

# MousePSD

If you can draw it, you can play it!

What you're looking at is a small game engine, which is completely free of any form of programming, and mostly free from menus and configurations. Because of those limitations it only allows a limited variety of gameplay based on dragging stuff around with the mouse. But that is still enough power to create a small dress-up, or other kind of decoration game.

The engine supports PSD files created with any program (Affinity Photo, Clip-Studio, PhotoPea, etc.) but it is a very elaborate format, so some things might not work as expected.

Right now, the engine exports web browser bundle, and Windows exe (64-bit) without any hassle. *With additional work, one can build the project for a whole bunch of platforms, but that requires some development knowledge.*

## How to use

1. Draw your game. Keep all things that you want move on separate layers - it's important!
2. Lock background layer and all other things that aren't supposed to move. Things that should move, leave unlocked.
3. Launch MousePSD, click "Open", and select your .psd file.
4. Click "Run" and check your game.
5. Adjust properties and add sounds in the form on the bottom.
6. Click "Export" and select a folder to write the files in.
7. Send the game to all your friends, or show off on internet (hashtag #MousePSD)!

## Complete Rules

- **Unlocked layers** become movable items. Dragging a layer brings it on top of everything else.
- **Locked layers** become static props.
- **Layers inside folders** behave the same as layers, except dragging them only brings on top of the folder they're in.
- **Folders inside folders** are flattened during export and behave like layers in same parent folder.

## Source code

Engine sources can found on github.