

# FROZENNN GAMES

## QUICK START DOCUMENTATION GUIDE

Quick start

# Monster Rush

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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:**

Monster Rush CAPX (Construct 2 project)

b. **Game Sounds:**

Sound files

c. **Game Art:**

Graphic sources in PNG, icons and assets.

d. **HTML5:**

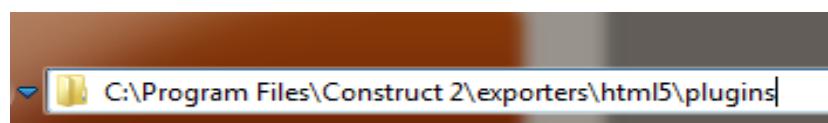
Exported Game

e. **Docs:**

Spect\_Developer\_Guide.pdf

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

**IF the game you open need a 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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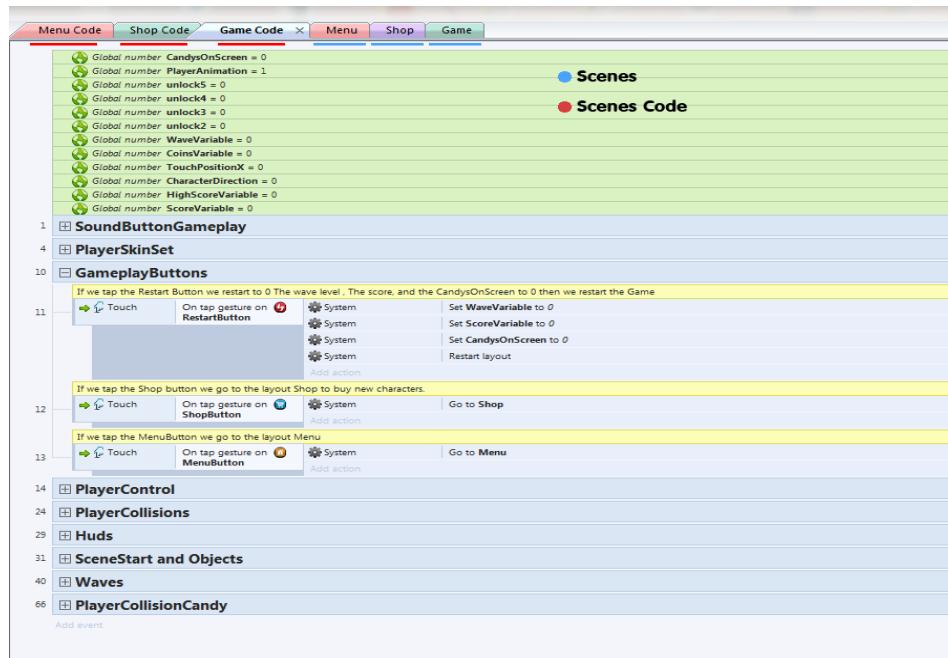
### Game project contain primary elements:

- Menu Scene
- Gameplay Scene
- Shop Scene
- Player character (collisions, Movements, items, etc)
- Gameplay interface (Huds, scores, etc)
- Restart Game
- Wave Level System

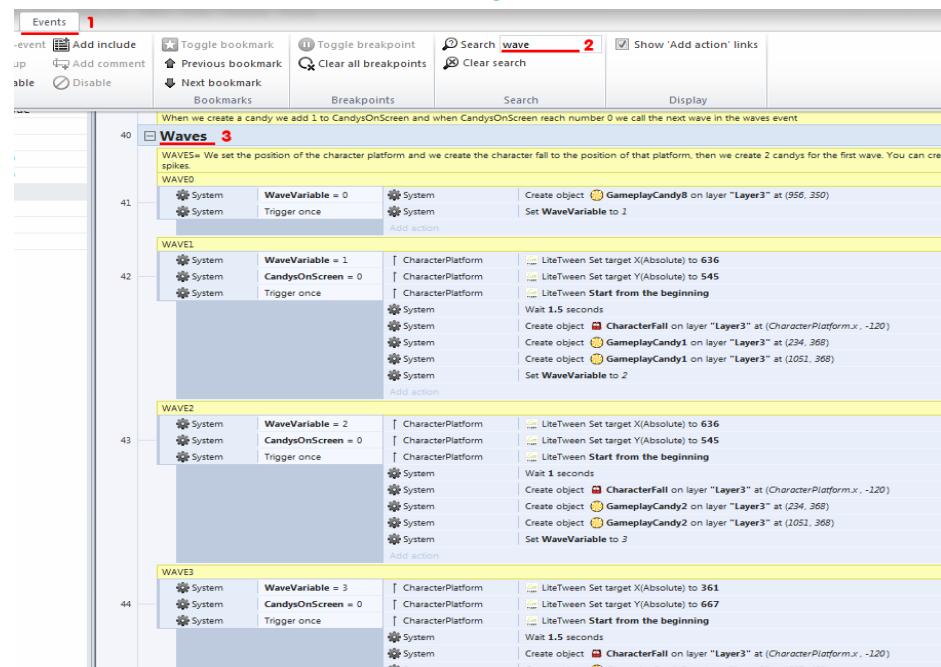
**All events placed in functional groups with detailed comments.**

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

Project has 3 layout and 3 eventsheet game code.



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 or waves to the game.

The game contain 24 waves (levels) to play and you can add as you want.

First we serch for the wave code in the events.

**Waves**

WAVES= We set the position of the character platform and we create the character fall to the position of that platform, then we create 2 candys for the first wave. You can create the candys wherever you want.

System	WaveVariable = 0	System	Create object  GameplayCandy8 on layer "Layer3" at (956, 350)
System	Trigger once	System	Set WaveVariable to 1
Add action			
WAVE1			
System	WaveVariable = 1	CharacterPlatform	LiteTween Set target X(Absolute) to 636
System	CandysOnScreen = 0	CharacterPlatform	LiteTween Set target Y(Absolute) to 545
System	Trigger once	CharacterPlatform	LiteTween Start from the beginning
System		System	Wait 1.5 seconds
System		System	Create object  CharacterFall on layer "Layer3" at (CharacterPlatform.x, -120)
System		System	Create object  GameplayCandy1 on layer "Layer3" at (234, 368)
System		System	Create object  GameplayCandy1 on layer "Layer3" at (1051, 368)
System		System	Set WaveVariable to 2
Add action			

Then you copy the last wave (wave 24) and you paste below then follow this steps

System	WaveVariable = 24	CharacterPlatform	LiteTween Set target X(Absolute) to 636
System	CandysOnScreen = 0	CharacterPlatform	LiteTween Set target Y(Absolute) to 545
System	Trigger once	CharacterPlatform	LiteTween Start from the beginning
System		System	Wait 1.5 seconds
System		System	Create object  CharacterFall on layer "Layer3" at (CharacterPlatform.x, -120)
System		System	Create object  GameplayCandy7 on layer "Layer3" at (234, 368)
System		System	Create object  Spikes3 on layer "Layer3" at (320, 368)
System		System	Create object  GameplayCandy7 on layer "Layer3" at (1051, 368)
System		System	Create object  Spikes3 on layer "Layer3" at (930, 368)
System		System	Set WaveVariable to 25
Add action			
System	WaveVariable = 24	CharacterPlatform	LiteTween Set target X(Absolute) to 636
System	CandysOnScreen = 0	CharacterPlatform	LiteTween Set target Y(Absolute) to 545
System	Trigger once	CharacterPlatform	LiteTween Start from the beginning
System		System	Wait 1.5 seconds
System		System	Create object  CharacterFall on layer "Layer3" at (CharacterPlatform.x, -120)
System		System	Create object  GameplayCandy7 on layer "Layer3" at (234, 368)
System		System	Create object  Spikes3 on layer "Layer3" at (320, 368)
System		System	Create object  GameplayCandy7 on layer "Layer3" at (1051, 368)
System		System	Create object  Spikes3 on layer "Layer3" at (930, 368)
System		System	Set WaveVariable to 25
Add action			
set to next wave			

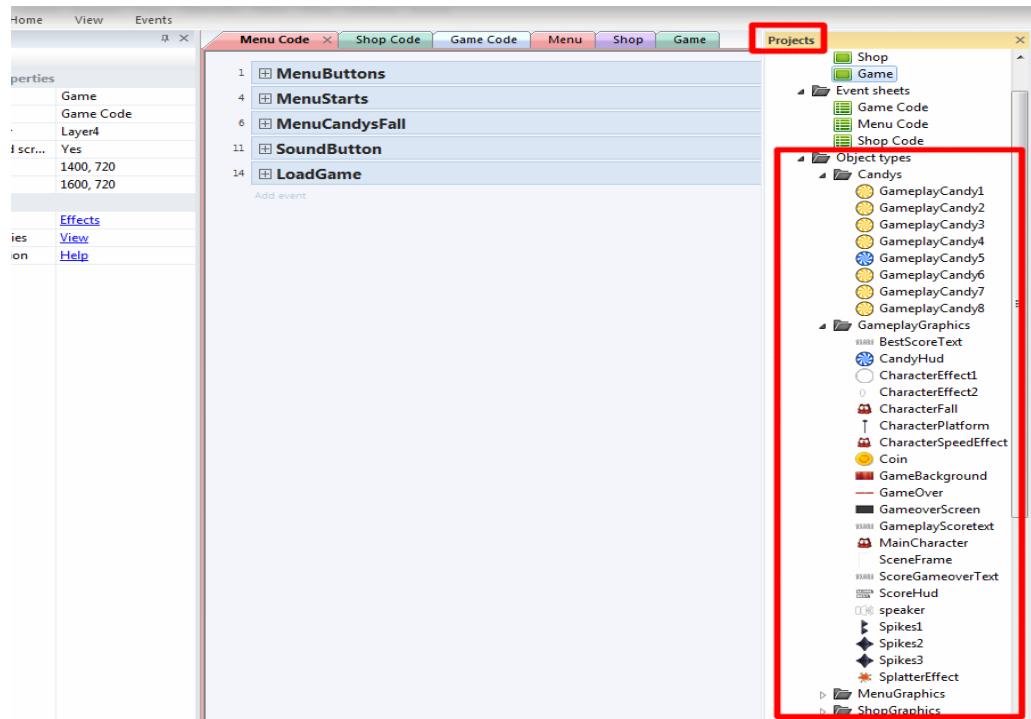
In the new copy first we change WaveVariable 24 to 25, then you need to set the new position of the platform in the first 2 events Character platform LiteTween X Position and Y position like you see in the image 636, 545

Then just add new candys at the position you want or replace the position of that candys GameplayCandy, and do the same with the spikes, also you can add coins. And for last thing change the number at the bottom WaveVariable to 26

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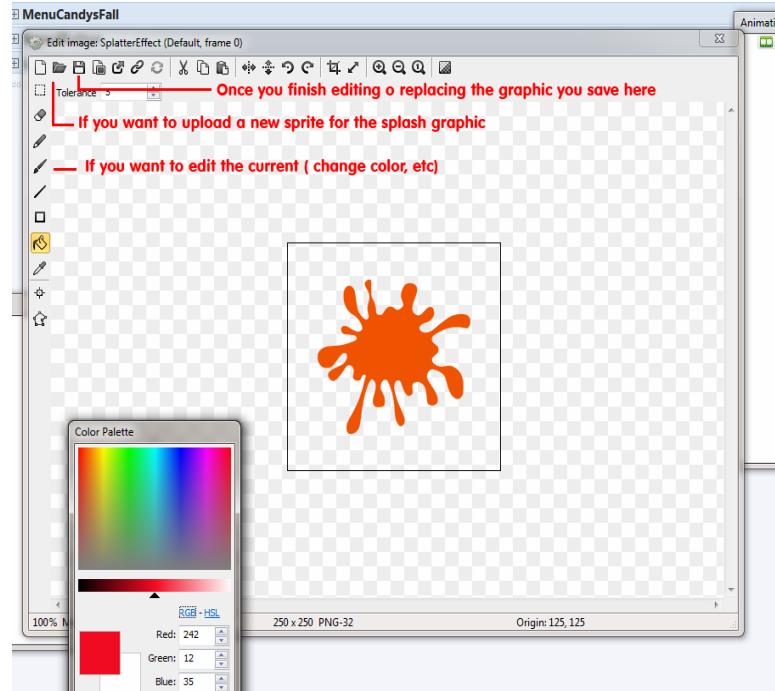
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All sprites and objects you can find in project bar, in project folders:



## 2. Re-skin game.

1. Find in project bar the object you want 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.

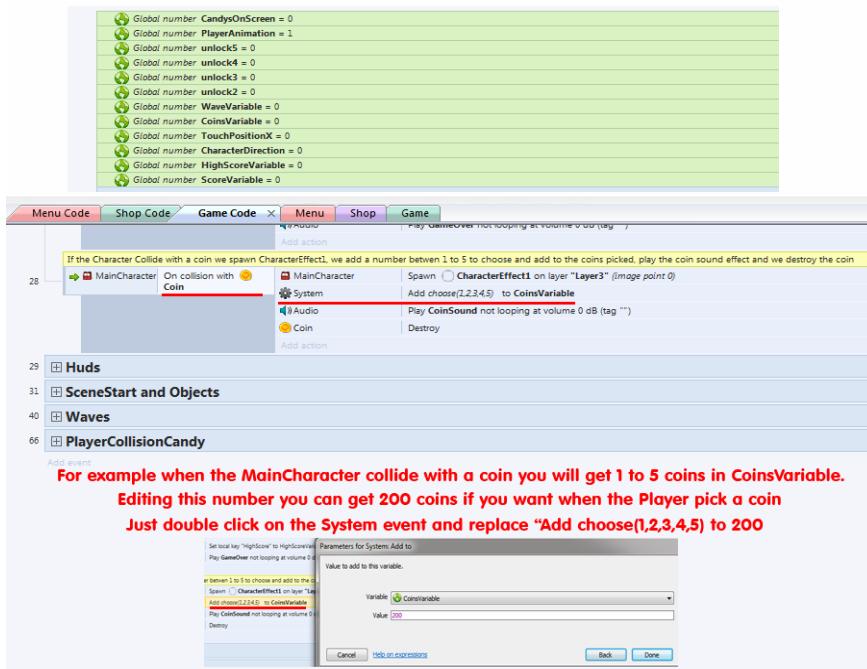
## 3. Simple gameplay customize.

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

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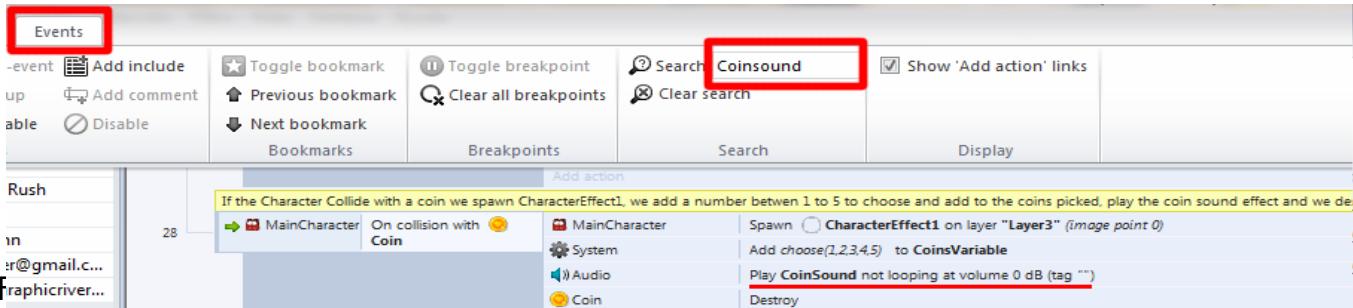
THIS ARE A GAME VARIABLES, CONTROL THE GAME AS SCORE, COINS, ETC



For example When you pick a coin you get 1 to 5 coins, 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

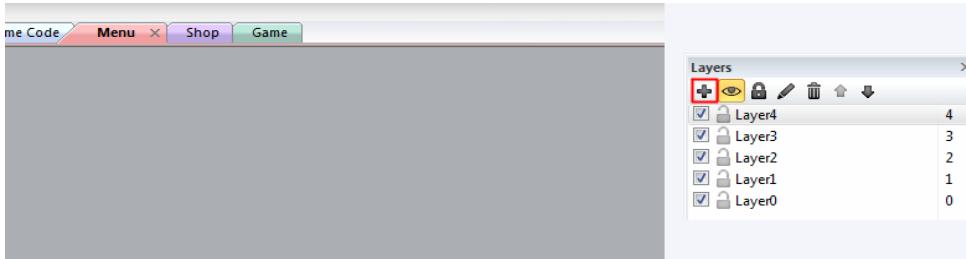
The Game contain 5 Layers so you can put the objects in different layers for example the Game buttons are in front of the background, other objects in front Buttons,etc



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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 folloing links

### Cordova export

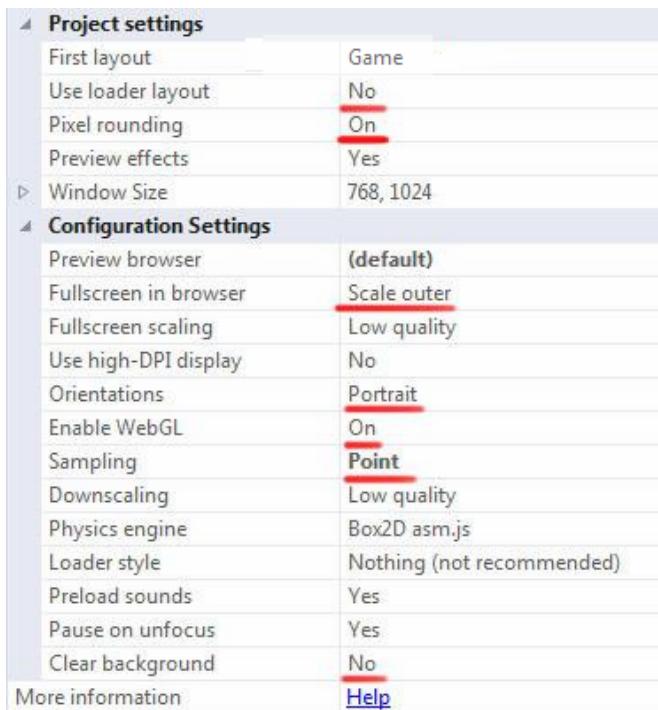
Register and download Intel XDK, here:

<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.

