



QUICK START GUIDE

ANGRY HEROES

The title "ANGRY" is in orange-yellow gradient letters, and "HEROES" is in blue gradient letters. Both are outlined in dark blue. Two yellow five-pointed stars are positioned on the left and right sides of the letters.



Project's archive has next folders:

- a. **Source:**
ANGRY BIRDS CAPX (C2) - ANGRY BIRDS C3P (C3)
- b. **Game Sounds:**
SOUND FILES
- c. **Game Art:**
GRAPHIC SOURCES IN PNG, ICONS AND ASSETS
- d. **HTML5:**
EXPORTED GAME
- e. **Docs:**
DEVELOPER DOCUMENTATION
- f. **All files used:** PLUGINS AND BEHAVIORS FOR CONSTRUCT 2

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

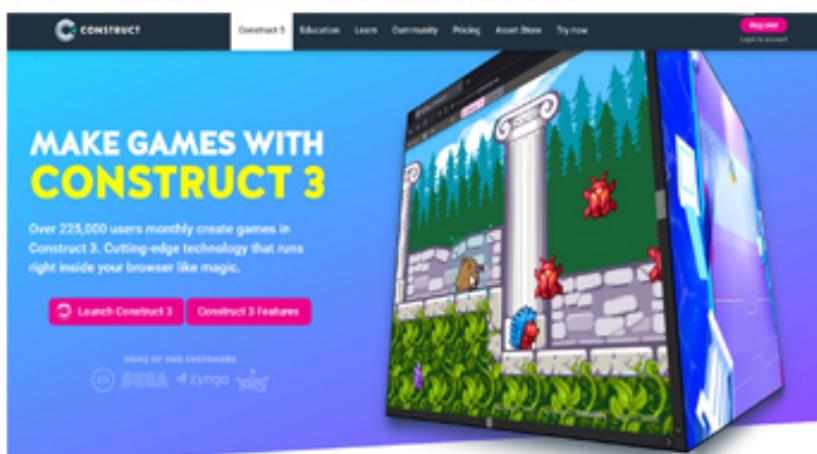
1. How open project capx file?

- a. **You need personal license for Construct 2!**
- b. You need latest version Construct 2

You can find program here: <https://www.construct.net/>

How open project c3p file?

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



After install and run program, you can open **THE CAPX** file with project! Choose File > Open and select **THE CAPX** in Source folder.
Same apply for C3P Construct 3 File.



Game project contain primary elements:

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

All events placed in functional groups with detailed comments.

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

THE GAME HAVE 4 EVENT-SHEETS THAT YOU CAN EDIT TO CONFIGURE THE GAME

1	Global number Targeting = 0
	Global number Counter = 0
1	STARS TIME CODE
7	LEVEL COMPLETED STARS CODE
32	LEVEL COMPLETED UNLOCK NEXT
53	POWER UP SETTING
74	OBJECTS SOUNDS
94	MUTE BUTTON GAME
99	SPECIAL POWER CODES
112	ROTATE SCREEN GAME
117	GAME STARTING VARIABLES AND SCORE
131	GAMEPLAY BUTTONS
138	SLINGSHOT CODE
155	ENEMIES CODE
168	BOSS ENEMY CODE
186	GAME EFFECTS
204	FRIENDS CODE

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

The screenshot shows the Construct 2 IDE interface. The top menu bar includes File, Home, View, and Events. The Events tab is selected. A toolbar below the menu contains various icons for adding events, conditions, actions, and variables. To the right of the toolbar is a search bar with the text "enemy" and a red arrow pointing to it. Below the toolbar, there are tabs for Loading, Menu, and Gameplay, with Gameplay currently selected. In the main workspace, a script titled "ENEMIES CODE" is open at line 155. The script contains comments about killing enemies when other objects collide with them. It lists several event entries, each with a condition and an action. For example, one entry shows a "Player" object with the condition "On collision with Enemy" and the action "Destroy". Another entry shows an "Enemy" object with the condition "Physics Overall velocity > 30" and the action "Play choose("EnemyDie1","EnemyDie2","EnemyDie3") not looping from Sounds at 0 dB (tag '')". The workspace has a dark theme with light-colored text and icons.

155	ENEMIES CODE
This codes are used to kill the enemy when other objects collides with them	
155	Player On collision with Enemy Destroy
155	Player Physics Overall velocity > 30 Play choose("EnemyDie1","EnemyDie2","EnemyDie3") not looping from Sounds at 0 dB (tag '')
155	Enemy Is animation "Enemy1" playing Spawns BloodEffect on layer "GameFront" (image point 0)
155	Enemy Spawns AlienParticles on layer "GameFront" (image point 0)
155	Hero Spawns LightEffect1 on layer "GameFront" (image point 0)
155	Enemy Spawns SmokeEffect4 on layer "GameFront" (image point 0)
155	Enemy Spawns DamageUI on layer "GameFront" (image point 0)
155	DamageUI Set animation to choose("Points1","Points2","Points3") (play from beginning)



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

event Add sub-event Add include Toggle bookmark Toggle breakpoint Search SCORE Show 'Add action' link

condition Add group Add comment Previous bookmark Clear all breakpoints Clear search

action Add variable Disable Next bookmark Bookmarks Breakpoints Search Display

ding Menu Gameplay

DamageUI On [] Fade fade-out finished System Add 5 to Score Parameters for System: Add to
Choose the variable to change.

DamageUI Is animation "Points1" playing

DamageUI On [] Fade fade-out finished System Add 10 to Score Variable Score
Value 10

DamageUI Is animation "Points2" playing

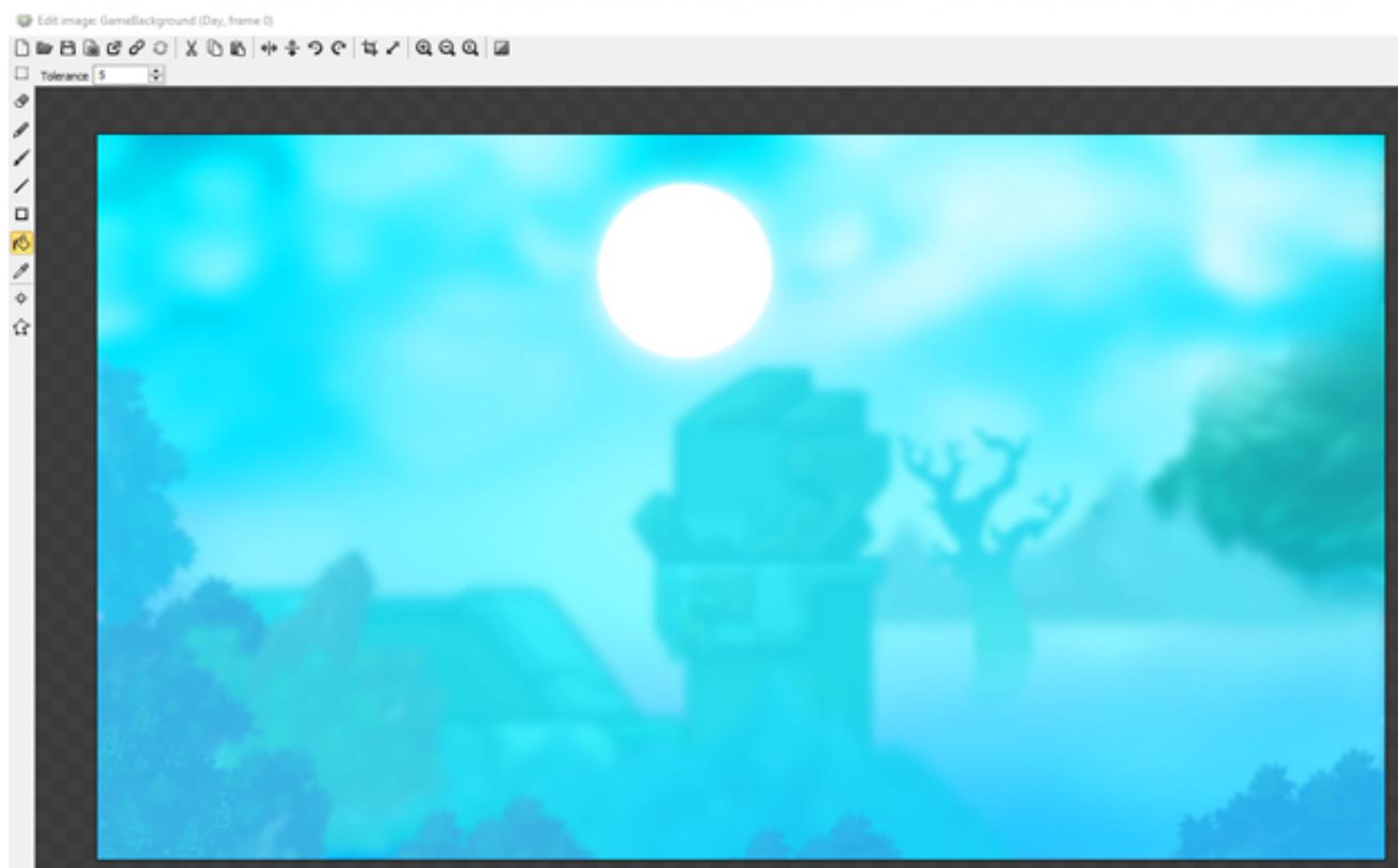
DamageUI On [] Fade fade-out finished System Add 20 to Score Add action

DamageUI Is animation "Points3" playing

DamageUI On [] Fade fade-out System Add 50 to Score Add action

GRAPHICS RESKIN

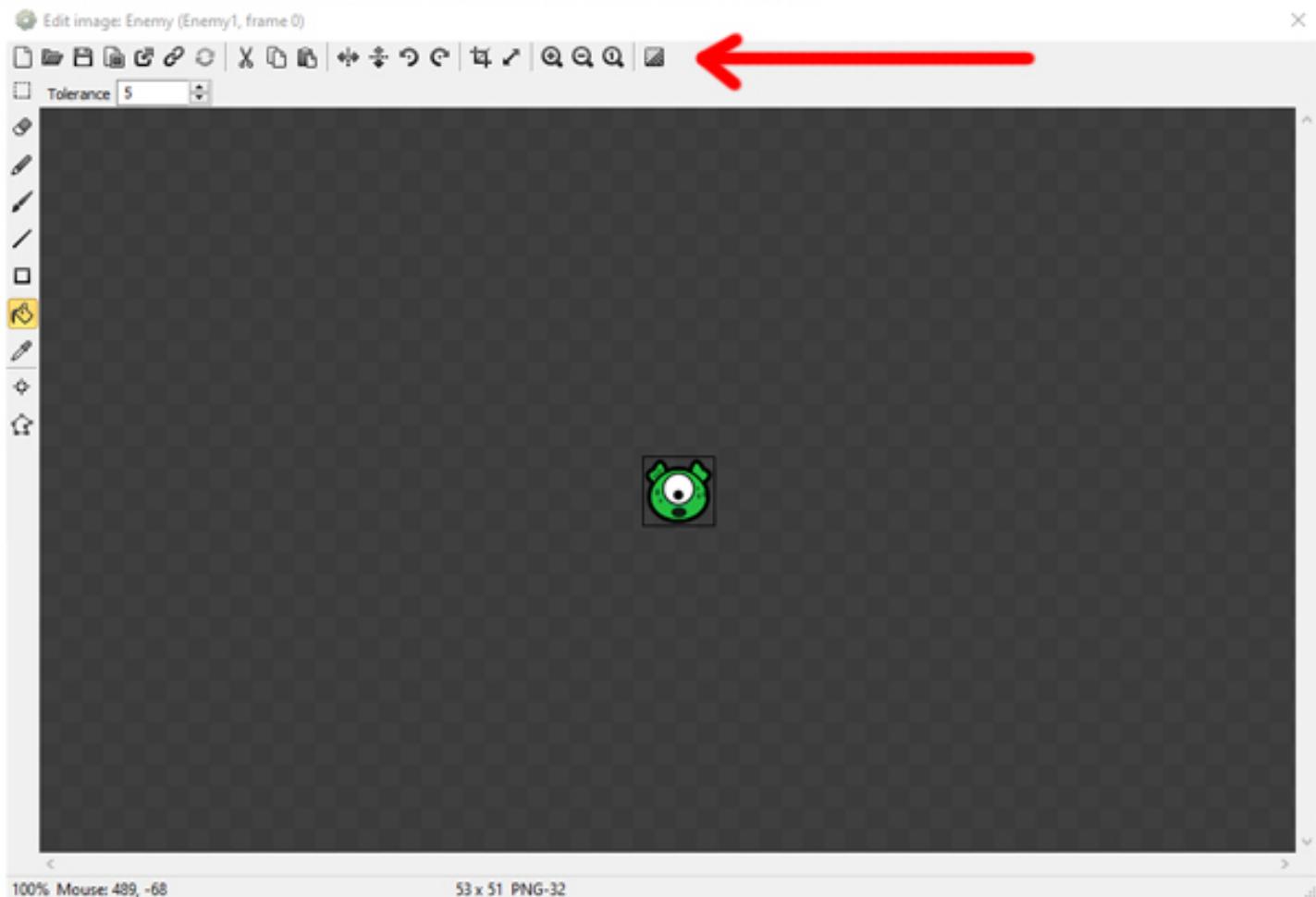
ALSO YOU CAN RESKIN THE GAME GRAPHICS TO CHANGE THE GAME AS YOU WANT!
FOR EXAMPLE YOU CAN CHANGE THE BACKGROUNDS FOLLOWING THE NEXT STEPS





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 enemy graphic following the same size to dont modify the physics in game
also you can change colors, modify backgrounds, effects, sounds, music and every thing
that you need. Some graphics with many animation will required same art quality to fit in 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 the Construct2 event editor interface. At the top, there is a toolbar with various icons and a search bar containing the text "Coinsound". Below the toolbar, there is a list of events and their details. One event is selected, showing its code: "If the Character Collide with a coin we spawn CharacterEffect1, we add a number between 1 to 5 to choose and add to the coins picked, play the coin sound effect and we do". The code includes actions for MainCharacter, System, Audio, and Coin objects.

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

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 following 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>



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.

