Documentation

GameDesigner

Images

1

- To upload your images just darg and drop them into the sidebar

2

- To use the image as reference drag and drop it into the canvas

3

- You can move the images arround by holding down click on mouse

Statistics

To see the statistics of an image just click on it , the statistics li should appear in the sidebar.

Position on the x and y axis.

Size including the width and height.

And programming/code which allows the user to quick copy paste an entire function with the variables already set up.

Programming / Code

- **This feature allows the user to wrrite theyr code into the website.**

- **Use variables like:**

- **_position.x**

- **_position.y**

- **_scale.width**

- **_scale.height**

```
void entity(x, y)
{
    // logic goes here
}
```

The code in the game

- **entity(_position.x, _position.y)**

The code you give to gameDesigner

entity(150, 150)

The code you get back

Save