

FROZENNNN GAMES

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Quick start

Geometry Rash

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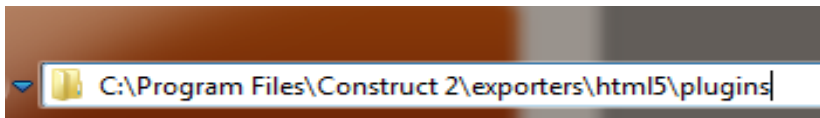
For more code information read the Construct2 Manual and dont forget read All the game documentation commented in game events

Sources in archive:

Project`s archive has next folders:

- a. Source:**
Geometry Rash with shop CAPX - Geometry Rash No shop CAPX
- b. Game Sounds:**
Sound files
- c. Game Art:**
Graphic sources in PNG, icons and assets.
- d. HTML5:**
Exported Game
- e. Docs:**
Developer_Guide.pdf
- f. All files used:** Plugins and addons for construct2

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



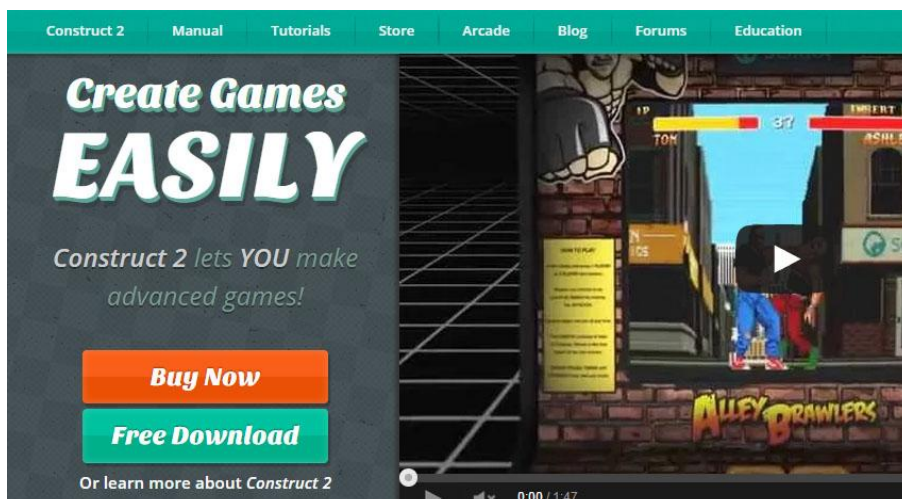
This game needs a lunarray.litetween plugin. Go to the folder All files used and put the plugin folder in the image location. Then you can start

1. How open project capx file?

- a. You need personal license for Construct 2!**
- b. You need latest version Construct 2 (v.200).

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

And buy license here (129.99\$): <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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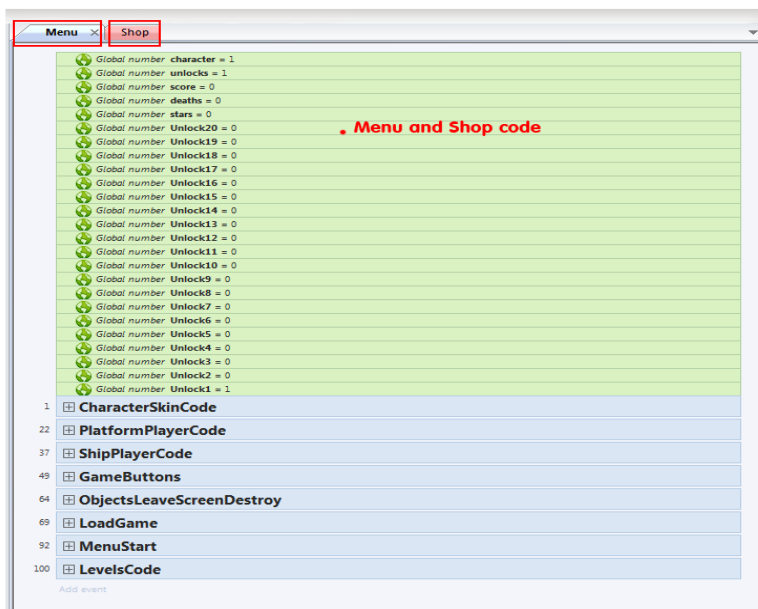
Game project contain primary elements:

- Menu Scene
- Levels Scenes
- Shop Scene
- Player characters (collisions, Movements, items, etc)
- Gameplay interface (Huds, scores, etc)
- Restart Game
- Save - Load System

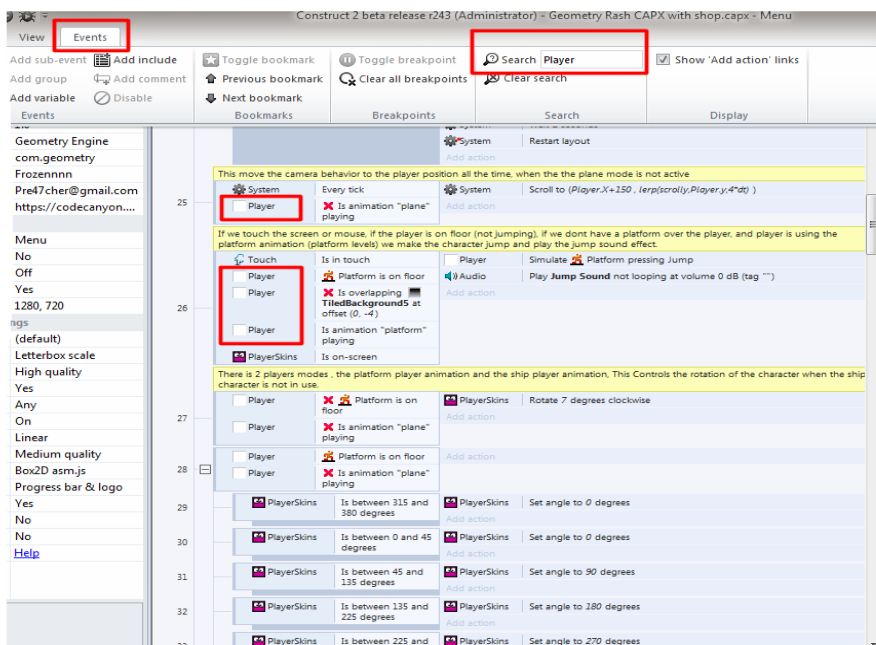
All events placed in functional groups with detailed comments.

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

Project has 2 event- sheets, 1 for Menu and gameplay and other for Shop



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



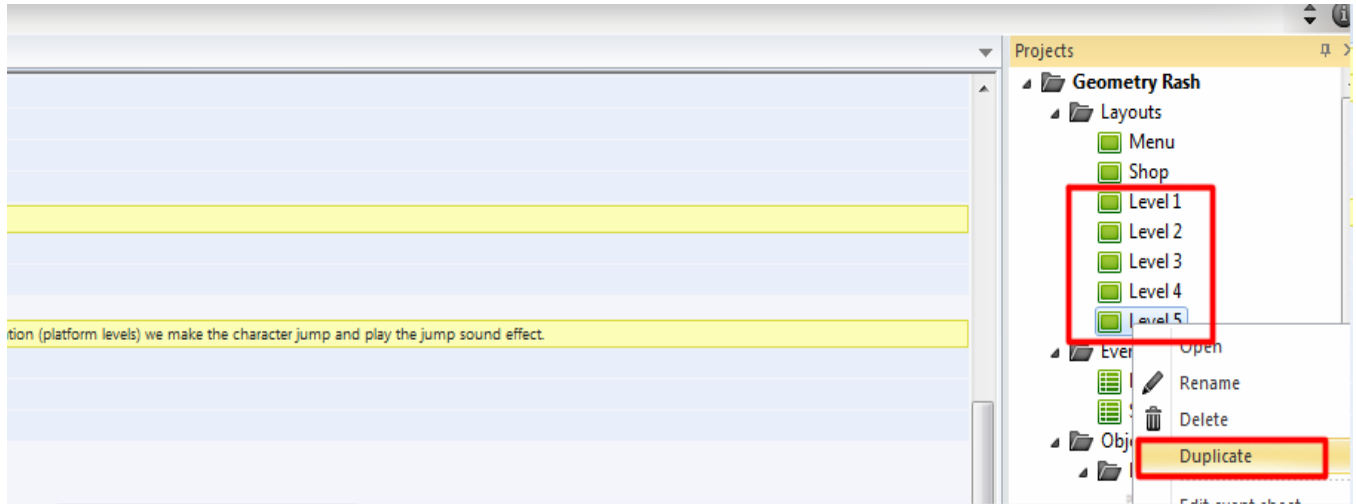
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Add More Levels to the game.

The game contain 5 Premade Levels to play and you can add as you want.

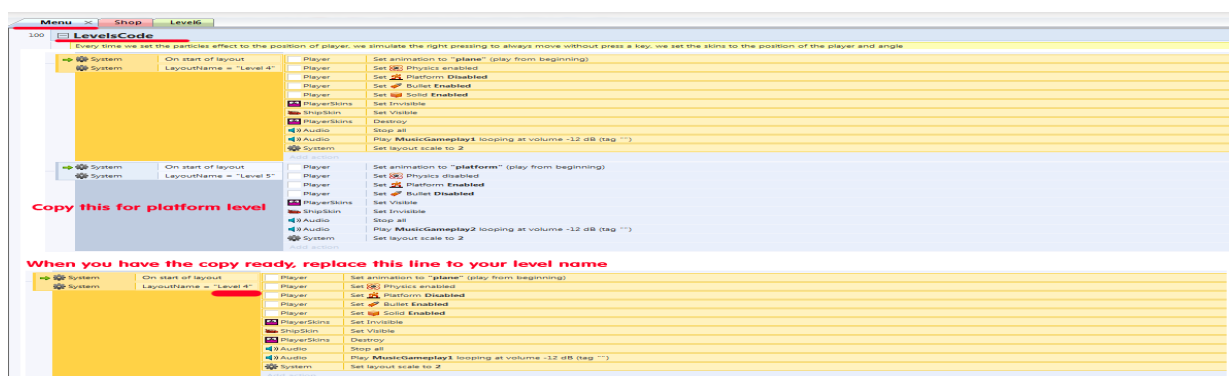
There is 2 type of levels, platform levels(1,3,5) and fly levels(2,4). First duplycate one of the type of level you want to create and then rename.



once you create the new level, open the level and replace what you want.



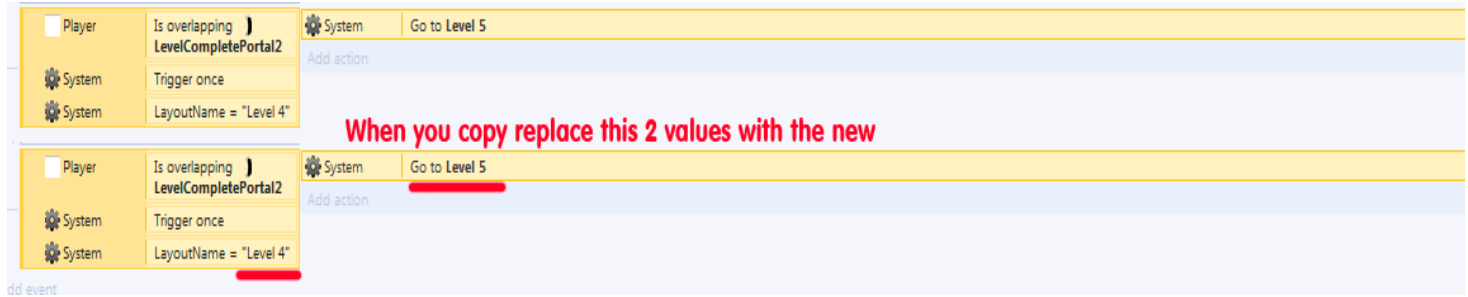
When you have the level ready to play, Go to Menu eventsheet and open Levels code now duplicate the level code. If you duplicate a platform level, you have to duplicate the code of level 1,2 or 3. If you duplicate a ship level, duplicate the code of level 2 or 4. and change the name of your new level in the layout name code



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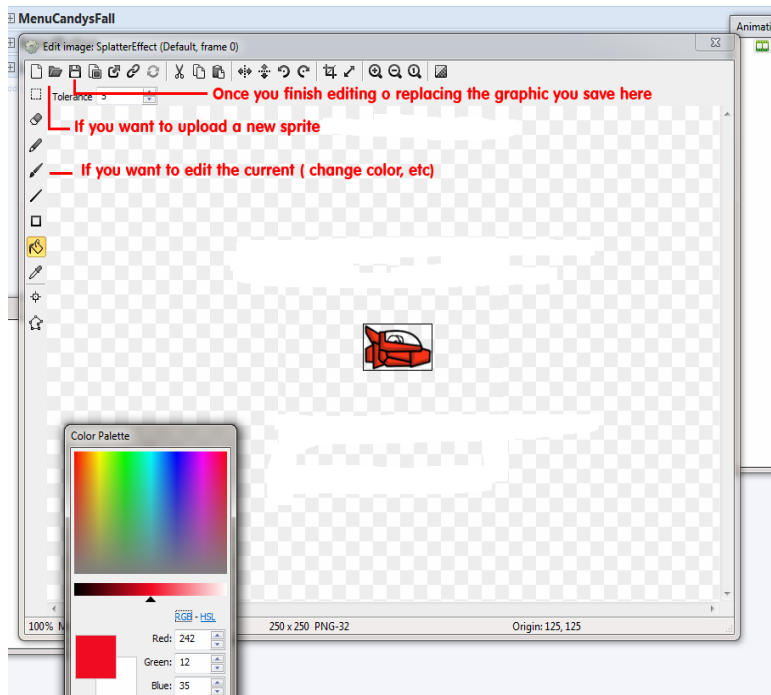
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And for last copy this last line of code and replace with your level names



2. Re-skin game.

- 1.Find in project bar the object you want reskin and double click on sprite
- 2.In opened sprite editor window, you can replace image



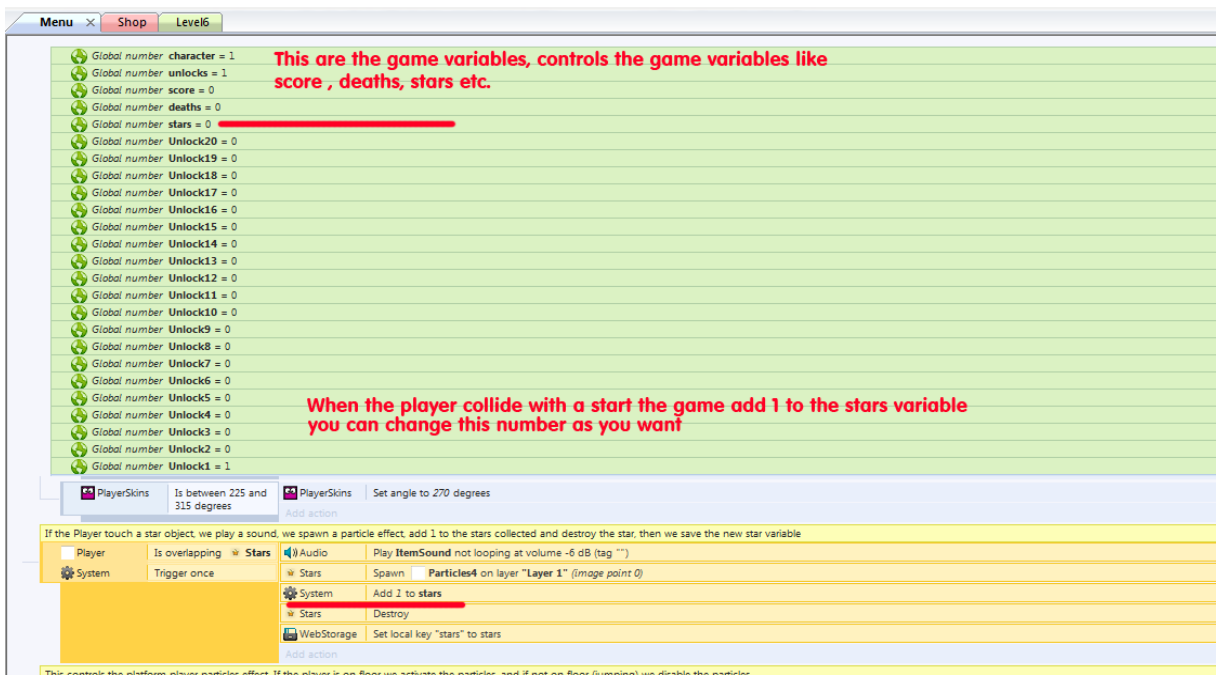
Make sure that new sprite have equal size, anchor points, and correct collision mask.

3. Simple gameplay customize.

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

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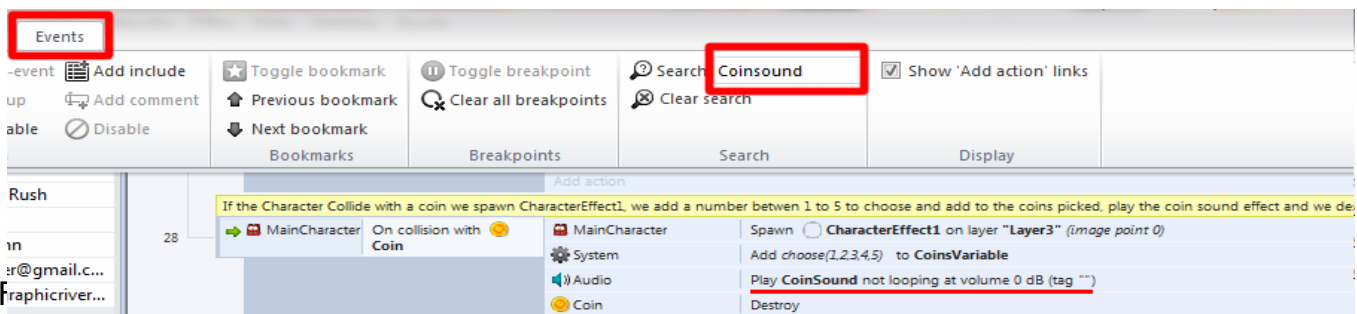
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For example When you pick a coin you get 1 coin, you can change this variable to the value you want. See the image for more information.

4. Sounds

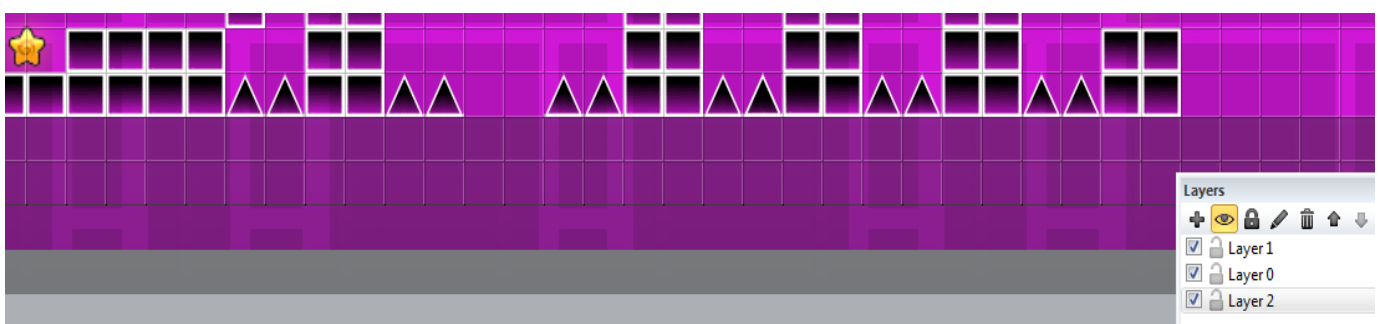
If you want to change sounds. First you upload the new sound in WAV. and then you search where that sound is played, like before in events, search



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

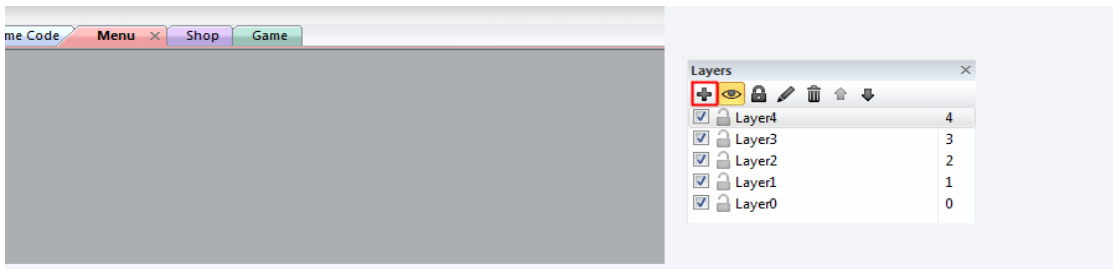
The Game contain 3 Layers so you can put the objects in diferent layers for example the Game buttons are in front of the background, other objects infront Buttons,etc



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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 follosing 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):

| Project settings | |
|------------------------|---------------------------|
| First layout | Game |
| Use loader layout | No |
| Pixel rounding | On |
| Preview effects | Yes |
| Window Size | 768, 1024 |
| Configuration Settings | |
| Preview browser | (default) |
| Fullscreen in browser | Scale outer |
| Fullscreen scaling | Low quality |
| Use high-DPI display | No |
| Orientations | Portrait |
| Enable WebGL | On |
| Sampling | Point |
| Downscaling | Low quality |
| Physics engine | Box2D asm.js |
| Loader style | Nothing (not recommended) |
| Preload sounds | Yes |
| Pause on unfocus | Yes |
| Clear background | No |
| More information | Help |

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.

