



QUICK START GUIDE

BUBBLE PET SAGA GAME



Project's archive has next folders:

- a. **Source:**
BUBBLE PET SAGA CAPX(C2) BUBBLE PET SAGA 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.



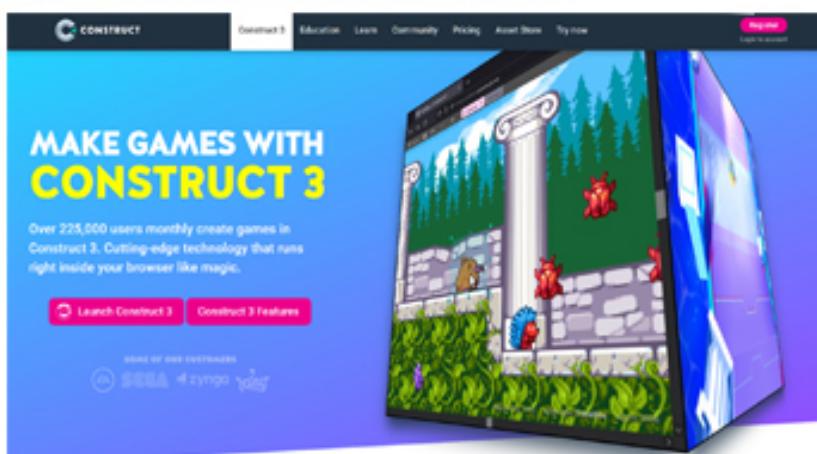
1. How open project capx file?

- 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
- Game Level Scene

All events placed in functional groups with detailed comments.

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

Project has 3 event-sheets, for Menu, Gameplay and Loading

The screenshot shows the Construct 2 event sheet interface. On the left, there's a tree view with a node labeled "Include: SettingsCode". Under this node, a list of global variables is shown, each preceded by a green circular icon. The variables listed are: Shots = 0, ScoreBonus = 10, HighScore = 0, Clear = 0, IsGameOver = 0, Score = 0, MoveEnded = 1, DestrGroup = 0, LineAdded = 0, ShootCounter = 0, TileY = 0, TileX = 0, Dist = 9999, and InShoot = 0. At the bottom of the tree view, there's a button labeled "MAIN GAME SETTINGS".

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 interface with the "Events" tab selected. A red arrow points to the search bar, which contains the word "ball". Below the search bar, a list of events is displayed under the "MAIN GAME SETTINGS" category. The events listed include: GameBackground (Set height to ViewportBottom(0)), GameBackground (Set width to ViewportRight(0)), Ball (Set position to (ViewportRight(0)*260/20 , ViewportBottom(0)*1060/1200)), Ball (Set animation frame to random(floor(6))), GameBorder (Set size to (1, ViewportBottom(0))), GameBorder (Set position to (ViewportRight(0)/10*0.5 , 0)), System (Create object GameBorder on layer 0 at (ViewportRight(0)/10*9.5 , 0)), GameBorder (Set size to (1, ViewportBottom(0))), TopGameBoard (Set position to (0, 140/1280*ViewportBottom(0)-GameTile.Height/2)), TopGameBoard (Set size to (ViewportRight(0) , 1)), and System (Set InShoot to 0).



Add More Levels to the game.

The game contain 25 Premade Levels to play and you can add as you want.
First duplicate the shoot level 25 code many times as you want and rename to the next.
Should look like Shoot Level 26, Shoot Level 27, etc.

269 ShootLevel24
280 ShootLevel25
291 SOUND BUTTON CODE
296 SCREEN ROTATE CODES
302 GAMEPLAY CODE
424 GAME LEVELS CODE

Add event

Edit
Add
Toggle disabled
Toggle bookmark
Toggle breakpoint
Replace object
Expand all groups
Collapse all groups
Cut Mayusculas+Supr
Copy Ctrl+C
Paste Ctrl+V
Delete

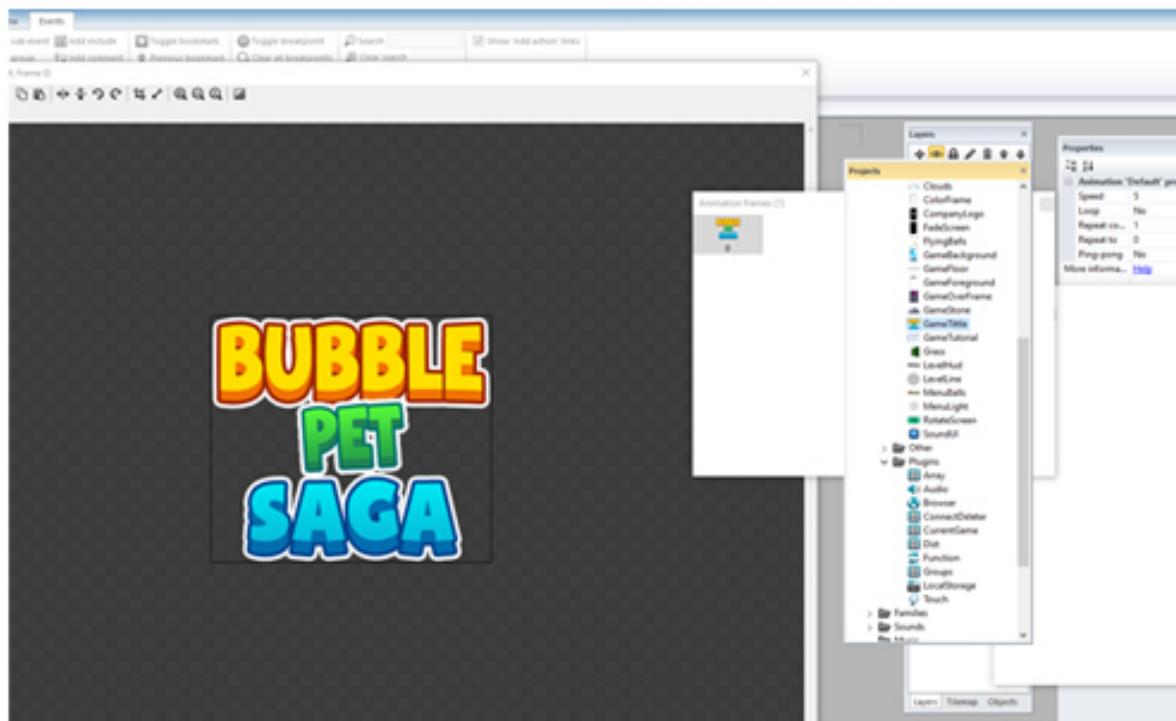
The last step is duplicate the score code, deactivate the previous level and activate the next one

System	Score > 60000	GameBackground... Set animation frame to 1
on LevelHud		Set animation to "L25" (play from beginning)
System		Set group "ShootLevel" Deactivated
System		Set group "ShootLevel2" Deactivated
System		Set group "ShootLevel3" Deactivated
System		Set group "ShootLevel4" Deactivated
System		Set group "ShootLevel5" Deactivated
System		Set group "ShootLevel6" Deactivated
System		Set group "ShootLevel7" Deactivated
System		Set group "ShootLevel8" Deactivated
System		Set group "ShootLevel9" Deactivated
System		Set group "ShootLevel10" Deactivated
System		Set group "ShootLevel11" Deactivated
System		Set group "ShootLevel12" Deactivated
System		Set group "ShootLevel13" Deactivated
System		Set group "ShootLevel14" Deactivated
System		Set group "ShootLevel15" Deactivated
System		Set group "ShootLevel16" Deactivated
System		Set group "ShootLevel17" Deactivated
System		Set group "ShootLevel18" Deactivated
System		Set group "ShootLevel19" Deactivated
System		Set group "ShootLevel20" Deactivated
System		Set group "ShootLevel21" Deactivated
System		Set group "ShootLevel22" Deactivated
System		Set group "ShootLevel23" Deactivated
System		Set group "ShootLevel24" Deactivated
System		Set group "ShootLevel25" Activated



2. Re-skin game.

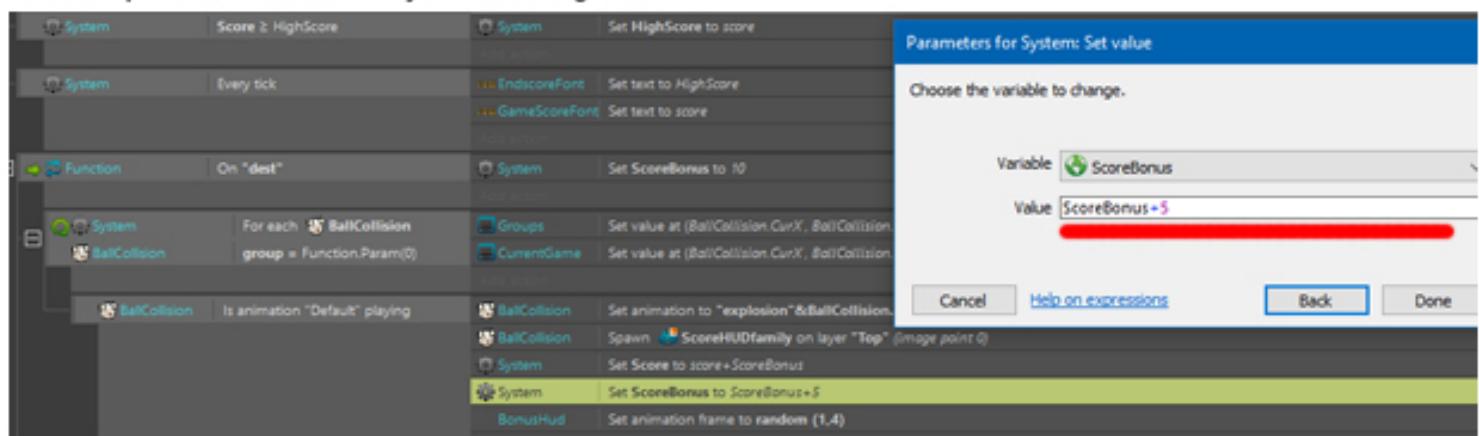
1. Just find the object you want edit and double click on sprite
2. In opened sprite editor window, you can replace image



3. Simple gameplay customize.

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

For example if you want to increase the score in match you need to find the SCORE variable and replace the score that you want to gain.



Here you replace the number +5 for other like +50 and you will earn 50 points instead 5 when player made a match 3 bonus.



4. Sounds

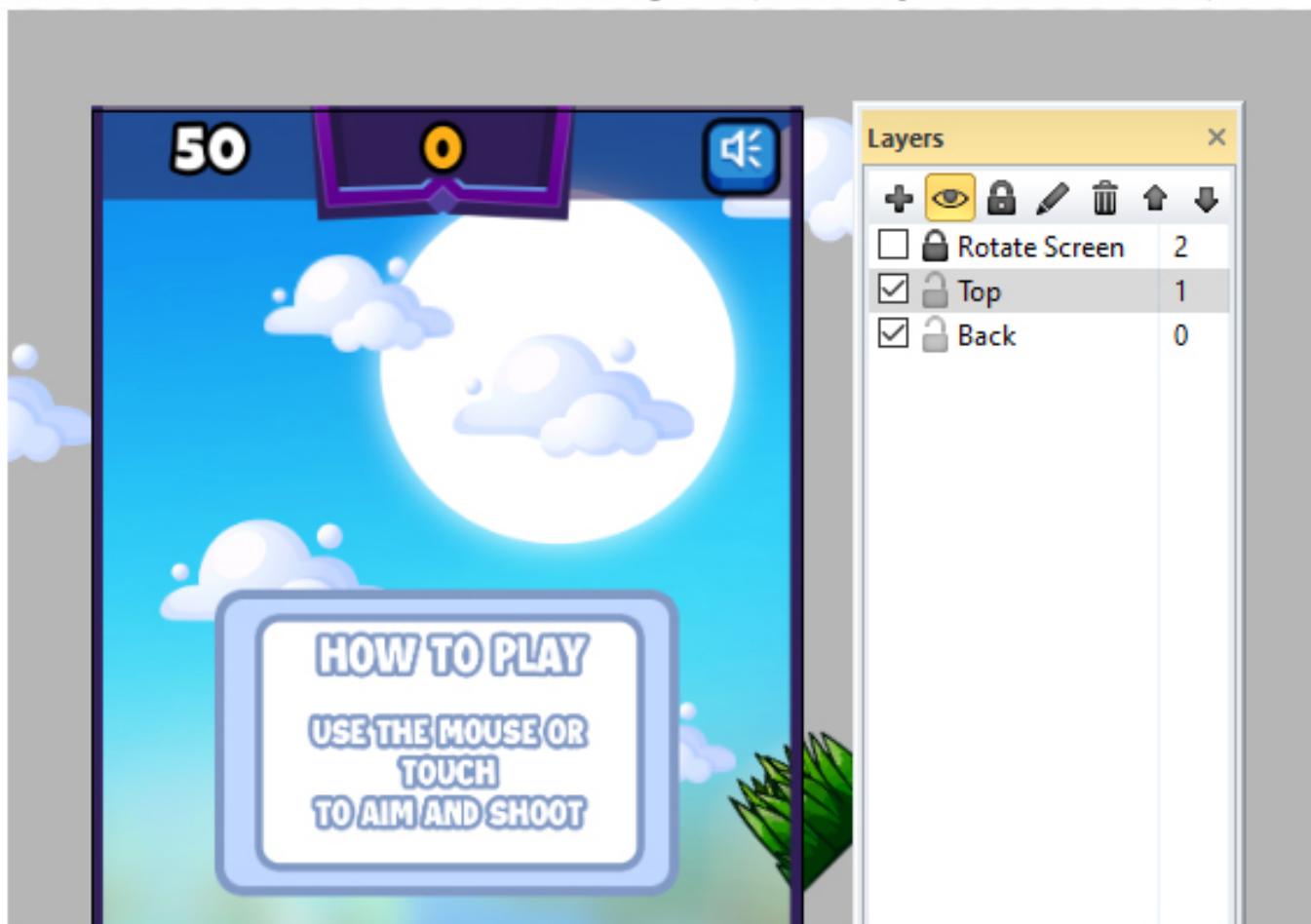
If you want to change sounds. First you upload the new sound in WAV. and then you search where that sound is played, like before in events, search

A screenshot of the Construct 2 Events panel. The top bar has a red box around the 'Events' tab. The search bar also has a red box around the text 'Coinsound'. Below the search bar are buttons for 'Show 'Add action' links', 'Bookmarks', 'Breakpoints', 'Search', and 'Display'. The main area shows a script for 'Rush' with a comment: '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'. It includes actions for MainCharacter (On collision with Coin), System (Add choose(1,2,3,4,5) to CoinsVariable), Audio (Play CoinSound not looping at volume 0 db (tag "")), and Coin (Destroy). A sidebar on the left shows 'in' and 'ir@gmail.com... graphicriver...'.

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 2 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





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.

