User Documentation

Alpha Game Builder

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Summary

This document aims to present the features of the Alpha Game Builder in a very understandable way.

It includes a summary of the project and a user guide, installation and uninstallation. It also lists all known bugs and has a FAQ for the most generic answer user questions.

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Document description

Title	2014_UD9_EN_alphagamebuilder
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Subject	User Documentation
Version	1.0

Updates table

Date	Author	Section(s)	Comment
03/31/2014	quilgh_b	All	Basic version
03/31/2014	quilgh_b	All	Complete overhaul of the template document
03/31/2014	quilgh_b	II. a.	Updated screenshots
03/31/2014	quilgh_b	II. a.	Adding captions
03/31/2014	quilgh_b	II. a.	Clarification of descriptions
03/31/2014	quilgh_b	II. b.	Updated screenshots
03/31/2014	quilgh_b	II. b.	Adding captions
03/31/2014	quilgh_b	II. b.	Clarification of descriptions
03/31/2014	quilgh_b	III.	Adding the server side
03/31/2014	quilgh_b	IV.	Update
03/31/2014	quilgh_b	V.	Update

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I.   Introduction

This user documentation was realized for the Alpha Game Builder project under the Innovative Projects Epitech (EIP) promotion EPITECH 2014.

a. The EIP

The EIP is the proposed end of the course students EPITECH. Carried out on two years, it allows students to apply all the skills acquired in their training, both technologically and in terms of project management. Involving a minimum of six students, this project is realized with a professional approach.

The EPITECH, school innovation and IT expertise, apart from other IT training for its practical approach to the problems faced by students. Whereas the appreciation of a student is not in knowledge but in its ability to innovate and find solutions in real situations, the training EPITECH enjoys strong popularity among businesses.

b. Project description

The Alpha Game Builder aims to allow users to drastically reduce development time using the online tools, based on a library HTML5/Javascript.

The project objective is to encourage the creation of 2D PC games browsers HTML5 to create a true community platform between developers and players, both to learn, test, play and share with other users. The library actually serves to support the implementation of the web platform, in this sense.

Free to use, it is the entrepreneurs without a team eager to simply produce a demo, young programmers to learn about the videogame programming and advanced developers to optimize their creation time.

II. User guide

a. World maker
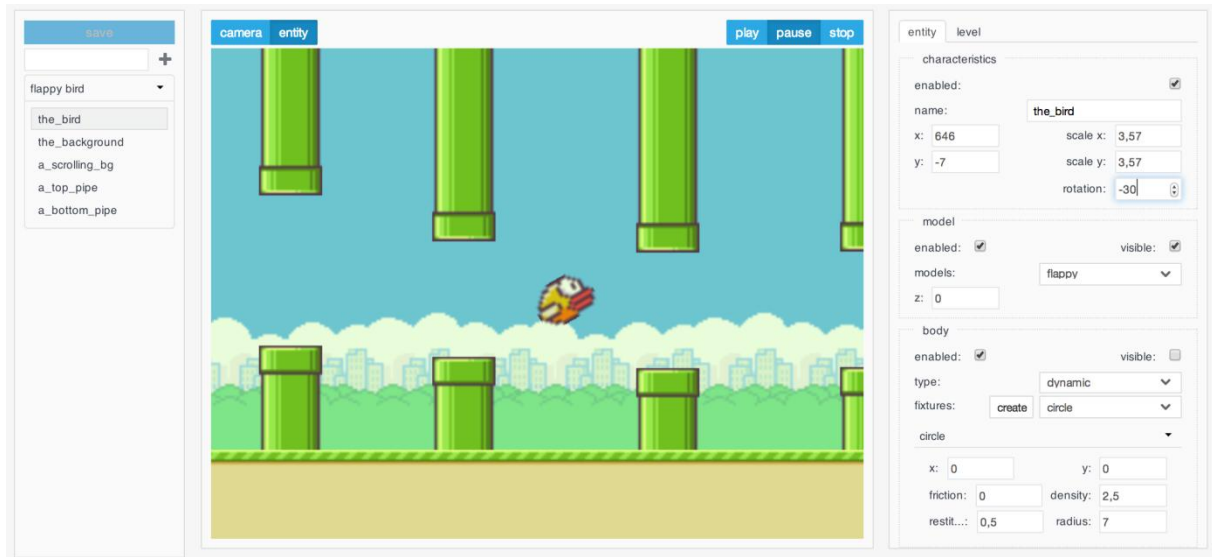
World maker standard interface

The objective of the editor worlds is to allow rapid creation of a game environment. To do this, the user can create entities via the left side menu and name.

Once an entity is created, it can use the right side menu to set properties. He can relate to the entity class, set its position, size, scale, rotate, layer potential and its properties.

Via this menu, the user can test in real time the results of its changes through the central window. It can also use the contents of this central window to update the properties of the entities in the wake of the execution.

Description:

Left sidebar:
Creating an entity via a text field for the name and the "+" character to add . The drop-down menu provides access to various scenes loaded into the editor worlds.

Right side menu:
On the top of the menu you can see two tabs "entity" and "level" to respectively modify the properties of entities or the current level .
Each tab is composed of three large fields for changing the characteristics of the object, its model as well as its physical properties.
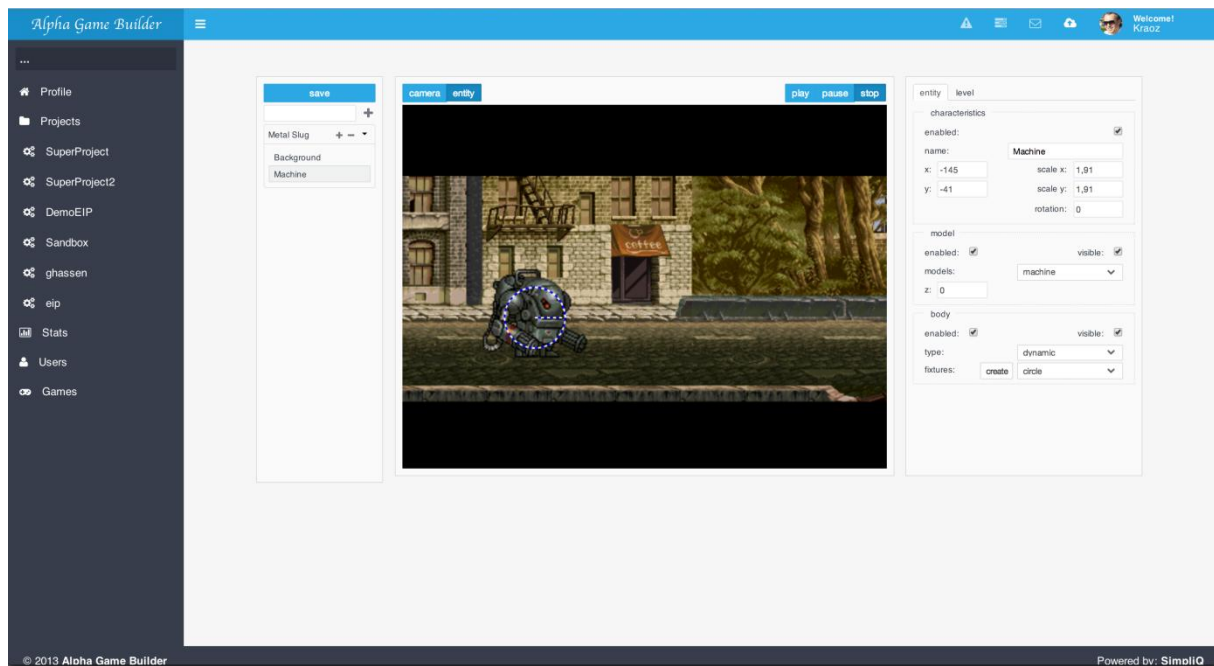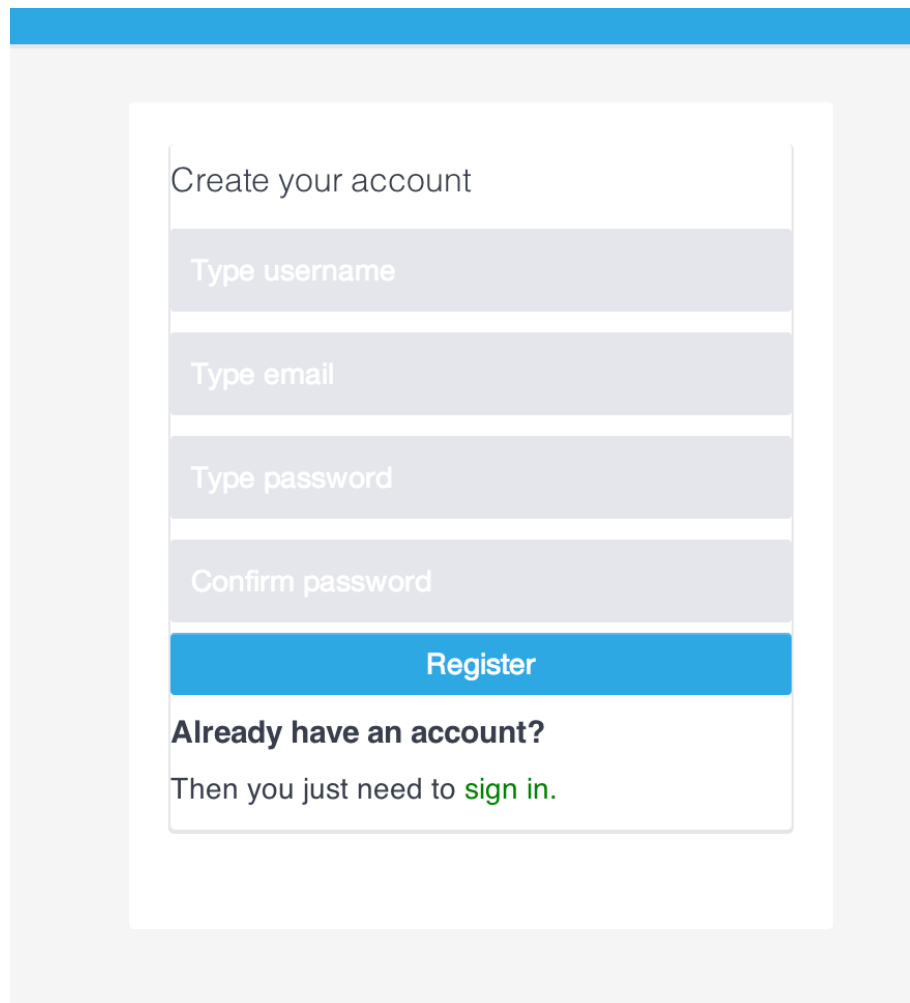
Changing the model of the robot pulled from the reconstitution of "Metal Slug" game displayed on the screen.

b. Web platform

Arriving on the home page, the user is invited to log on to the platform.

Login screen

If the user has not created an account, he can access a page to create an account via the green link on the screen above.

Account creation screen

Once connected, the user opens the window of the standard web platform for consulting messages on the right side of the screen or to create a project from the button "+ create project" in the center of the screen.
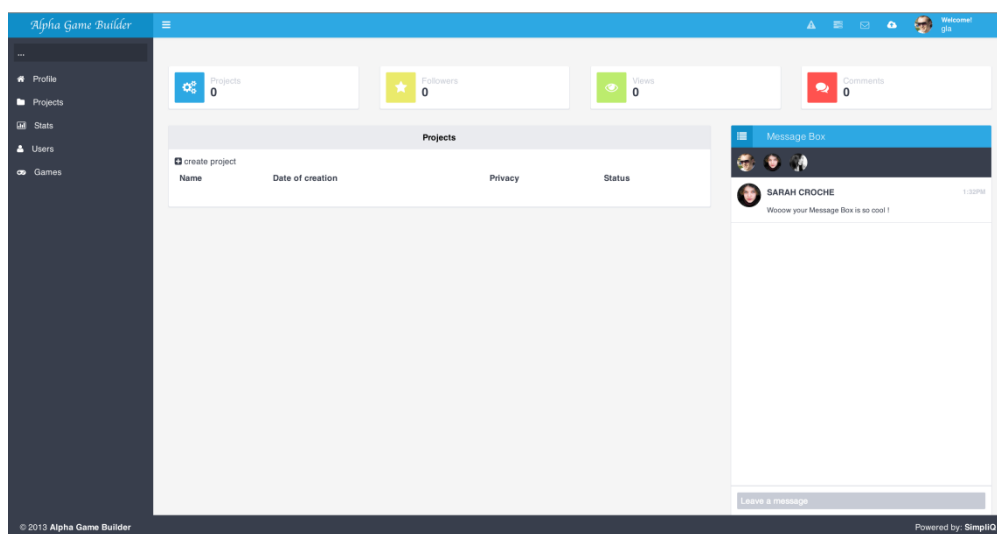
Standard screen from the web platform

Project creation view

Once the project is created, it is added to the list of projects. A project is defined by a name, creation date and value of privacy (public or private). Its state (developing canceled or finished) is indicated via a colored box.

By clicking on the menu to the project name in the left side menu, the user enters a dedicated project management page. On this page, you can access the editor of worlds in the center of the page or change the project components (images, sounds or scripts) via the "Assets" on the right of the page.

Demo project view

III.　　Installation / uninstall guide

The project essentially consists of a web client, the user has nothing to install or uninstall to use the Alpha Game Builder.

For the server side, the entire code is available via the website of the Alpha Game Builder at the following address: http://eip.epitech.eu/2014/alphagamebuilder/. The "install" folder contains all the necessary installation scripts for setting up the server.

IV. Well-known bugs

All bugs appeared during development have been solved for the final version of the Alpha Game Builder.

V.   Q&A

Q: "Can I access my data stored on the Alpha Game Builder from two different computers?"
A: Yes, the goal of our solution is to provide a working tool based exclusively on the net so that the user can move and access their workstation where he wants.

Q: "I created a project and I want to delete it. How? "
A: The project management is directly accessible via the user profile.

Q: "I want my project appears directly on the web platform, how?"
A: The Alpha Game Builder automatically handles this functionality. Your project is always updated directly on the web platform.

Q: "Are there any paid features of the Alpha Game Builder? "
A: No. The entire solution is free.

Q: "Where can I get the Alpha Game Builder?"
A: Free on the web platform at
http://eip.epitech.eu/2014/alphagamebuilder/

Q: "The Alpha Game Builder he will be maintained and updated?"
A: No. The project is considered complete.