



QUICK START GUIDE





Project's archive has next folders:

- a. **Source:**
CANDY MATCH SAGA 2 C3P (C3)
- b. **Game Sounds:**
SOUND FILES
- c. **Game Art:**
GRAPHIC SOURCES, ICONS AND ASSETS
- d. **HTML5:**
EXPORTED GAME
- e. **Docs:**
DEVELOPER DOCUMENTATION

How open project c3p file?

- a. **You need personal license for Construct 3!**
- b. You need latest version Construct 3



After install and run the program, you can open the C3P file in your project! Choose File/ Open and select the C3P in the source folder



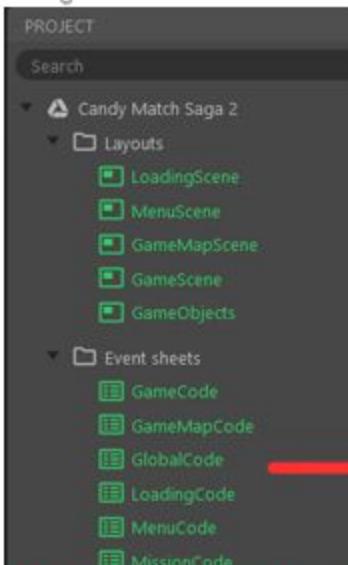
Game project contain primary elements:

- LOADING SCENE
- MENU SCENE
- LEVEL SELECT SCENE
- GAMEPLAY SCENE

All events are placed in order and with comments to make easy to modify

To start the modification go to eventsheets and choose one

The game have 6 event-sheets that you can edit to configure the game



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

nt Set text to Power3

nt Set text to Power4

Set UsingPower to 1

Play Power1 not looping at volume -8 dB (tag "")

Subtract 1 from Power1

Create object ■ PowerUpsBackground on layer "Game" at (0, 0), cr template: "

Spawn | PowerEffectv1 on

Find results: 'power' (255 results)					
	Project	Event sheet	Where	Icon	Match
1	Set angle to 180 degrees	Garden Mat...	Event 1	Global number	Power1
1	Spawn PowerEffectv1 on	Garden Mat...	Event 1	Global number	Power2
1	Set angle to 270 degrees	Garden Mat...	Event 1	Global number	Power3
	Spawn PowerEffectv1 on	Garden Mat...	Event 1		



INFINIT GAMES

MODIFY EVENTS

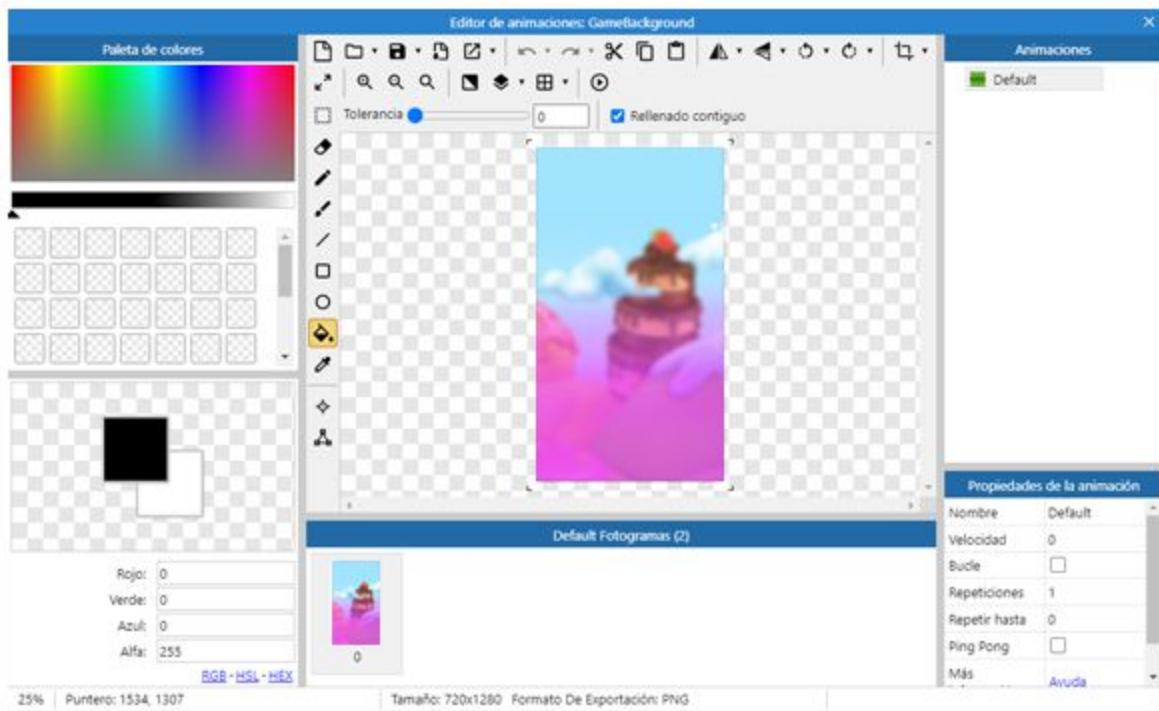
TO MODIFY EVENTS FIND THE EVENT OR VARIABLE THAT YOU WANT
AND REPLACE THE VARIABLE WITH OTHER VALUE THAT YOU NEED

Power ups initial system to add power ups in the levels

Action	Condition	Value
System	On start of layout	Set Power1 to 0
System	cur_level = 1	Set Power2 to 0
System		Set Power3 to 0
System		Set Power4 to 0
Add action		
System	On start of layout	Set Power1 to 0
System	cur_level = 2	Set Power2 to 0
System		Set Power3 to 0
System		Set Power4 to 0
Add action		
System	On start of layout	Set Power1 to 1
System	cur_level = 3	Set Power2 to 0
System		Set Power3 to 0
System		Set Power4 to 0

GRAPHICS RESKIN

ALSO YOU CAN RESKIN THE GAME GRAPHICS TO CHANGE THE GAME AS YOU WANT!
FOR EXAMPLE YOU CAN CHANGE THE BACKGROUNDS FOLLOWING THE NEXT STEPS





2. Re-skin game.

1. Just find the object you want edit and double click on sprite
- 2.In opened sprite editor window, you can replace image



You can add other images graphic following the same size to dont modify the game parameters also you can change colors, modify backgrounds, effects, sounds music and every thing that you need. Some graphics with many animations as effects will required same art quiality to fit the game.



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

The screenshot shows a Scratch script editor with a 'Find' dialog box open. The 'Find' field contains 'combo'. The 'Look in' dropdown is set to 'Current event sheet'. There is a 'Match case' checkbox. Below the dialog are two buttons: 'Find' and 'Close'. The background shows a list of scripts:

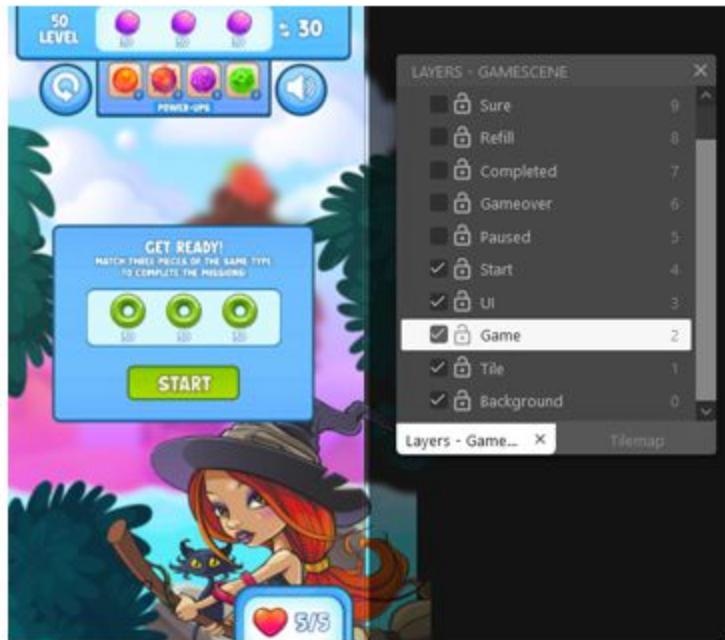
- On function draw_outline
- On function add_score
- On function increase_timer (highlighted in green)
- Global number subtract = 2
- On function combos (highlighted in blue)

Below the scripts, there is an 'Audio' button followed by the text 'Play combo not looping at volume -5 dB (tag "")'

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

5. Game Layers

Every scene contain many layers where you can place objects in front others or in back. Use those layers to have control in graphics or HUDs to dont interfere with the gameplay

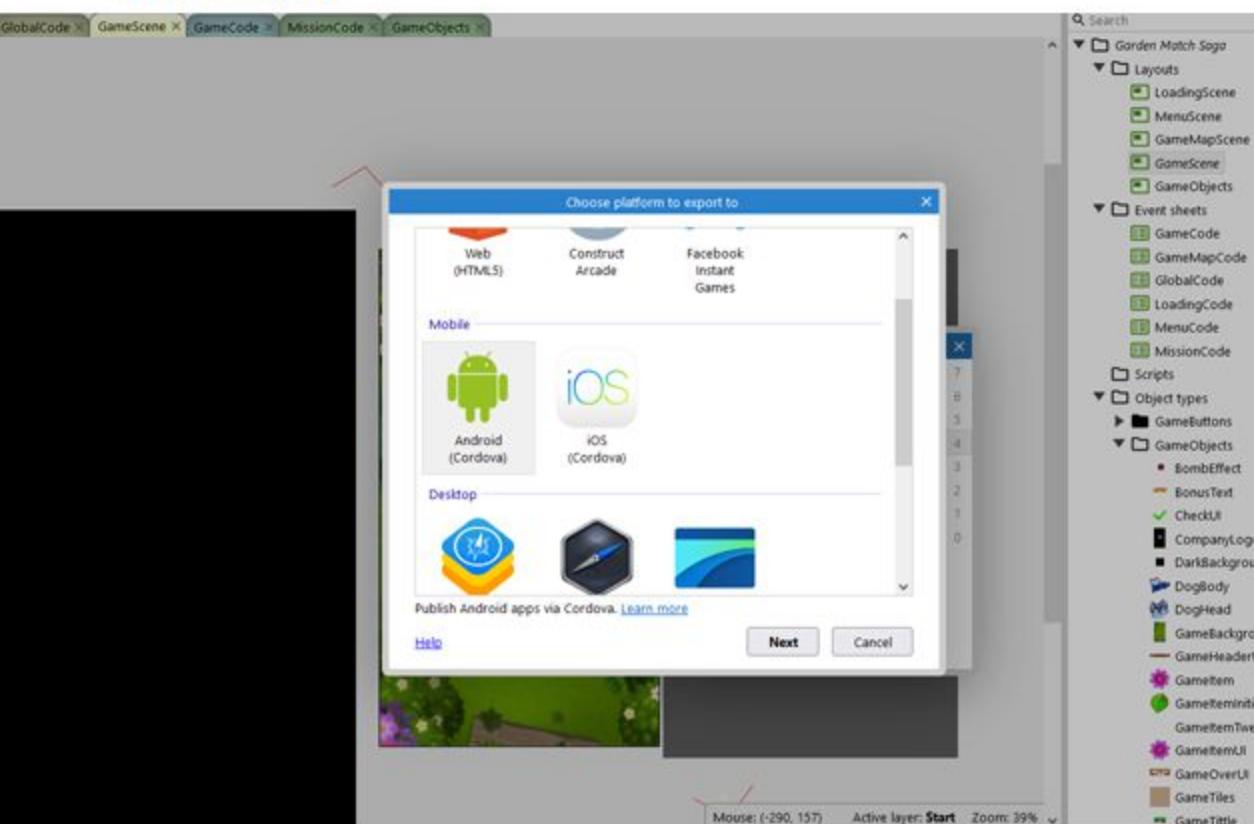




7.Export to Mobile platforms

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



Follow the next link to continue the compilation for android and for IOS to build you game

<https://www.construct.net/en/make-games/manuals/construct-3/interface/dialogs/cordova-options>



8 .Export to HTML5

Very simple export for game!

Make project settings like:

Startup			
First layout	LoadingScene		
Use loader layout	<input type="checkbox"/>		
Loader style	Progress bar & logo		
Preload sounds	<input checked="" type="checkbox"/>		
Display			
Viewport size	▶ 720 x 1280		
Aspect ratio	9:16		
Viewport fit	Auto		
Fullscreen mode	Letterbox scale		
Fullscreen quality	High		
Orientations	Portrait		
Sampling	Trilinear		
Pixel rounding	<input type="checkbox"/>		
Use worker		No	
Framerate mode		V-synced	
Compositing mode		Standard (synchronized)	
GPU preference		High performance	
Downscaling quality		High (not recommended)	
Rendering mode		Auto	
Anisotropic filtering		Auto	
Max spritesheet size		2048	
Cordova iOS scheme		Legacy (file:)	
Cordova Android scheme		Legacy (file:)	
Editor			
Preview effects		<input checked="" type="checkbox"/>	
Pause on unfocus		<input type="checkbox"/>	
Bundle addons		<input checked="" type="checkbox"/>	

