CAVEMAN JUMPER V 1.0

DOCUMENTATION BY
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CAVEMAN JUMPER

Thank you for purchasing my game. If you have any questions that are beyond the scope of this help file, please feel free to email via my user page contact form here. Thanks so much!

Table of Contents

A. Caveman Jumper

Caveman Jumper is an HTML5 game made in Construct 2.0 Release R206 for browsers and any other platform which you may be developing.

The objective of the game is to collect as many coins as you can, that came down through the world. You can use later on in the shop to buy characters in the game, all these characters have unique abilities that will help you around the world to collect more coins, some of them can affect the gravity and some of them can affect the coins that appear on the map. There is also a meter counter which will show the player the distance that has achieved so far. But collecting all the coins its not an easy task, as random spikes will fall down as well, and the player will have to do his best to dodge them all to get to the coins. There are 3 levels of difficulty, easy, medium and hard. These levels of difficuty will appear as the player gets a long distance, at 100mts the medium difficulty will be activated and at 200mts so the hard one, but this is not bad at all as the player gets higher and higher the score system will go up as well, at start you will collect +1 coins, 30 seconds later +2, and so on, so the higher you get bigger the reward will be. The game was made using Construct 2.0 and all the images using Illustrator CS5.

Inside the main folder you can see this sub folders:

1. Construct 2 Files
2. Sound Files
3. Vector Files
4. User Guide

1. Construct 2 Files:
Contains the construct 2 file for editing your game, this is the file you need to edit if you want to make a caveman jumper game.

2.Game Files:
Contains the html5, images,sounds and javascript files previously exported using construct 2. This is the folder you need to upload to your server to play the game.

3.Sound Files:
Contains the sound effects use in the game.

4.Vector Files:
Contains all the assets in vector format use in the game, .Ai (Illustrator CS5), .Pdf, and .Eps.

5.User Guide:
Contains this user guide (Html,Css,Javascript Files).

B. Construct 2 Files

Inside this folder there is a file named "Caveman Jumper.capx", this is the file you need to edit if you want to make your own caveman jumper game. just open the file with construct 2 R 206 by scirra, this game needs the licenced version. if you want to make a commercial game you need to buy the personal licence.

Check the personal licence price and more informaction about the software here:
https://www.scirra.com/store/construct-2

C. Game Files

Inside this folder are all the files you need to upload the game to your server. If you want to change any assets of the game you can replace the sprites and tilemaps used in the folder images/ , the sounds in the media/ folder can be replace as well also all the icons can be replace to make your game unique. take note that this files were previously exported using construct 2. All images were made using illustrator which can be found in the folder vector files/.

C. Sound Files

Inside this folder are all the sound effects used in the game.

C. Vector Files

Inside this folder are all the vector files for the images used in the game.

F. Source and Credits

Image   By Aventon using illustrator CS5
Source File   By Aventon using a html tool and Construct

Once again, thank you so much for purchasing this game. As I said at the beginning, I'd be glad to help you if you have any questions relating to this game. No guarantees, but I'll do my best to assist.

AVENTON