



QUICK START GUIDE

ANGRY HEROES



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

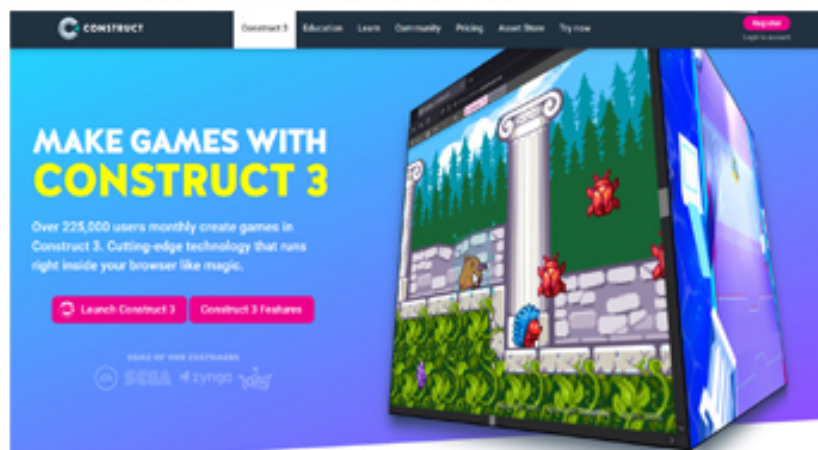
1. How open project capx file?

- 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

	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
160	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 (Administrator) interface. The 'Events' tab is selected, and a search for 'enemy' is performed. A red arrow points to the search results. The 'ENEMIES CODE' event sheet is expanded, showing a list of events and actions.

Object	Condition	Action
Player	On collision with Enemy	Destroy
Audio	Play choose("EnemyDie1","EnemyDie2","EnemyDie3") not looping from Sounds at 0 dB (tag "")	
Enemy	Spawn BloodEffect on layer "GameFront" (image point 0)	
Enemy	Spawn AlienParticles on layer "GameFront" (image point 0)	
Hero	Spawn LightEffect1 on layer "GameFront" (image point 0)	
Enemy	Spawn SmokeEffect4 on layer "GameFront" (image point 0)	
Enemy	Spawn DamageUI on layer "GameFront" (image point 0)	
DamageUI	Set animation to choose("Points1","Points2","Points3") (play from beginning)	



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 ☒ Show 'Add action' link
condition Add group Add comment Previous bookmark Clear all breakpoints Clear search
action Add variable Disable Next bookmark

Events Bookmarks Breakpoints Search Display

ding Menu Gameplay X

Event	Condition	Action
DamageUI	On Fade fade-out finished	System Add 5 to Score
DamageUI	Is animation "Points1" playing	
DamageUI	On Fade fade-out finished	System Add 10 to Score
DamageUI	Is animation "Points2" playing	
DamageUI	On Fade fade-out finished	System Add 20 to Score
DamageUI	Is animation "Points3" playing	
DamageUI	On Fade fade-out finished	System Add 50 to Score

Parameters for System: Add to

Choose the variable to change.

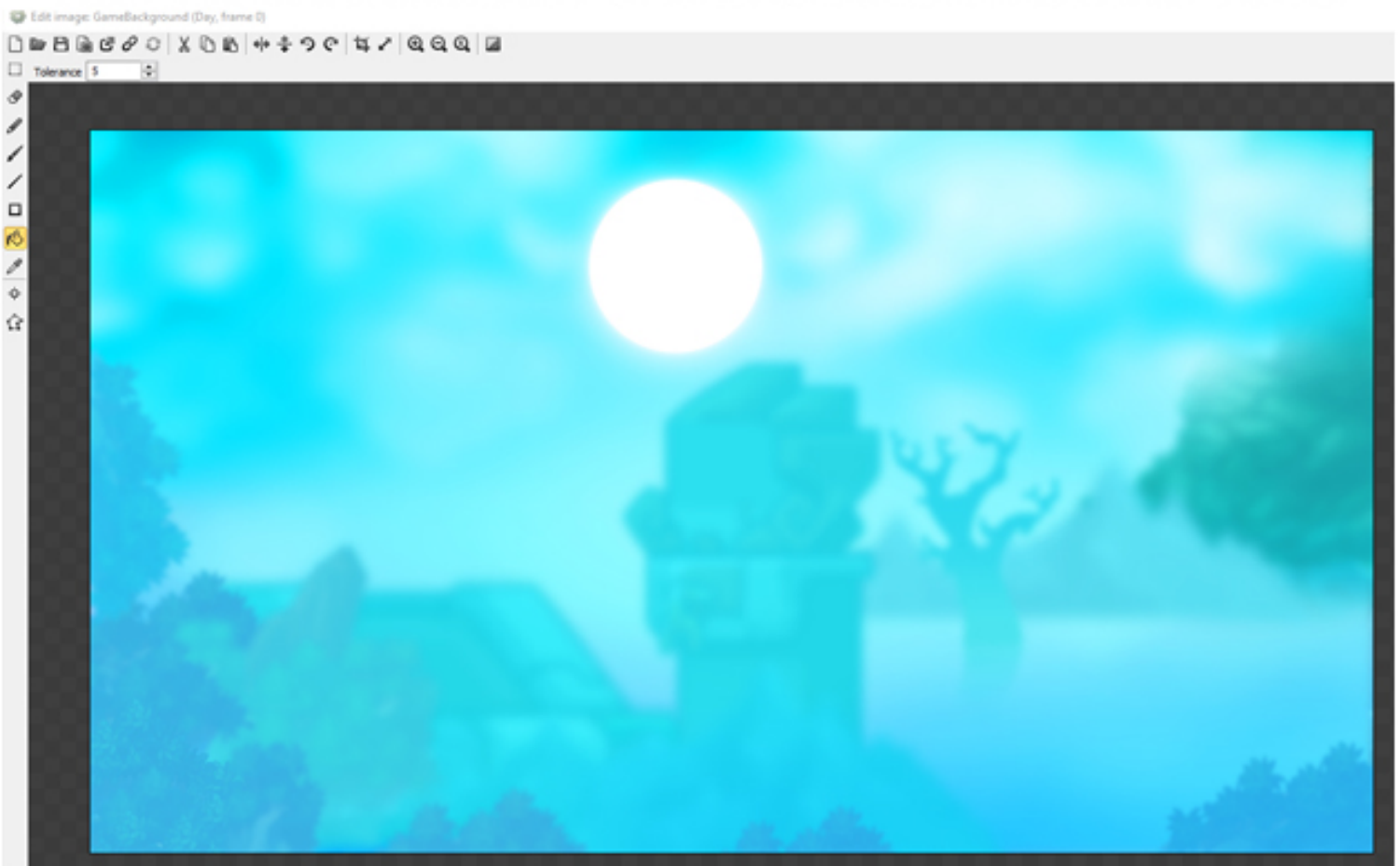
Variable Score

Value

Cancel [Help on expressions](#) Back Done

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

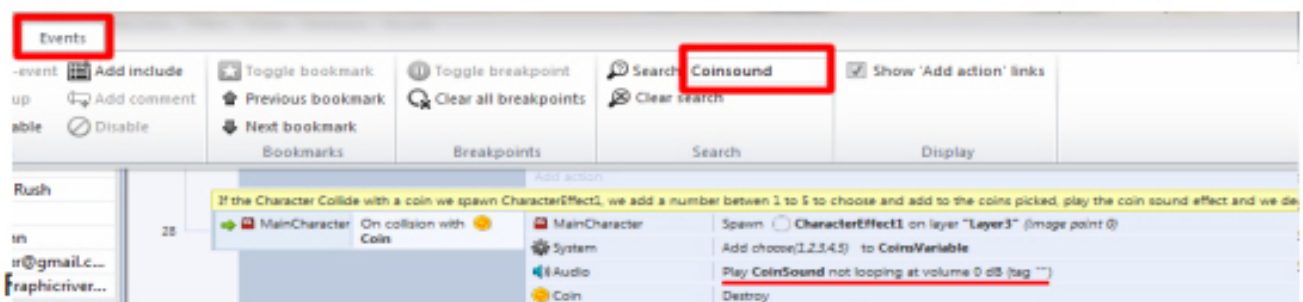


You can add other enemy graphic following the same size to dont modify the physics in game also you can change colors, modify backgrounds, effects, sounds, music and every thing that you need. Some graphics with many animation will required same art quality to fit in game



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



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 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>



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.

