

Properties

Layout

Name Layout 1

Event sheet Event sheet 1

Size 1280 x 960

Width 1280

Height 960

Unbound scrolling ☐

Projection Perspective

Vanish point 50% 50%

Effects

Editor

Margins 1000 x 1000

Show grid ☒

Snap to grid ☒

Grid size 32 x 32

Grid offset 0, 0

Show collision polygons ☐

Show meshes ☐

Show translucent inactive layers ☐

Show borders ☒

Menu

Buy now

Start page

Layout 1

Event sheet 1

Free edition

Rohini j k

Project

Search

maze game

Layouts

Layout 1

Event sheets

Event sheet 1

Scripts

Object types

background

enemy

Sprite

Sprite2

TiledBackground

nd

wall

Layers - Layout 1

Layer 0



Mouse: (2164, 225) Active layer: Layer 0 Zoom: 48%

Layers - Layout 1

Layer 0

Menu



Buy now

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Layout 1 X

Event sheet 1 X

Global number **crystals** = 0

1

→ Sprite

On collision with **enemy**



Sprite

Destroy



System

Wait **1.0** seconds



System

Restart layout

Add action

2

→ Sprite

On collision with **Sprite2**



Sprite2

Destroy



System

Add **1** to **crystals**

Add action

3



System

crystals = 9



enemy

Destroy



Sprite

Set TileMovement **Disabled**

Add action

4

→ System

On start of layout



System

Set **crystals** to 0

Add action

Add event

You have 21 events remaining

Construct 3

<https://preview.construct.net>
maze game

▼ 1280
th 1280
ght 960
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► 1000
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[x]
[x]
► 32 x 32

► 0.0

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[x]

[View](#)

[Help](#)

6°C
Mostly cloudy



Search



ENG
IN
















edition

Guest

Project

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Layers - Layout 1

☒  Layer 0



edition

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Project



Search



Object types



background



enemy



Sprite



Sprite2

TiledBackground



wall



Families



Timelines



Eases



Timeline 1



Sounds



Music

Layers - Layout 1



Layer 0

0