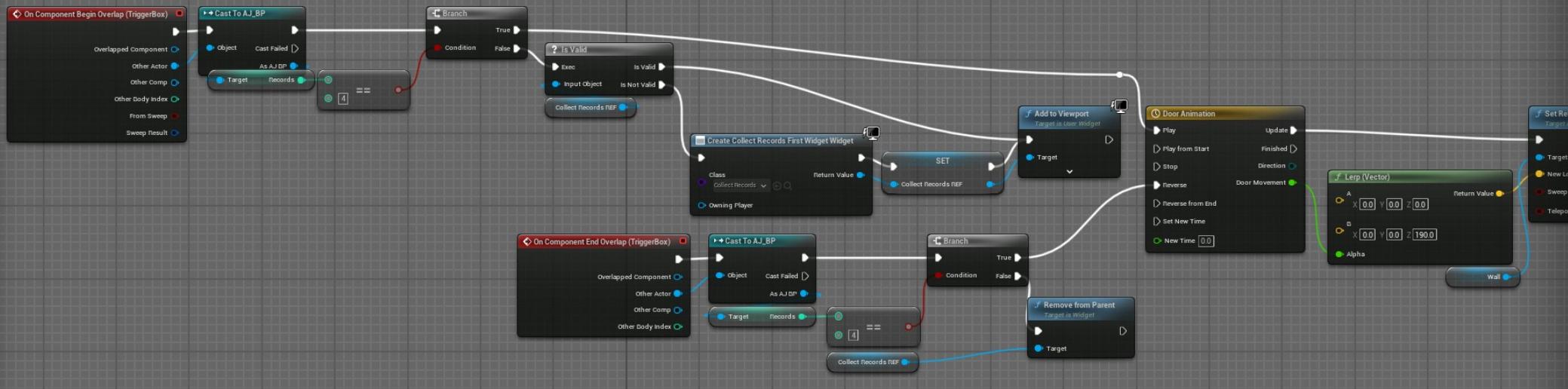
SLIDING DOOR

Sliding Door

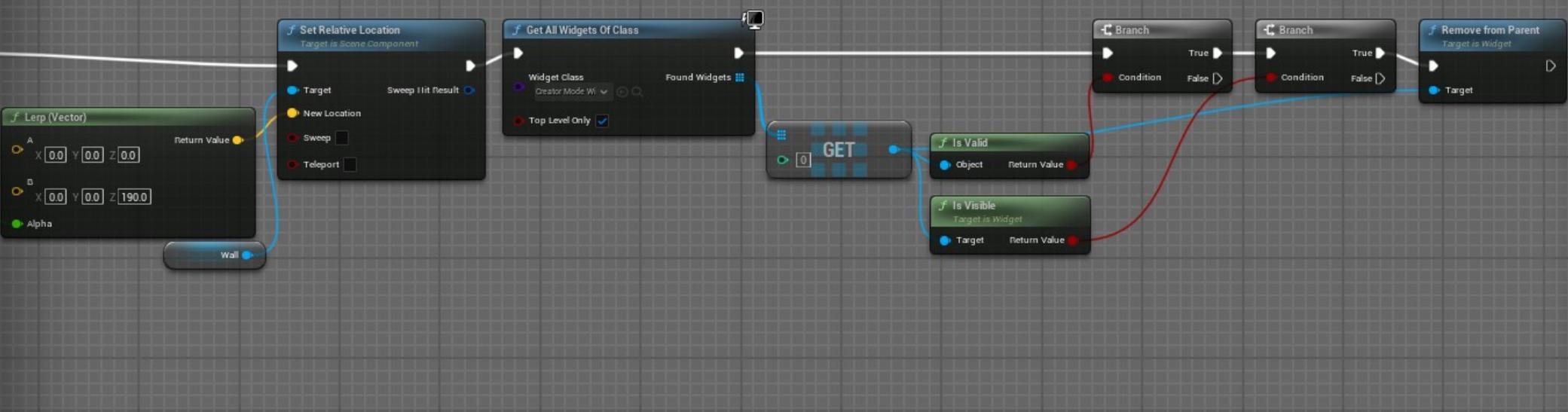


FINAL DOOR (0)

Final Door

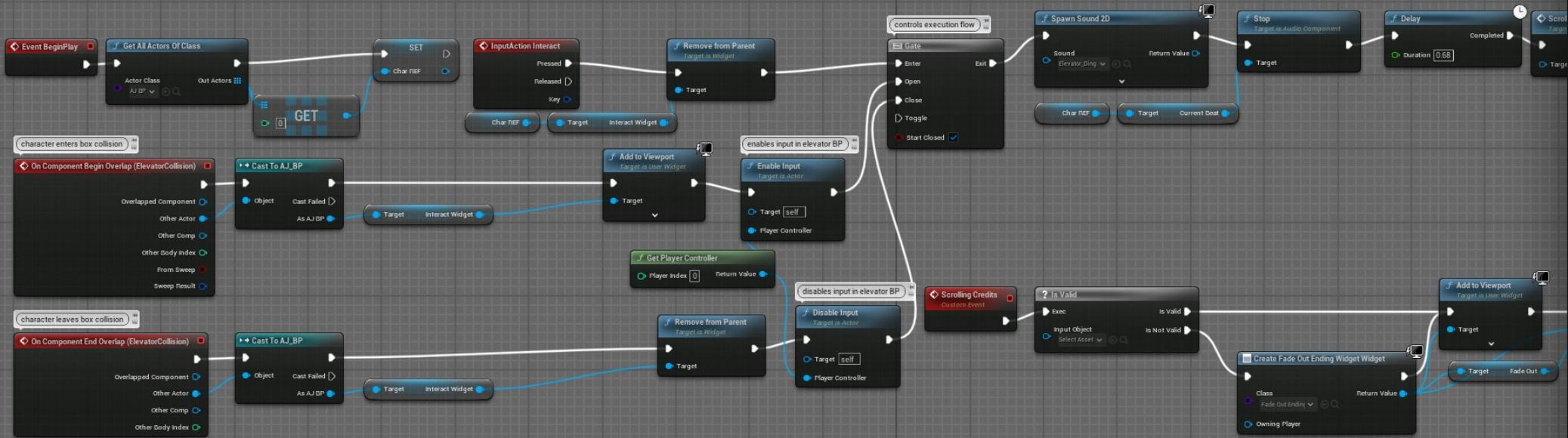


FINAL DOOR (1)



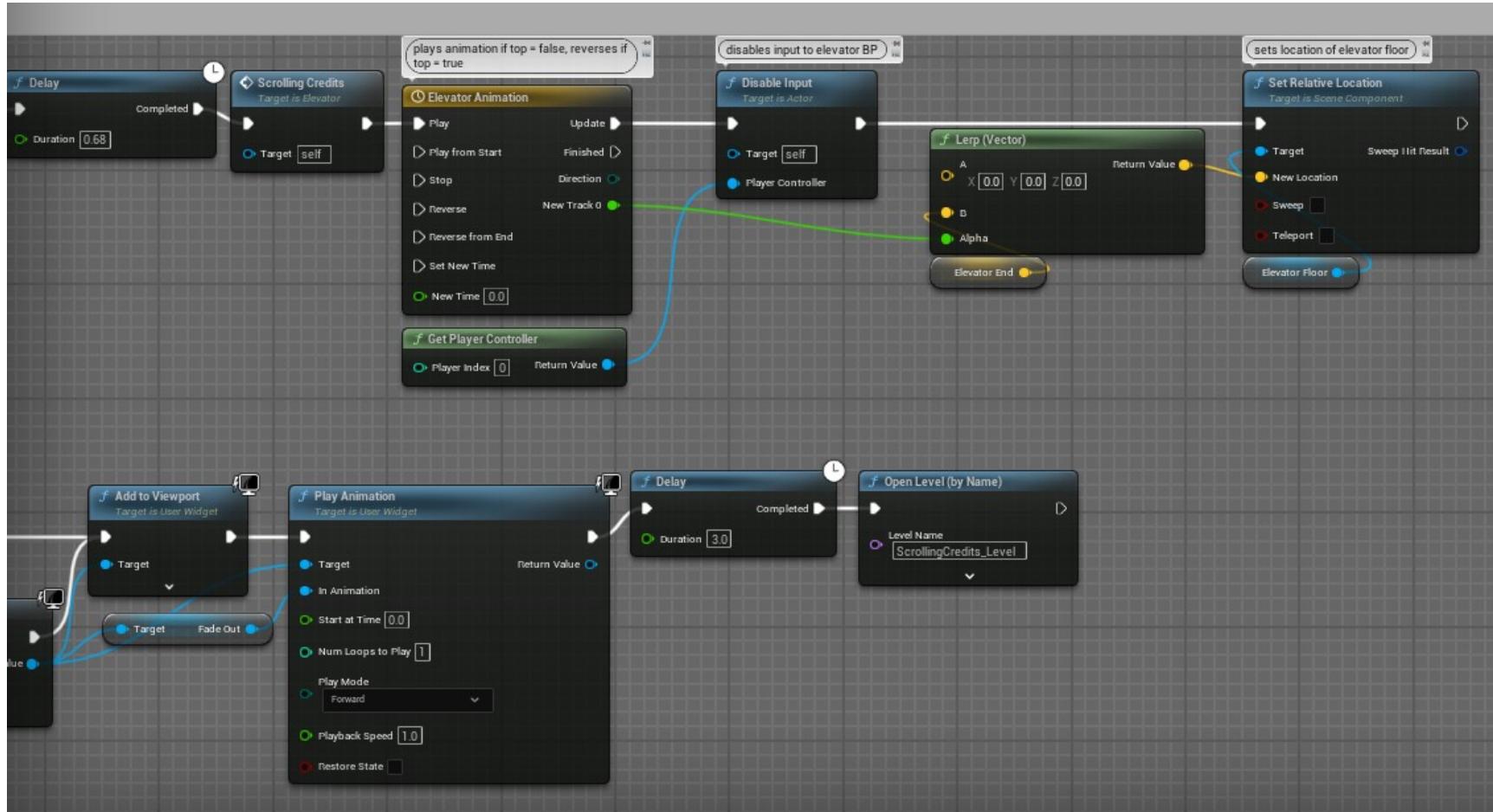
ELEVATOR (0)

Elevator



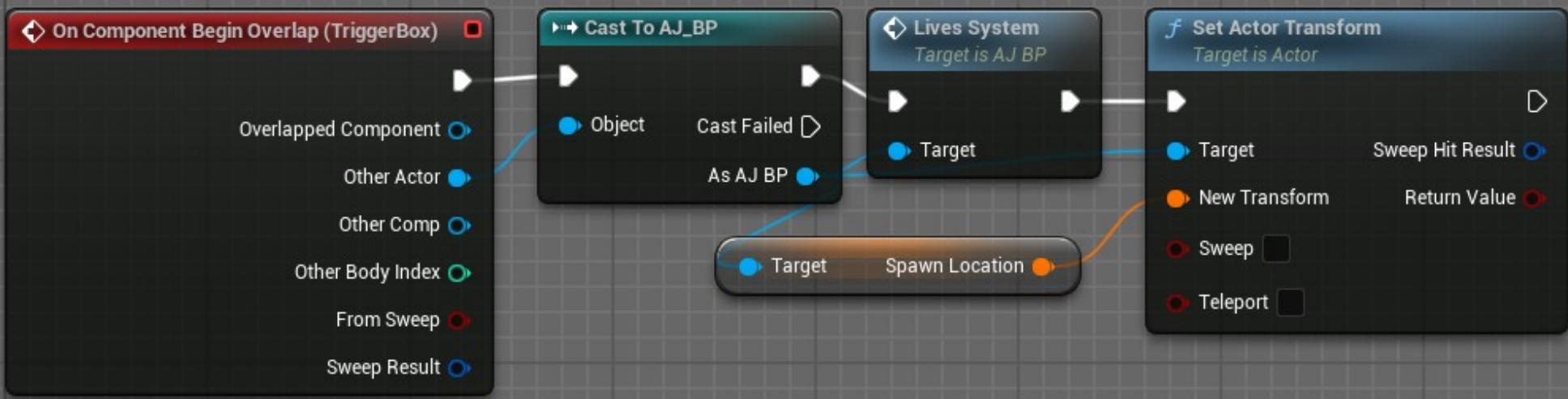
Blueprint

ELEVATOR (1)



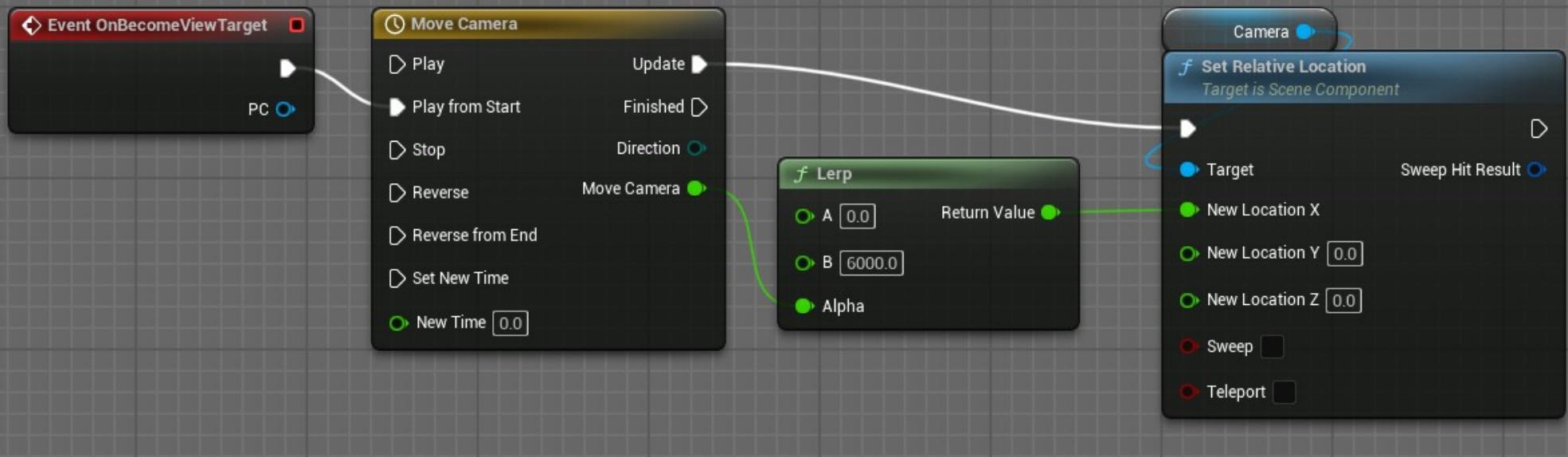
INCORRECTLY GUESSED CODE

Wrong Answer

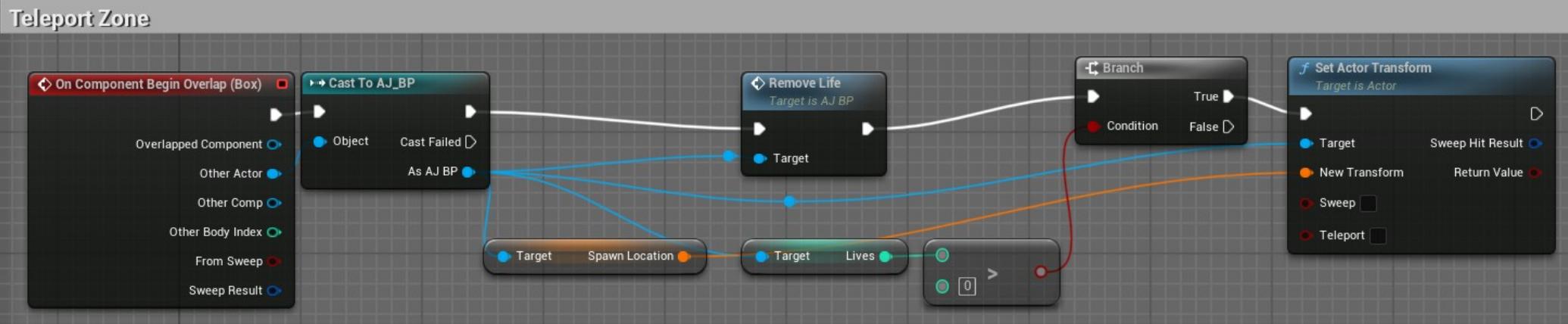


MOVING CAMERA

Moving Camera

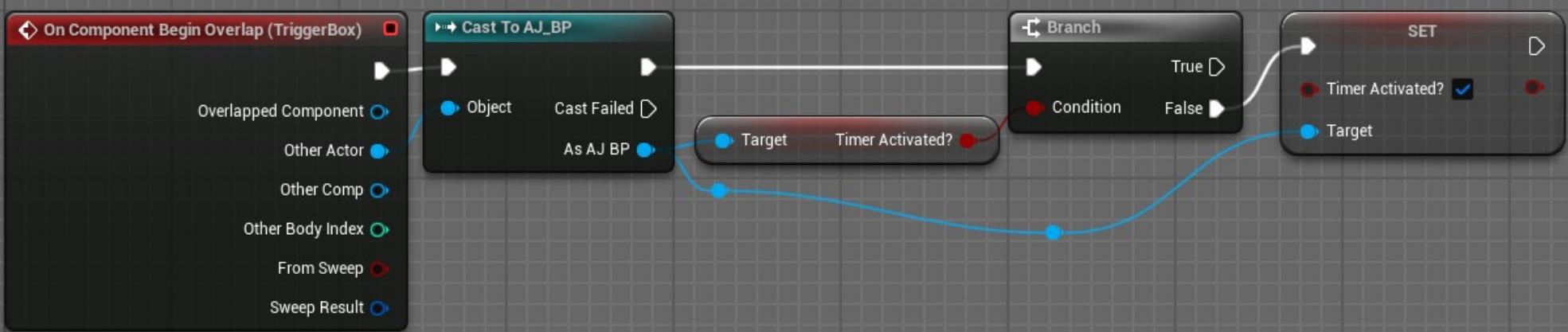


TELEPORT ZONE



TIMER START BOX

Timer Start Box



TIMER END BOX

Timer End Box

