Thank you for purchasing our game. If you have any questions that are beyond this tutorial, feel free to send an email to pauloarturbl@gmail.com Thank you very much!
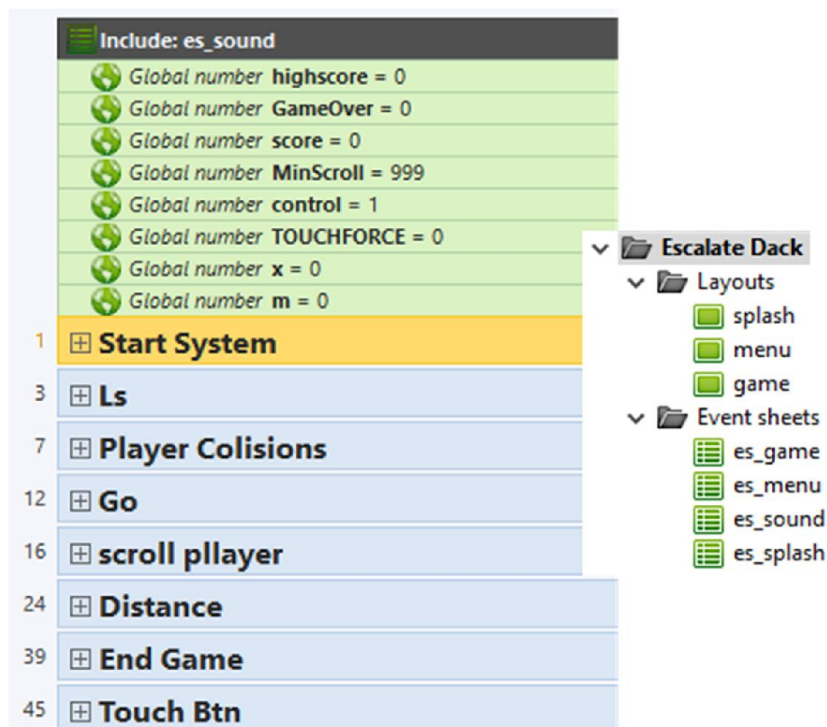
A) Game structure
IMPORTANT: THIS GAME WAS DEVELOPED USING CONSTRUCT3

1) Game screens (code explanation)

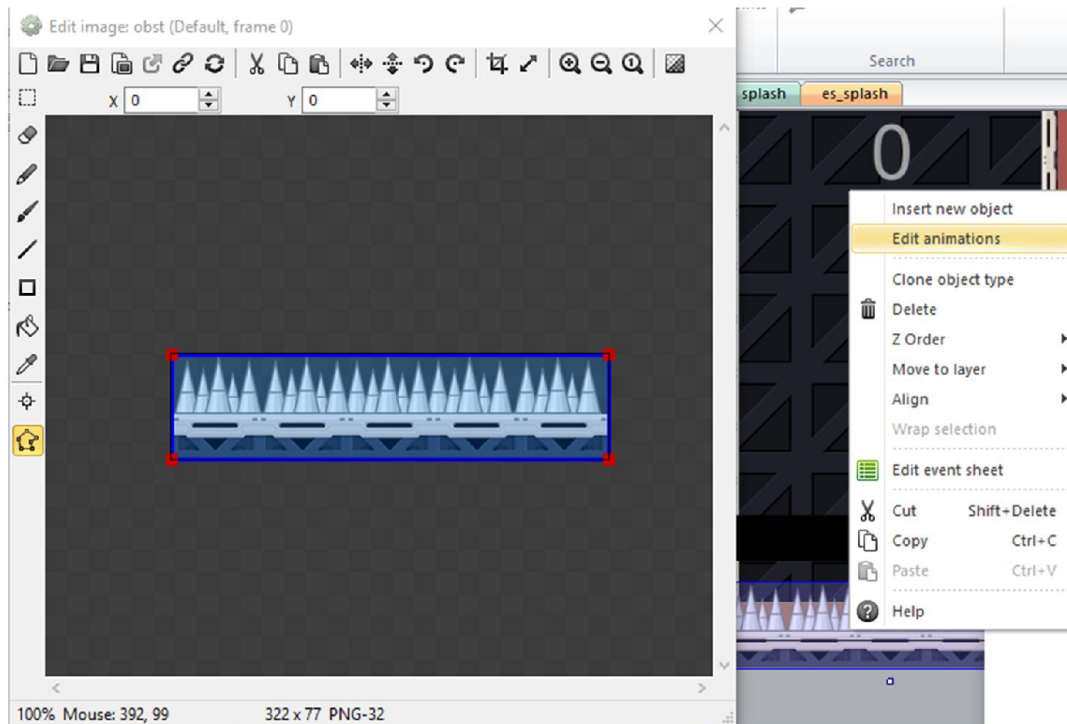The code is self-explanatory, as it is all commented out:

CODE (GAME)

The code is organized by groups. Each group manages something different in the code.

B) Changing the images

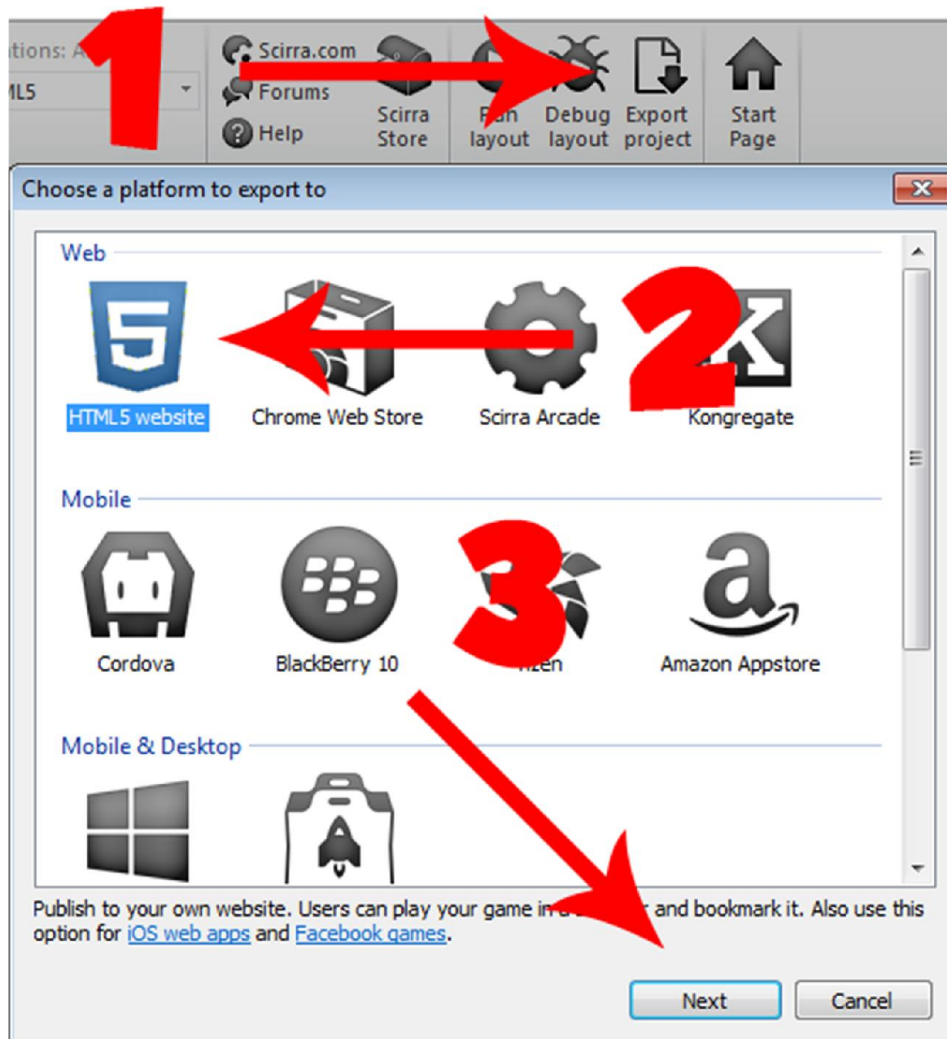Open Construct3 and double-click on the images you want to change.

In the image editor window, you can make a variety of changes, including: erase, paint, draw, rotate, size. In addition, you can define the origin point and change the collision limits.

The new images must be the same size to reflect the same gaming experience.

After that, you just need to save, export and publish the game.

C) Export to HTML5

Here are the 3 steps required to export your game to HTML5:

D) Submit the game to the website

To add the games to your website or blog (wordpress), you just need to create an iframe and a link to the folder where you downloaded the game. For example, if you upload the game to the http://www.website.com/game/mygame/ folder, you will need to create an iframe like this:

```
<iframe src = "http://www.website.com/game/mygame/" width = "1280" height = "720"> </iframe>
```

1. Where SRC is the folder where you load the game

2. WIDTH is the width you want the game to be on the page.

3. HEIGHT is the height you want the game to be on the page.