

FROZENNN GAMES

QUICK START DOCUMENTATION GUIDE

Quick start

Miner Rusher Game

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For more code information read the Construct2 Manual and dont forget read All the game documentation commented in game events

Sources in archive:

Project's archive has next folders:

a. **Source:**

Mine Rusher CAPX (Construct 2 project)

b. **Game Sounds:**

Sound files

c. **Game Art:**

Graphic sources in PNG, icons and assets.

d. **HTML5:**

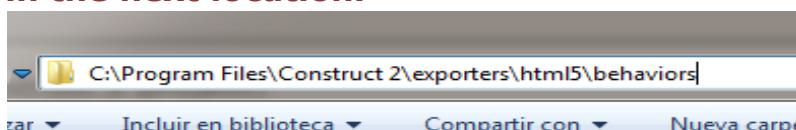
Exported Game

e. **Docs:**

Spect_Developer_Guide.pdf

f. **All files used:** Plugins and addons for construct2

IF the game you open need a behavior find the behavior in the folder and paste in the next location.



This game needs a lunarray.lit between Behavior. Go to the folder All files used and put the plugin folder in the image location. Then you can start

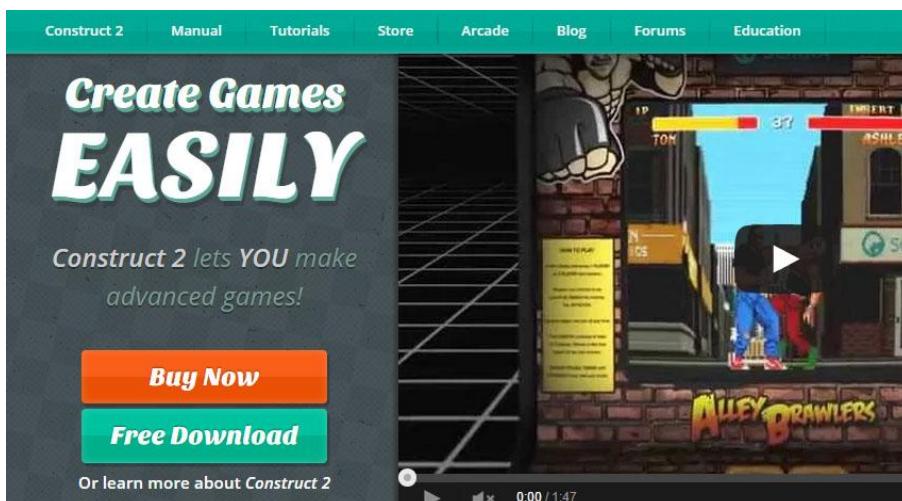
1. How open project capx file?

a. **You need personal license for Construct 2!**

b. You need latest version Construct 2

You can find program here: <https://www.scirra.com/>

And buy license here <https://www.scirra.com/store/construct-2>



Full manual is here: <https://www.scirra.com/manual/1/construct-2>

After install and run program, you can open **THE CAPX** file with project! Choose File > Open and select **THE CAPX** in Source folder.

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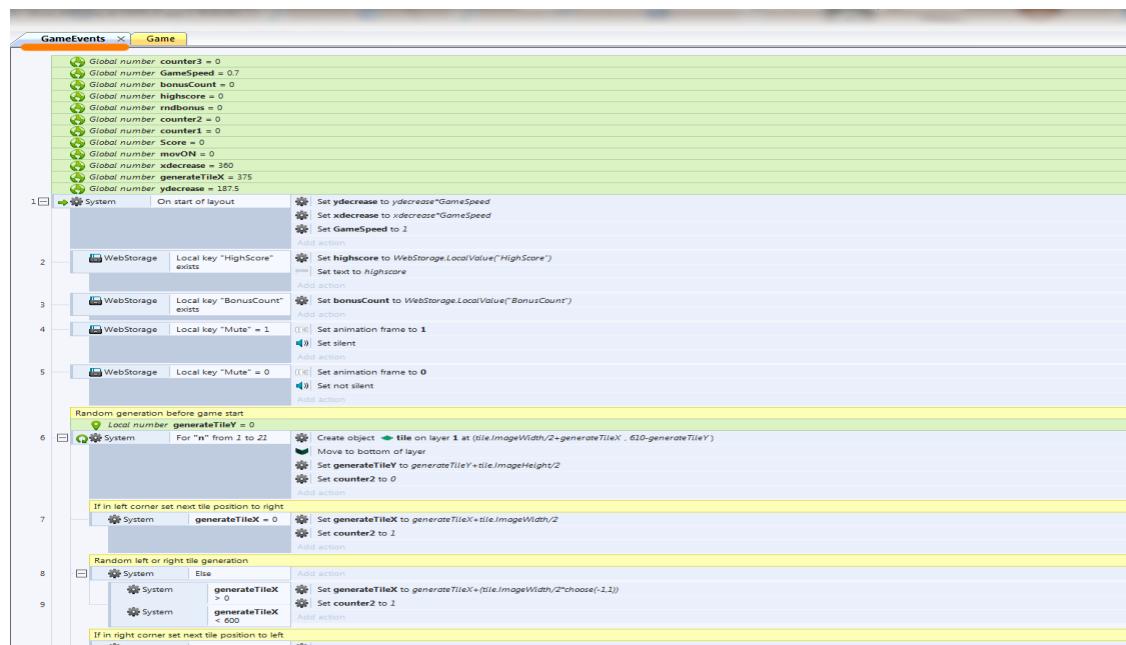
Game project contain primary elements:

- Main screen Menu
- Tiles platforms Movement
- Main character (Movement, Pick items, Destroy, etc)
- Gameplay interface (Huds, scores, etc)
- Restart Game
- End game Window

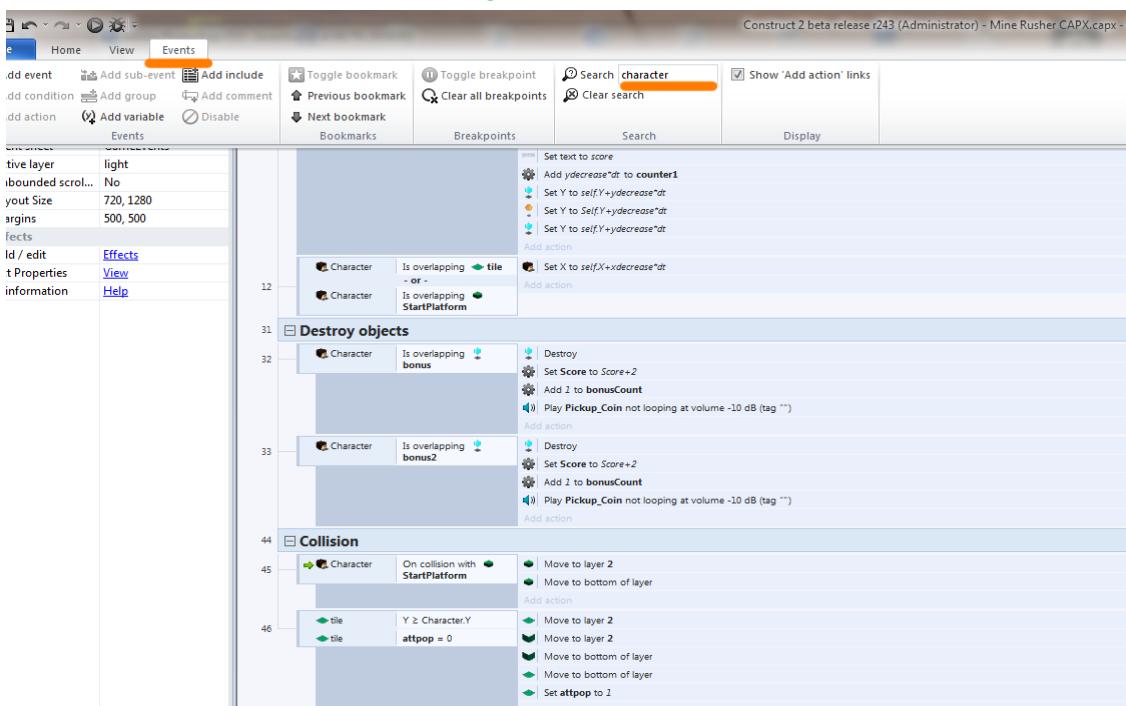
All events placed in functional groups with detailed comments.

For working with game events see event-sheet "GameEvents"

Project has 1 layout and 1 eventsheet game code.



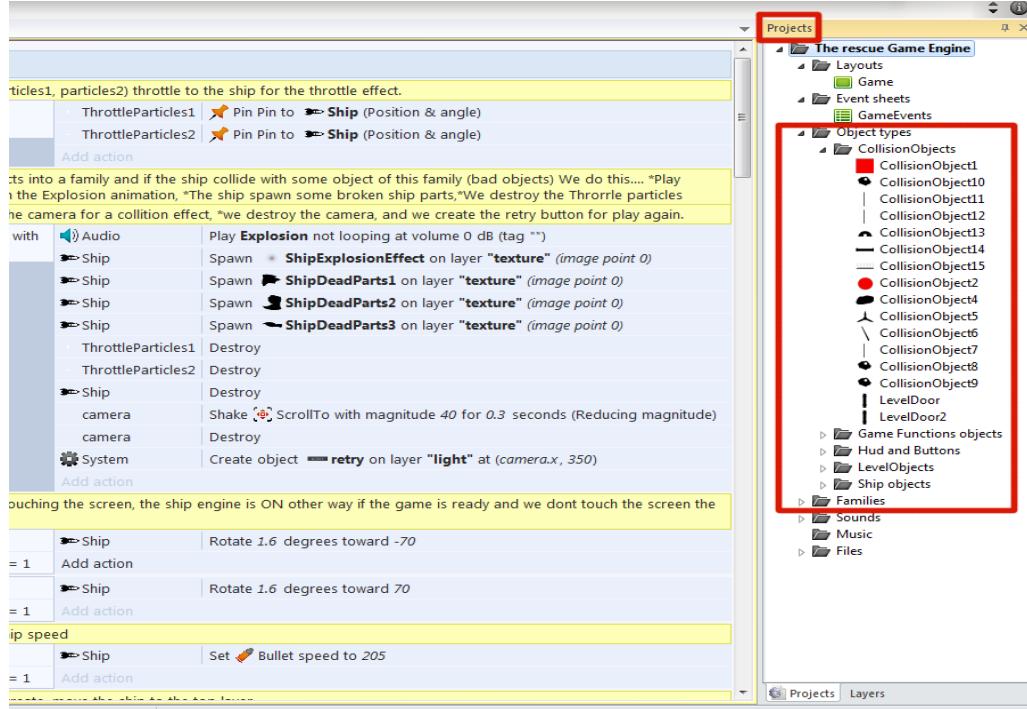
For easy finding events, use search, just type name of the object from project and you can see all events with this object!



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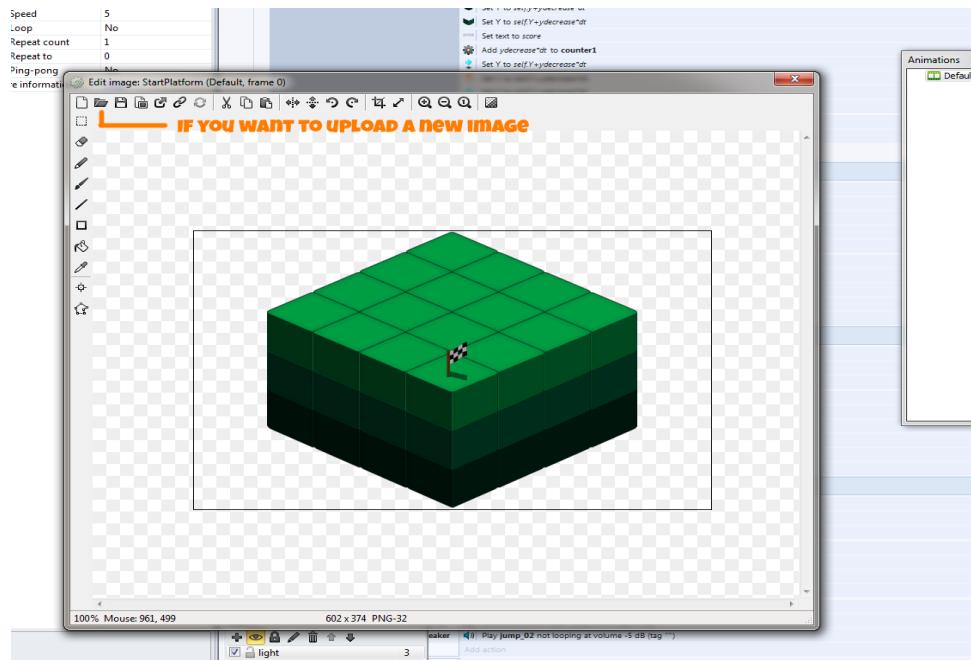
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All sprites and objects you can find in project bar, in project folders:



2. Re-skin game.

1. Find in project bar the object you want to edit .
 2. In opened sprite editor window, you can replace image



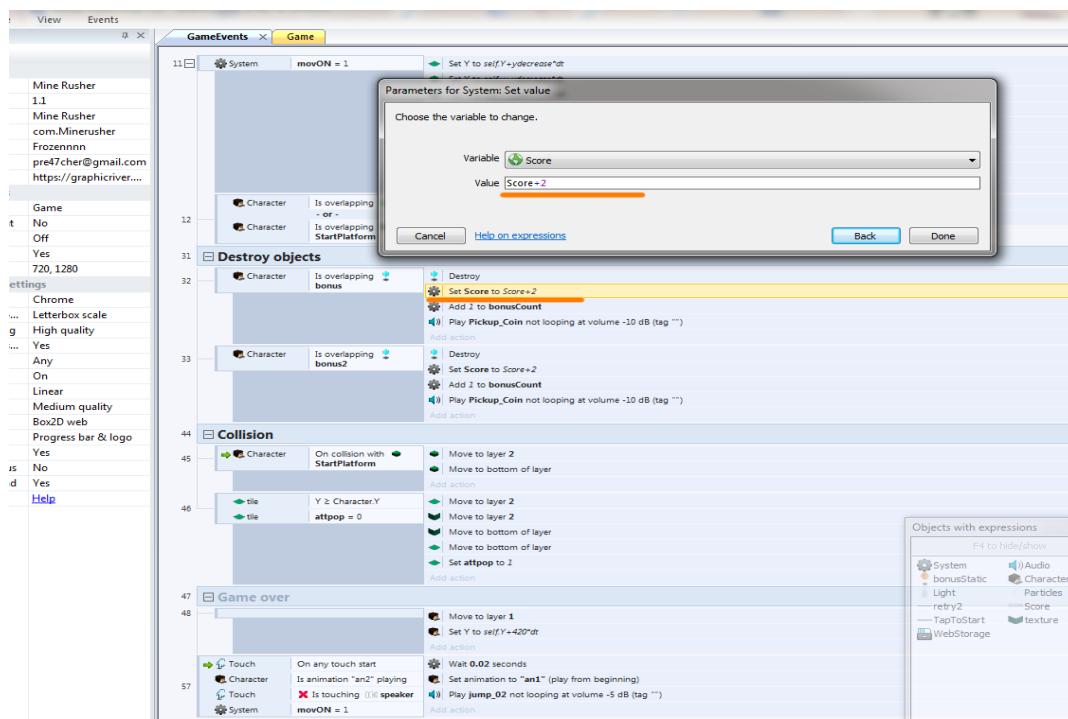
Make sure that new sprite have equal size, anchor points, and correct collision mask.

3. Simple gameplay customize.

You can easily setup gameplay just search the thing you want to change and edit from double click.

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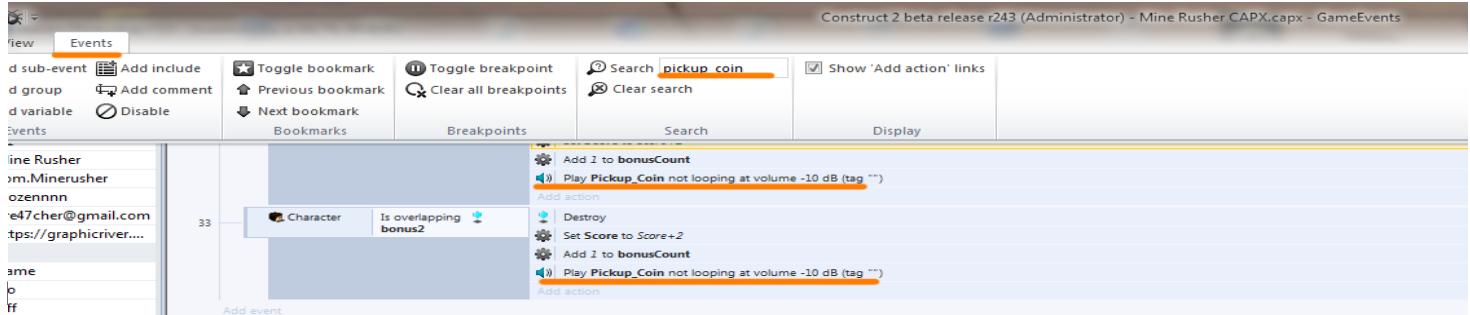
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For example When you pick a diamond you won 2 points, you can change this variable to the value you want. See the image for more information.

4. Sounds

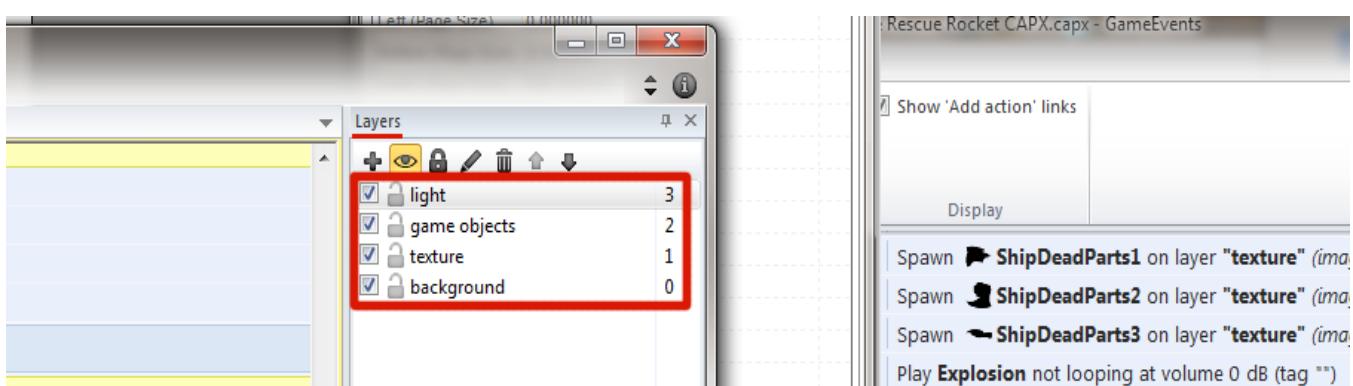
If you want to change sounds. First you upload the new sound in WAV. and then you search where that sound is played, like before in events, search



When you upload the WAV sound, Construct2 convert that WAV to ogg and m4a for Work on Browser and mobiles, so keep both files.

5. Game Layers

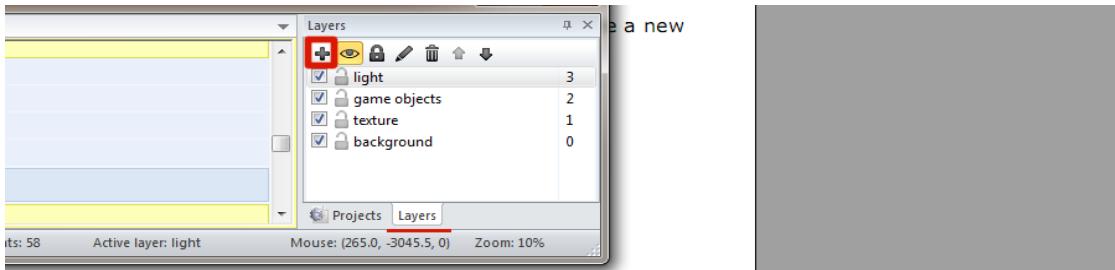
The Game contain 4 Layers so you can put the objects in different layers for example the main ship is in front of the background, explosions is in front of main ship,etc



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If you want to add more objects like foreground or other in front objects, create a new Layer, in the layer tab and add a new layer button.



7. Export to Mobile platforms

If you want to export the game to android follow the next steps, and dont forget to read the Lesson in the folloing links

Cordova export

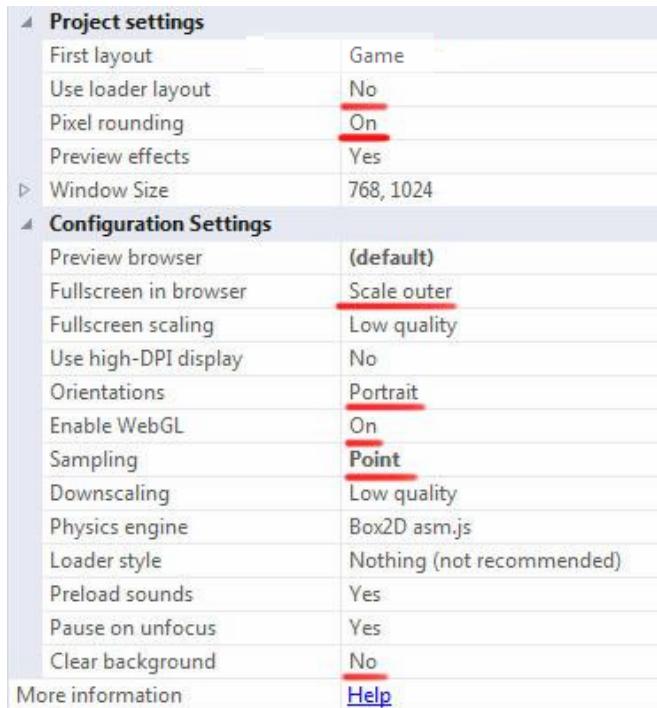
Register and download Intel XDK, here:

<https://software.intel.com/en-us/html5/tools>

Read lesson here:

<https://www.scirra.com/tutorials/809/how-to-export-to-android-with-crosswalk>

Also, before export, you must adjust next project settings for export (for this choose project in project bar):



Crosswalk version working stable on many platforms, but can freezes on weakly devices, and need really good optimization.

Ludei export

Register and create new project here: <https://sso.ludei.com>

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More info here: <https://www.scirra.com/tutorials/303/how-to-export-to-cocoonjs>

Settings of the project can be same as for export to Cordova.

Test game after compilation on different devices! Cocoon JS is high performance but unstable compilation service.

8 .Export to HTML5

Very simple export for game!

Make project settings like:

First layout	Game
Use loader layout	No
Pixel rounding	Off
Preview effects	Yes
Window Size	1280, 720
Configuration Settings	
Preview browser	Firefox
Fullscreen in browser	Letterbox scale
Fullscreen scaling	High quality
Use high-DPI display	Yes
Orientations	Any
Enable WebGL	On
Sampling	Linear
Downscaling	Medium quality
Physics engine	Box2D web
Loader style	Percentage text
Preload sounds	Yes
Pause on unfocus	No
Clear background	Yes

And read here: <https://www.scirra.com/tutorials/655/tips-on-publishing-html5-games-to-the-web>

Choose in export window HTML 5 export.

