



INFINITGAMES

QUICK START GUIDE





INFINITGAMES

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



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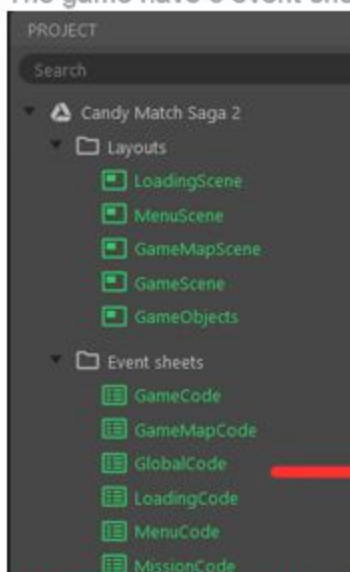
Game project contain primary elements:

- 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 event sheets 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 option!

Find results: 'power' (255 results)

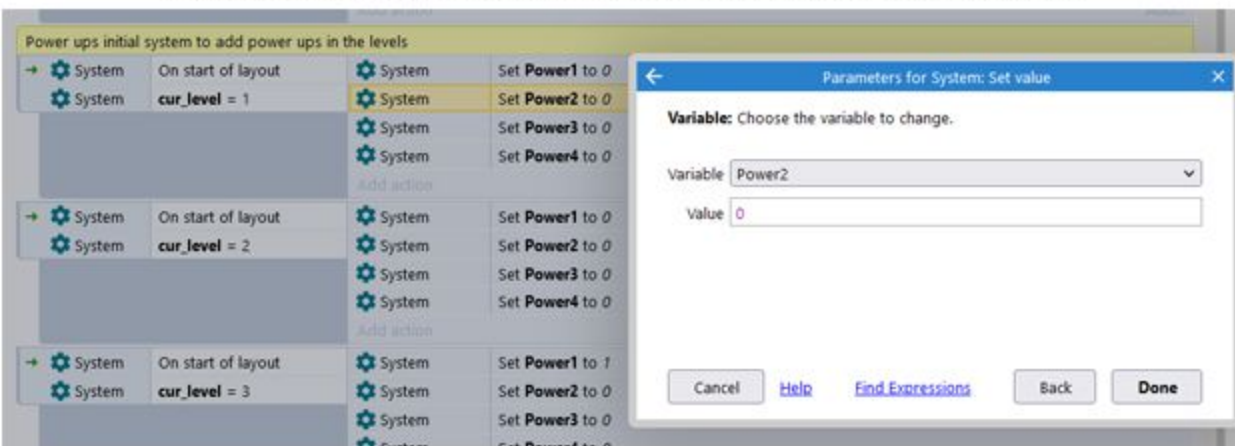
Project	Event sheet	Where	Icon	Match
Garden Mat...	GameCode	Event 1		Global number Power1
Garden Mat...	GameCode	Event 1		Global number Power2
Garden Mat...	GameCode	Event 1		Global number Power3



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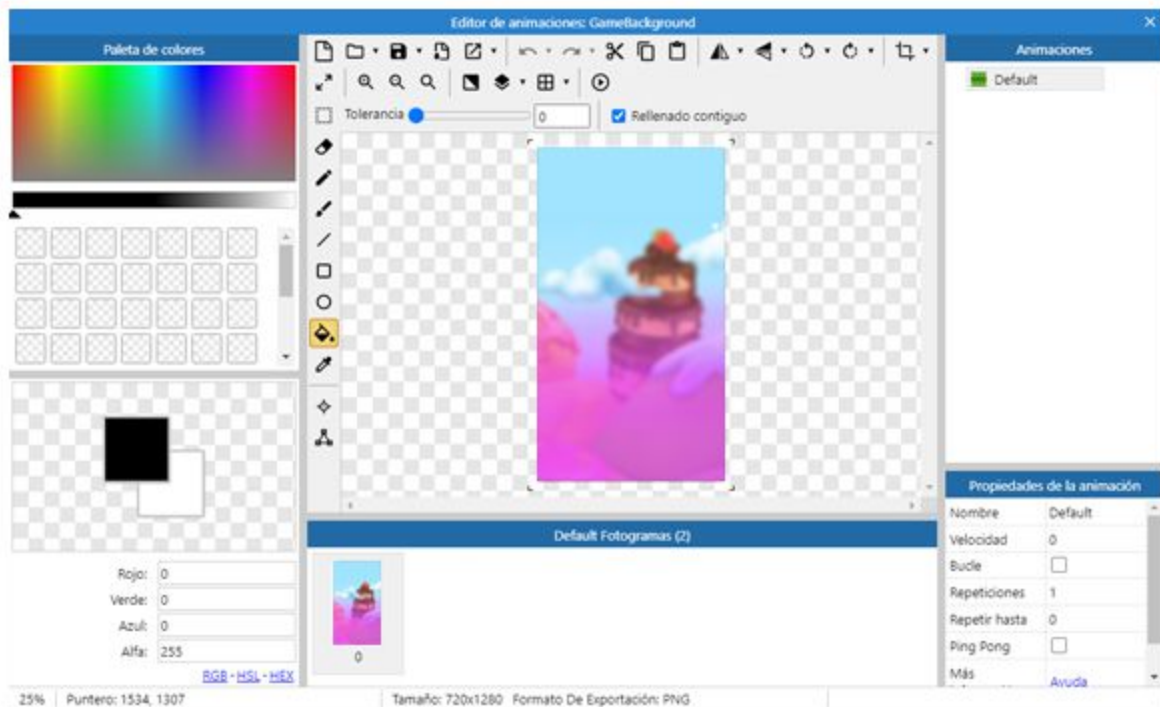
MODIFY EVENTS

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



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



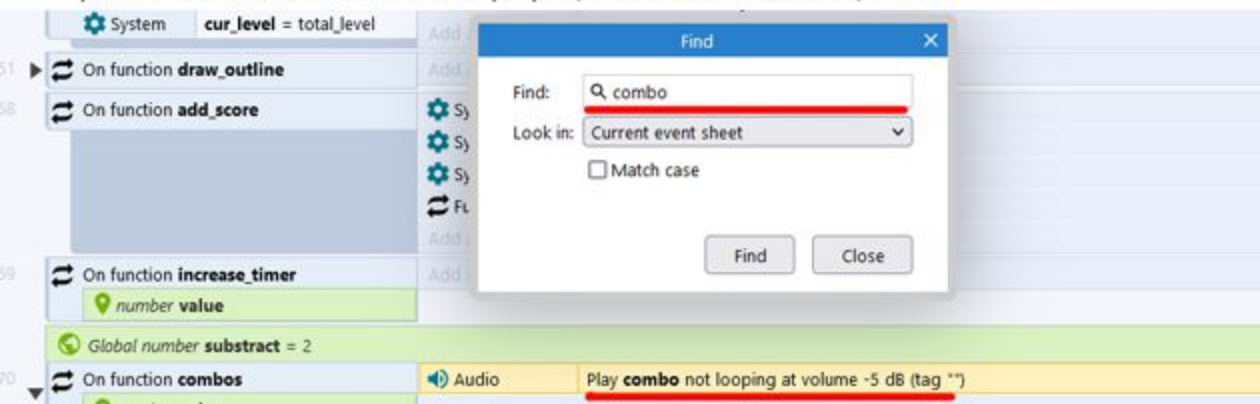
You can add other images graphic following the same size to dont modify the game parameters also you can change colors, modify backgrounds, effects, sounds music and every thing that you need. Some graphics with many animations as effects will required same art quality to fit the game.



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4. Sounds

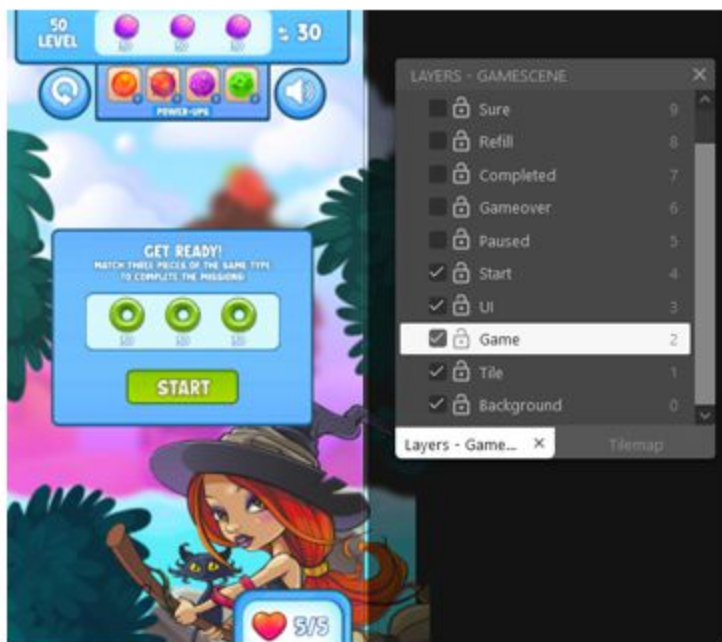
If you want to change sounds. First you upload the new sound in WAV. and then you search where that sound is played, like before in events, search



When you upload the WAV sound, 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



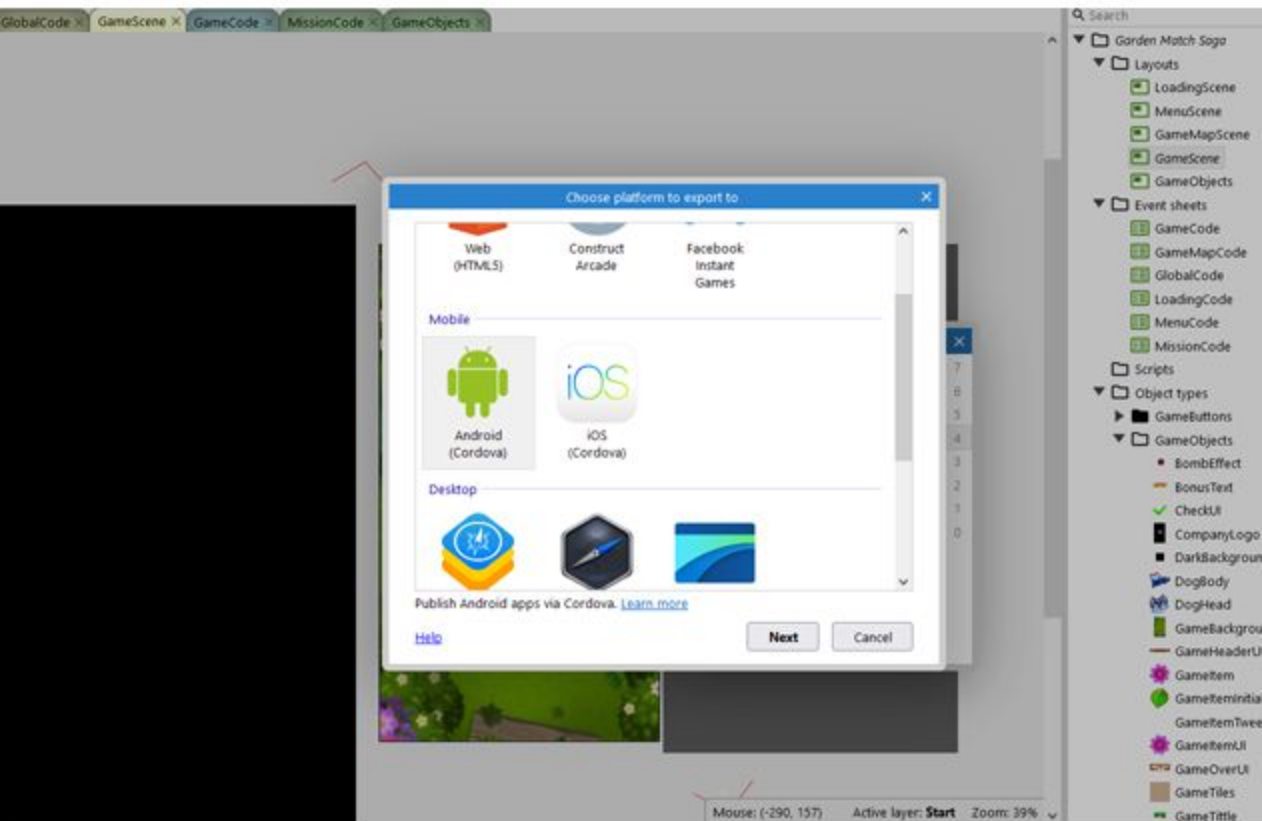


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7.Export to Mobile platforms

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

