Clever Frog

Duque Karl

v1.02 - June 2015

1. A WORD OF THANK YOU

Dear friend,

Thank you for purchasing my file! I hope you enjoy it a lot and it is helpful and valuable to you. Here is the quick help and documentation for this file.

This game was created in **Construct 2**, which is very easy to use and *No Programming Required*! You can now make advanced games without writing a line of code. Construct 2 does the hard work so you don't have to.
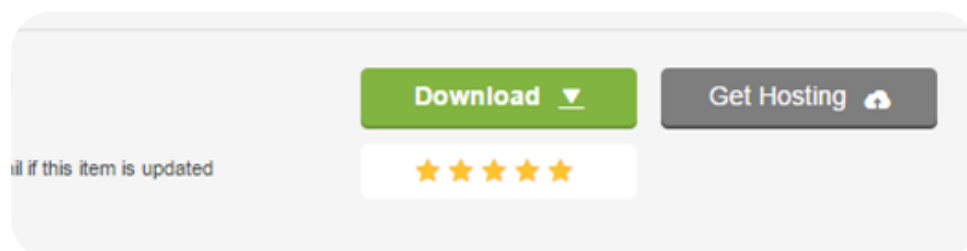
Everyone can edit this file with a little time and practice. In case you have any doubts or you are unable to do your customizations, leave a comment on CodeCanyon, ask me directly or search on Scirra forums your question(s).

Duque Karl

If you like this game please Rate it**, I really appreciate it!** 🙂

(*click here - link to Rate!*)

2. CONTENTS

3. INTRODUCTION

Jump from leaf to leaf, using all the leaves! Can you beat all the 24 levels in this smart game?

Ready for a brain challenge?! Clever Frog is a very intelligent toad, from Einstein's family. Help the little frog to move through every level jumping from leaf to leaf. Leaves sink, so you must pass only once over every plant until you complete the level using all the leaves!

INSTRUCTIONS - Touch a plant to jump there. You can jump forward, left and right. No backwards jumping and no diagonal jumping

Features:

- HTML 5 game
- High Definiton (Landscape 1280x720)
- Responsive, adapts to device screen size. Supports any screen size
- One Touch Control
- AdMob Ads Ready - Banner and Interstitial (try out free app on Play Store)
- Share Highscore on Facebook and Twitter with your friends
- Playable in all platforms (PC, mobile, Android, iOS, Windows Phone, etc.)
- Including **Constuct 2** file (.capx with all the sources)
- Including all art, graphics, music and sounds
- Easy to customize and reskin!

The game can be easily exported to:
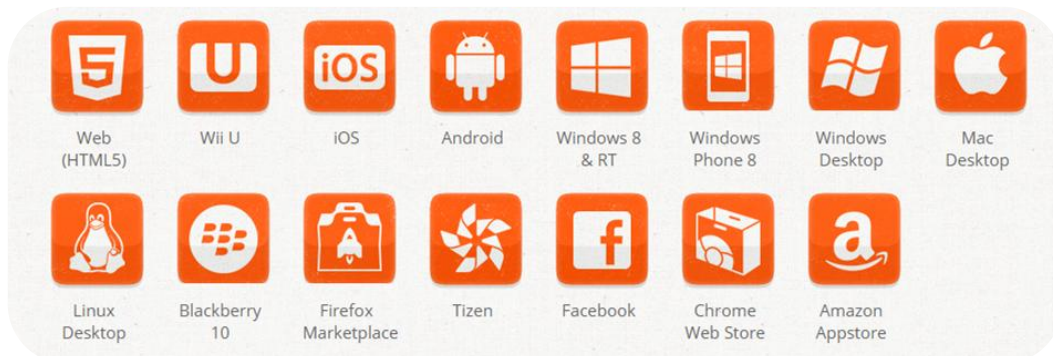
4. INSTALLING CONSTRUCT 2

To open this game you need **Scirra © Construct 2**. You can download it for Free on https://www.scirra.com/construct2

Construct 2 is a powerful ground breaking HTML5 game creator designed specifically for 2D games. It allows anyone to build games — no coding required! The Construct 2 editor is for Windows only, but the games you make can run anywhere, such as Mac, Linux, Android, Windows 8, iPhone or iPad...

If you are new to Construct 2, you can follow the free Tutorials on Scirra's web, which have useful tips for beginner and advanced users: https://www.scirra.com/tutorials

Note. You may need a Scirra Construct 2 license in order to publish games to some platforms.

5. A QUICK OVERVIEW ON THE GAME

Launch Construct 2 and open the game file: **CleverFrog.capx**

You can see all the game objects on the middle of the window.

This game has 2 Layouts: **Menu, WinGame** with 2 event sheets (**esMenu, esWinGame**). Plus **24 Level layouts** called "Level 1", "Level 2"... with a shared event sheet called "**esGame**" for all of these level layouts. Event Sheets contain all the Events and Actions (the logic / "programming") for the game.
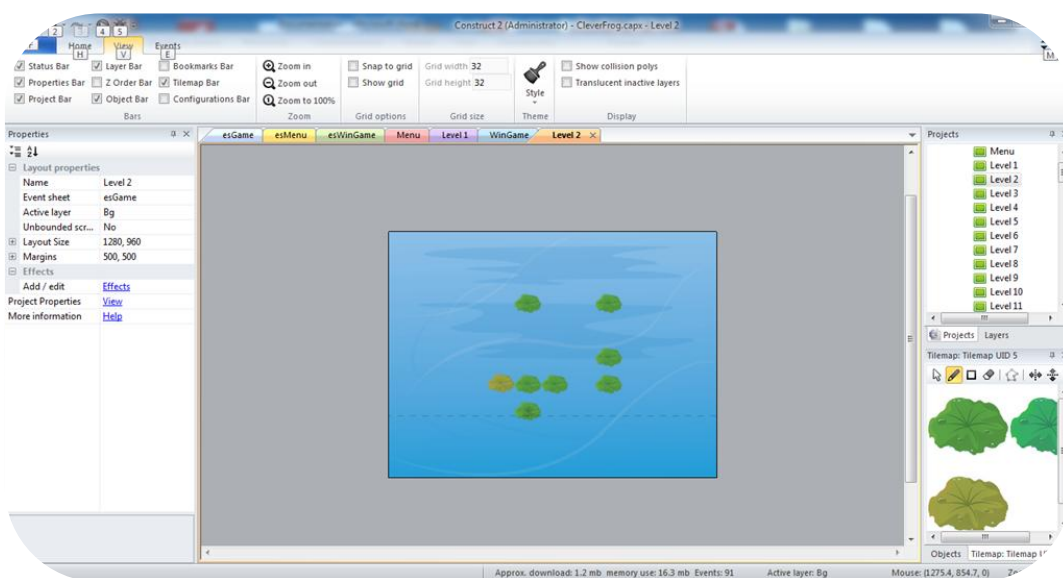
The Game elements are vertically centered on the screen.

The game objects are layered and ordered in different layers, so it can be easier to work with them / hide layers, etc.
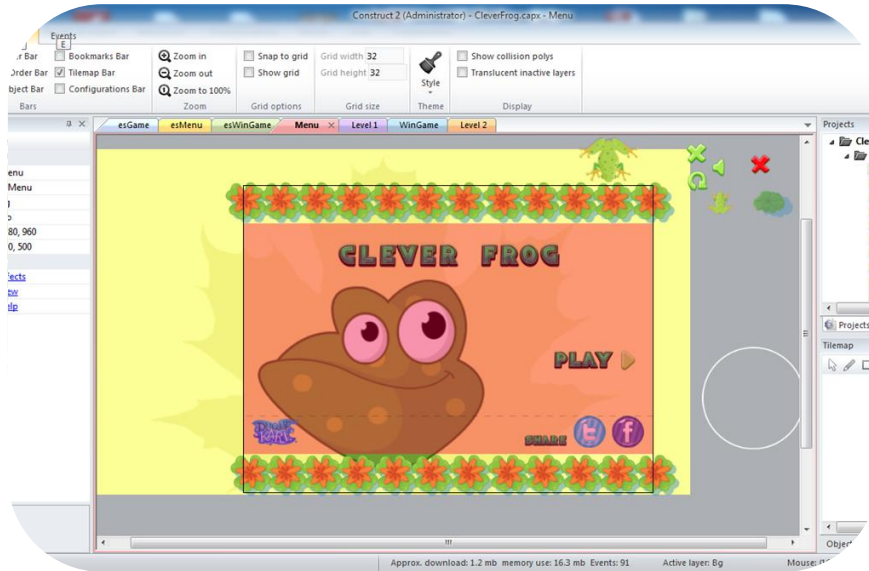
NOTE: There is a **"pink" rectangle (not visible when you play the game) on Layout "Menu"**. This is only a "Guide", a "safe zone" for **supporting multiple mobile screen sizes.**

Mobile devices have a lot of different resolutions. The "pink zone" is the smallest possible one, so all objects inside this "Guide" will always be seen. Some devices with more width will show a little more on both (left and right) sides, ie: more background. It doesn't affect gameplay, just makes the game look prettier instead of placing some black bars on your phone.

The other Layouts have been centered... but be careful when placing objects, because some of them might not be seen on some narrow devices (like 1280x720 resolution and similar to this proportion)

**More info on this:** https://www.scirra.com/tutorials/73/supporting-multiple-screen-sizes

6. EDITING THE GAME / RESKIN

Let's say you want to change the graphics on the game. Let's see how to **reskin the player**.

All the "common" Game Objects are placed on the Layout **Menu**. Open this layout called Menu and find the **Frog** Sprite.

You must double click the **Frog** to open it **(WARNING: Make sure you edit "Frog". DO NOT edit the "FrogMENU" Sprite).** You can edit either clicking on it on the center of the screen, or either clicking on the Dolphin object on the right side panel bar.

You will see the player's image in a window. Click on top menu folder icon: **"Load an Image from a file"**. Browse your PC, choose your file. **We have included two different players for this game**. Let's pick Dolphin. Then close the window. The graphics for the Dolphin are updated. Well Done. The size used is **86x74**, try to keep it as closer as possible for more compatibility with the current game.
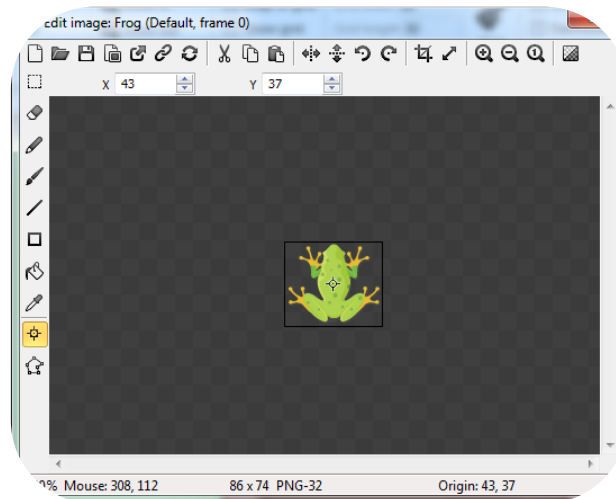

In case your image is bigger than the current recommended size, **you can easily resize it**. Click the **Resize icon (1),** then input the new width and height for this image: 86, 74. Click OK.
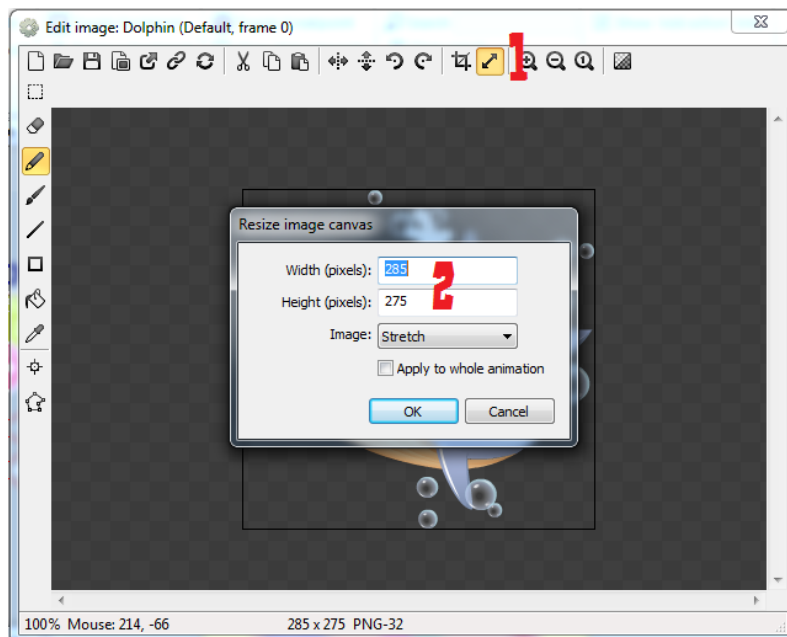
Remember you should also change the "Jumping" Animation images!!! On "Animation" Window select "Jump" animation, then repeat the steps and change the Frog image.
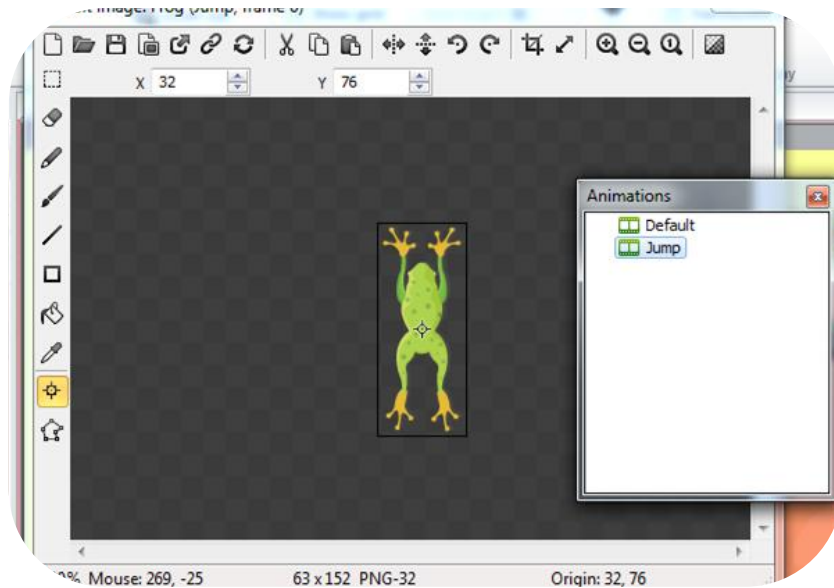
The next step is to play the game and check if the changes are working right! Save your project (if you wish) then click on the **Play icon**: "Run layout".
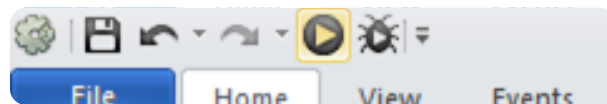

Same concept applies if you want to change other **Sprites.**

The same process applies to change other graphics like: background, water, sand, umbrellas, buttons... You get the point.

FAQ. ADDING YOUR OWN LOGO / BUTTON

[NOTE] This game already has a button created for you, so you only need to find it and change the Image. Then go to the Events Sheet called MENU and change the URL of your clicked button.
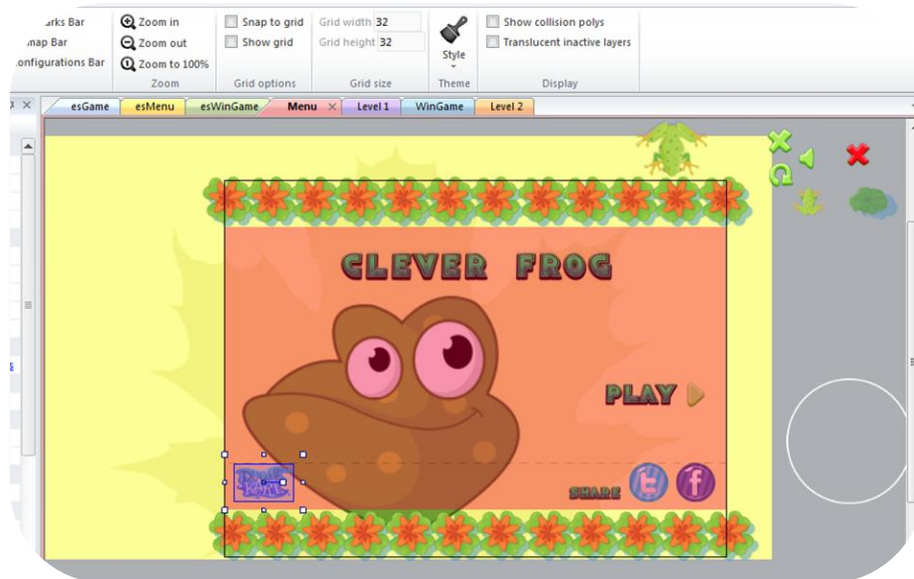

HOW TO edit the current button: Part 1: Find "BtnSponsor" (blue Duque Karl Games), double click. Change the image, choose your own Logo. --- Part 2: Open event sheed "esMenu", find line 10. Double click *"Go to "http://duquekarl.com"* to edit and replace with your own url. The End
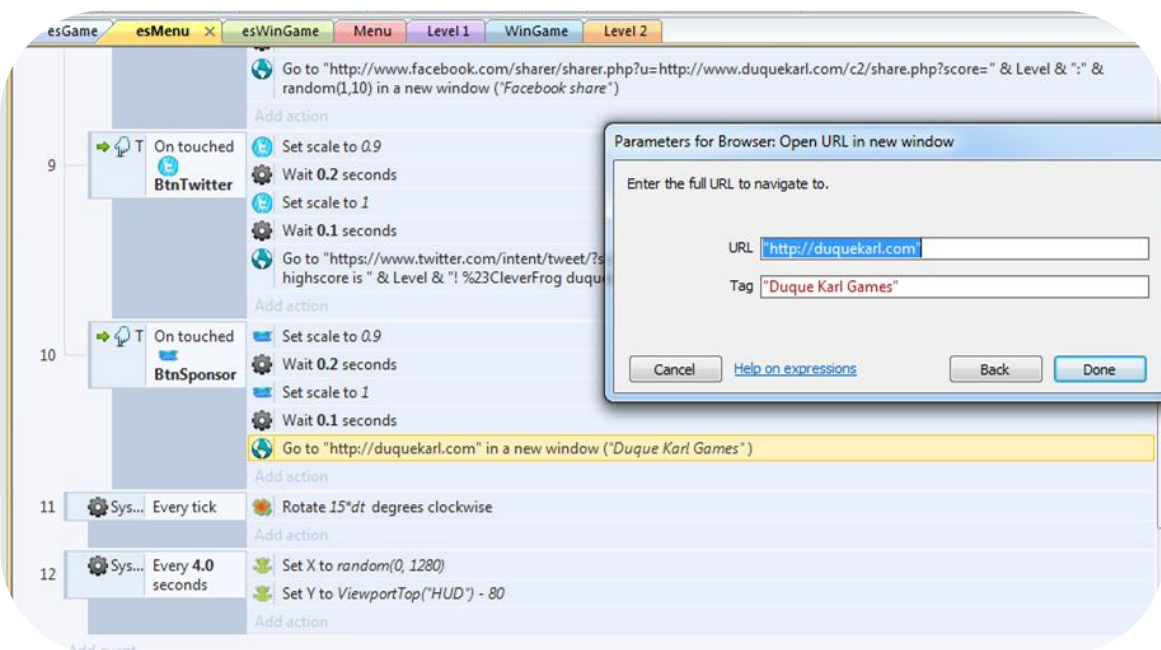
THE FOLLOWING IS ONLY IN CASE YOU WANT TO ADD A NEW IMAGE/BUTTON. It is recommended that you use what is already explained above.

***

To add a new object (Button/etc) to the game, first Double Click on the middle of the screen or Right Click with your mouse and choose "Insert new object".
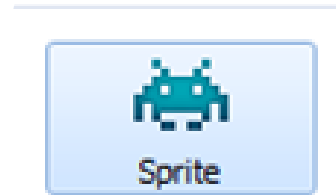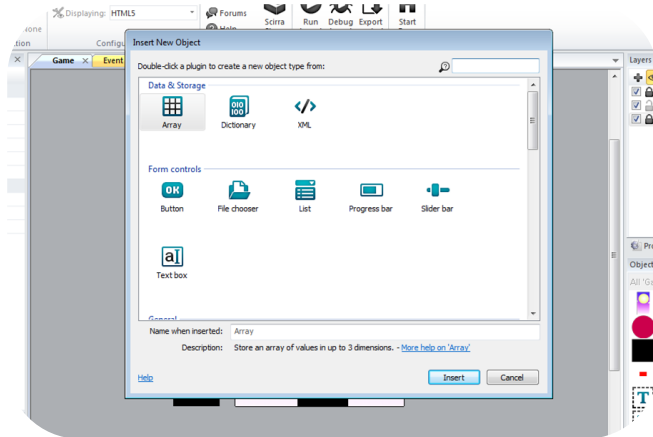
A window pops up. Select "Sprite" here. A Sprite is a two-dimensional image or animation in a game, like Mario, a golden coin, an enemy mushroom, etc.

You will return to the main window where the Game objects are placed. The mouse cursor will show now a "cross" pointer and is waiting for you to click on a screen coordinate to create the new Sprite there. Click on any point (you can change and move it later) and you will see a new window for the new Sprite.

Click on the folder icon "Load an image from a file", then browse your computer and choose the picture you want.
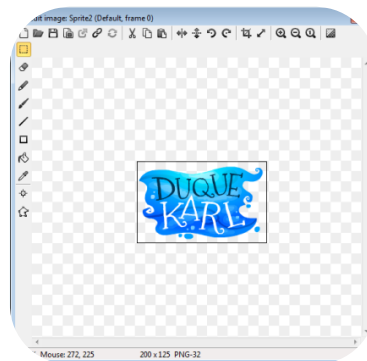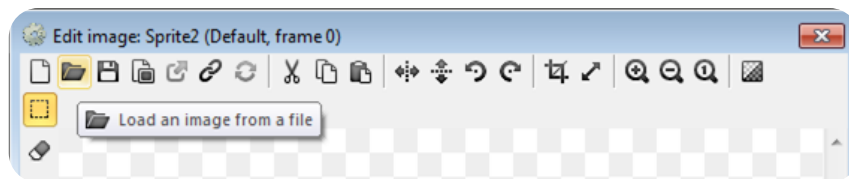
Now you can drag it to the place you want or easily resize it. You can now test your game (Run Layout) and see the new Sprite.

Change the name from the current Sprite on the left bar panel "Properties". Let's call it **ButtonLogo**.
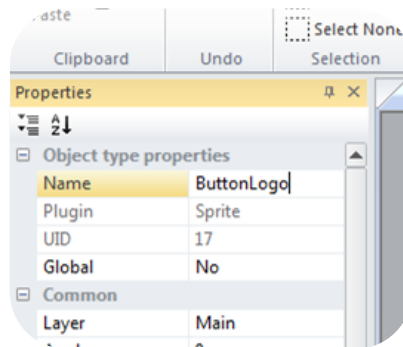
Find on the right side, under "Project Menu" tab the recently created **ButtonLogo** and drag it to the screen.

Let's see how you can convert this Sprite into *a Button*, so *something will happen* (a new URL will be opened) when the player clicks/touchs it.

Now click on the "Event sheet" tab. Here is where the game logic lies. Here is everything what makes the game work, the player move, the score been saved, the texts updated, play the sounds, etc. You can change the behaviour/logic of the game objects here.

The **Event sheet** is a series of Events which have two parts: "Condition -> Action". If the event's Condition is met, then the Action will be fired. For example,
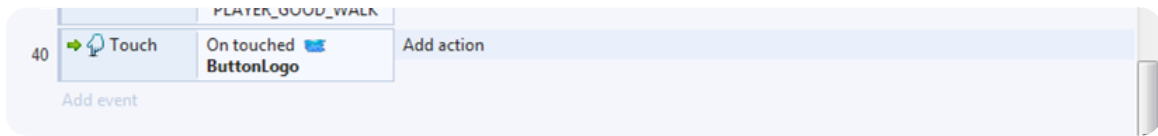
Condition: *Touched ButtonLogo*

Action: *Open my url "superawesomegames.com"*

And exactly this Event is what we are going to create. So, scroll to bottom line and click "Add Event"...
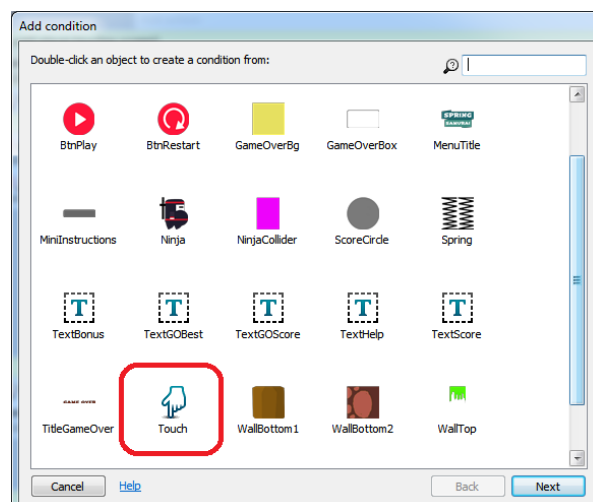
Select **"Touch".** On the next screen choose "On touched object". And then select "ButtonLogo".


The new event has been created. Right now it only has the **Condition part**, so let's complete the **Action part.**

Click on *"Add Action"*. Then choose "**Browser**".*

In case "Browser" does not appear, you must take an extra step and add it as a New Object. Go to the main window, Double-Click the screen where the game objects are (or right click -> Insert new object...) Find the Browser plugin and Insert.
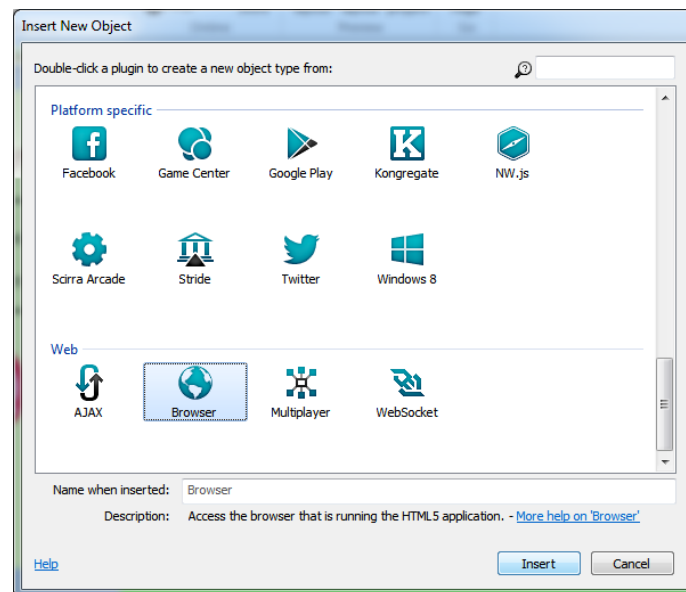

In the Event Condition click the "Browser" icon. Then choose between "Go to URL" or "Open URL in new window" if your choice is to open the new URL on the same window or on a new one. On the last step type down your URL, like *"http://codecanyon.net"*, *"http://duquekarl.com"*, or whatever.
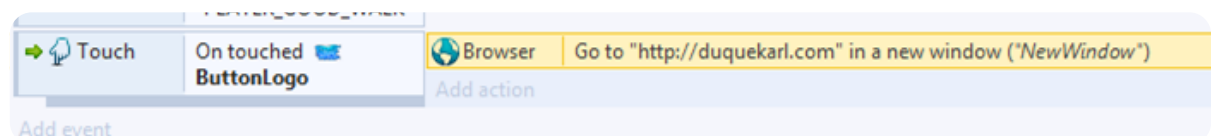

Now you can do the same to add your Facebook, Twitter or whatever buttons.

FAQ: USING YOUR OWN LOGO FOR LOADING SCREEN

[Option 1] On the top-right panel Go to **Project -> Files -> Icons -> loading-logo.png**. Double click it. Now you can edit the Loading Logo Image. You can load from your disk any image and resize it as you want.
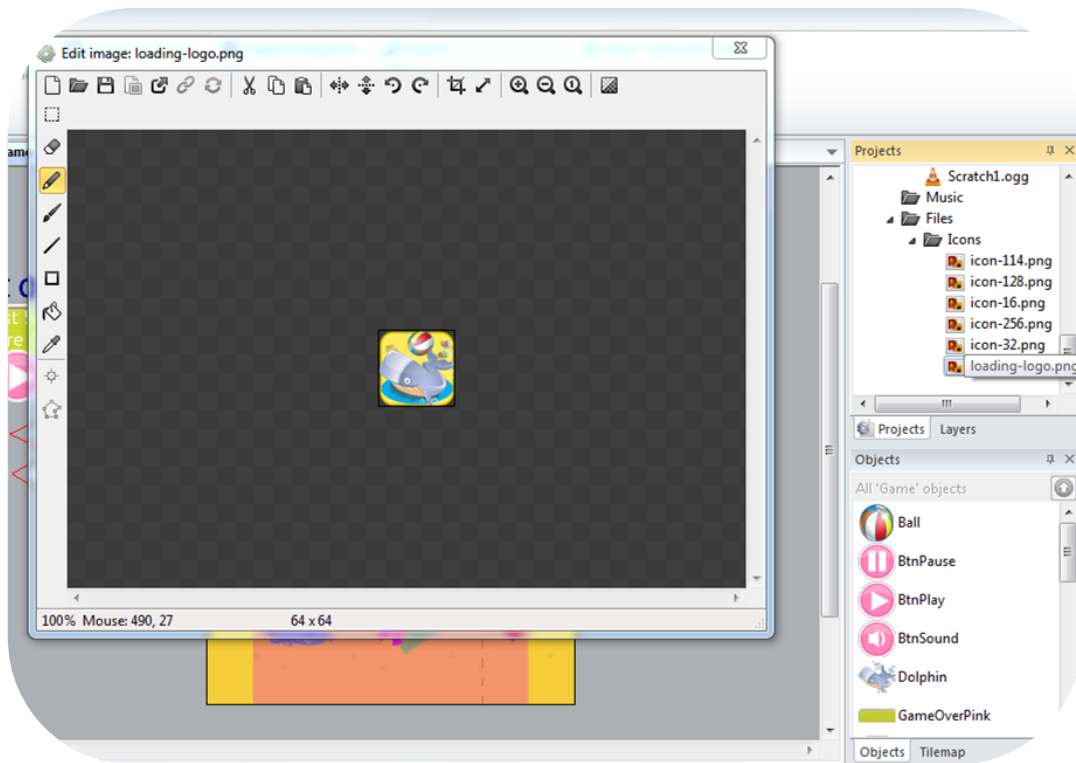
[Option 2] When your game is ready, choose **"File -> Export Project ...",** then HTML5. All your files will be exported to a folder. (Note: SKIP THIS STEP IF YOU WANT TO WORK DIRECTLY WITH THE EXPORTED HTML5 GAME WHICH COMES WITH THIS CODECANYON FILE)
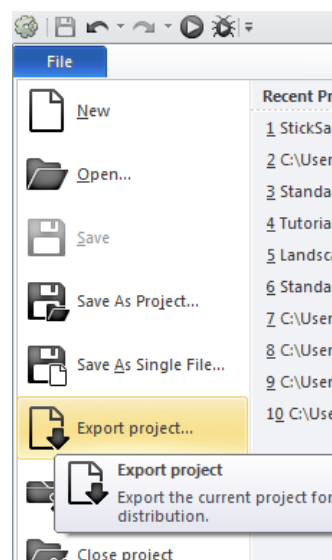
Look at the files and find **"loading-logo.png"**. If you replace this file with your own PNG image (64x64), then your new customized image will be shown while the game is loading...
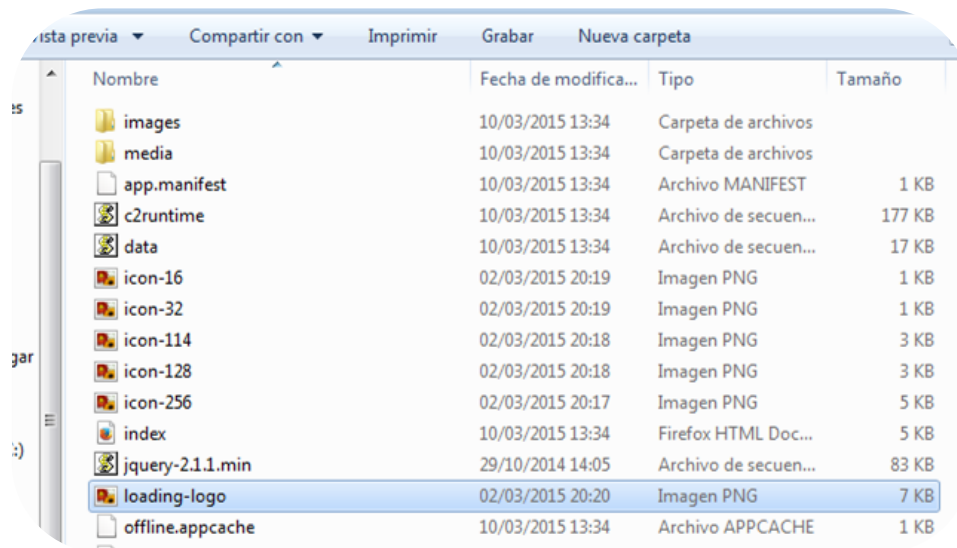
FAQ. HOW TO ADD NEW LEVELS

To add new levels:

1. Open **esMenu** and change this line: **TOTAL_LEVELS = 24**. If you want to add just 1 level, write **TOTAL_LEVELS = 25**. etc. This means the game will finish ("The End") when the player completes all these "24" (or the number you type) levels.
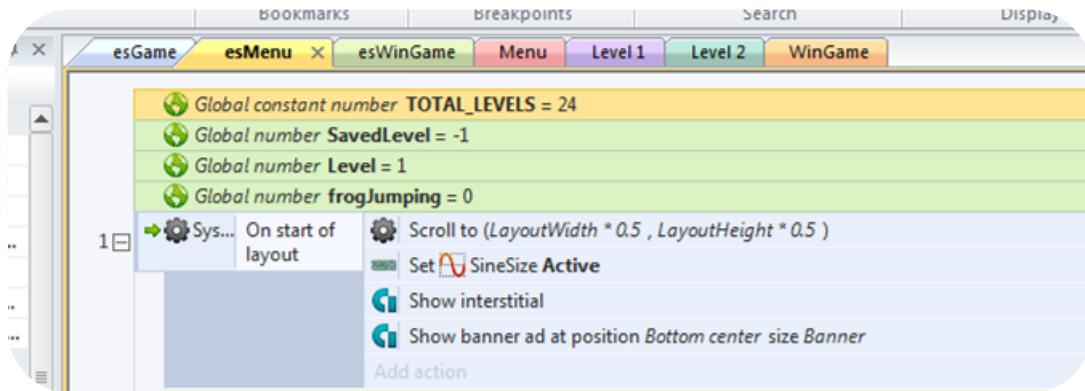
2. On the top right corner, find the tab **"Projects".** Click on **"Clever Frog"** folder and then expand the **"Layouts"** folder. Scroll down, find the last level "**Level 24**", then right click and choose **Duplicate**. Rename the new layout to "**Level 25**" (or the next following number: "Level 26", "Level 27", "Level 28", etc.)
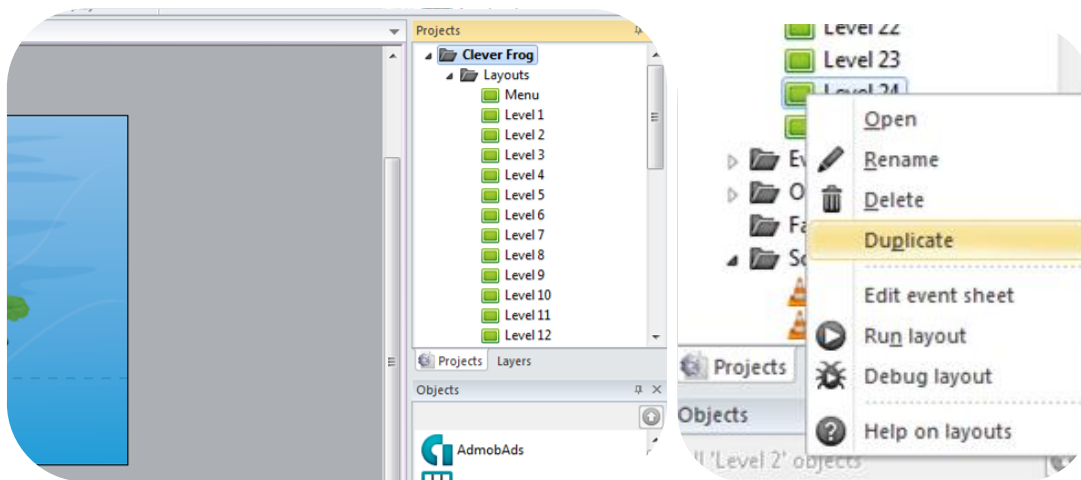

Now it's time to edit this level to make something new and different. Read the next section **"FAQ. EDIT AN EXISTING LEVEL".**

FAQ. EDIT AN EXISTING LEVEL

To edit a level (either a new created one or a current level):

On the top right panel **"Projects",** double click on the Layout you want to edit. For instance, double click on "**Level 25**" to go to the level layout. If you want to work with a different zoom, then press **"CTRL" & "+"** or **"CTRL" & "-"** to zoom in and out and find a comfortable zoom to work.
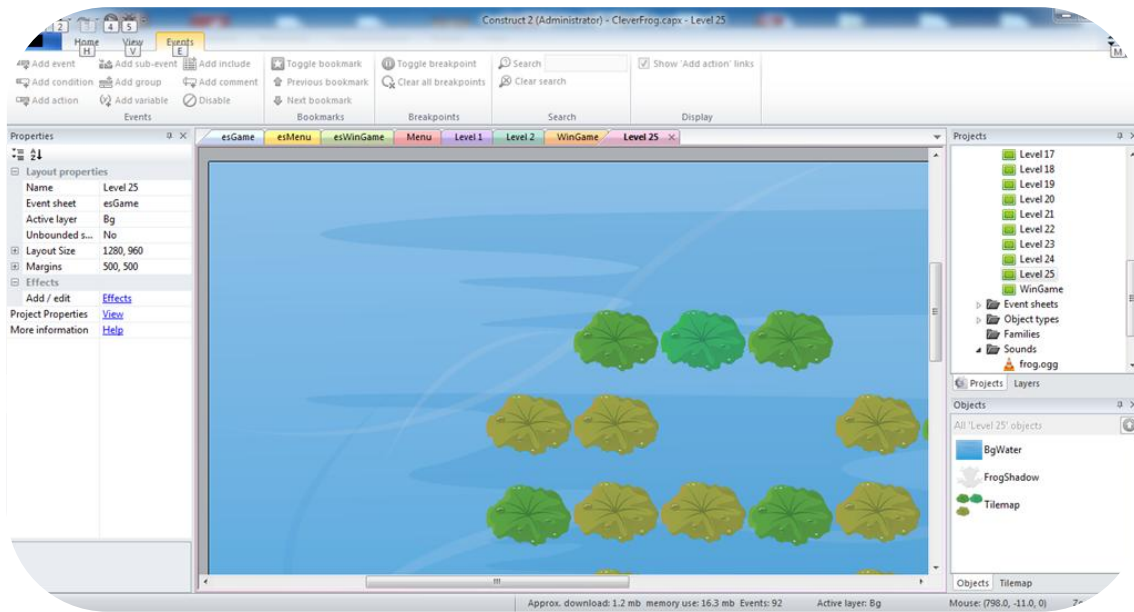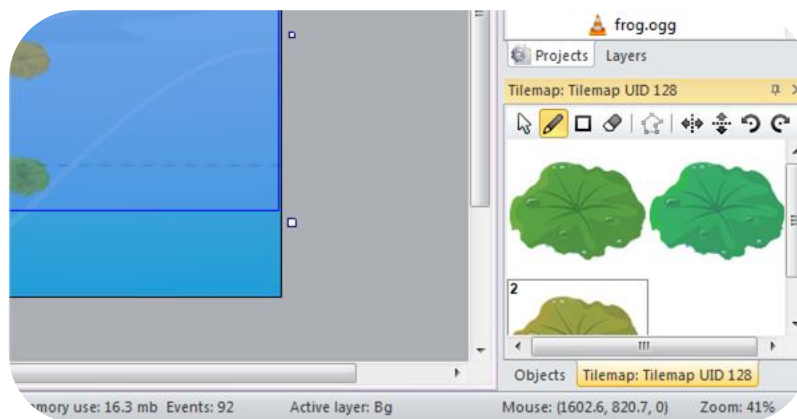

Click on the leaves on the screen, until **"Tilemap"** is selected (a blue rectangle must appear). This is what you must change. Current levels are like a 6x10 "tiles floor", like a chess board or like a swimming pool wall, or a kitchen tiled wall. 6 rows, 10 columns.
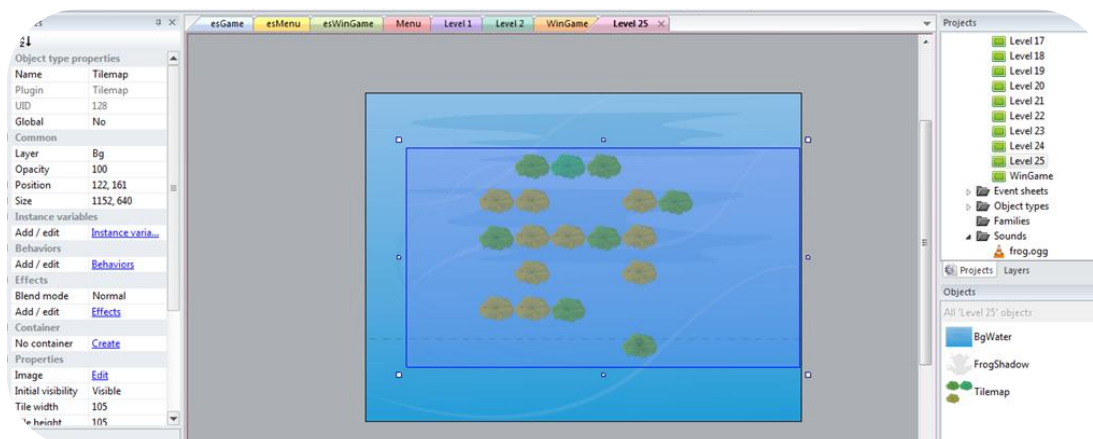

If you Double-click **Tilemap**, you will see the different tiles you can choose for your game (you can also customize and reskin this picture):
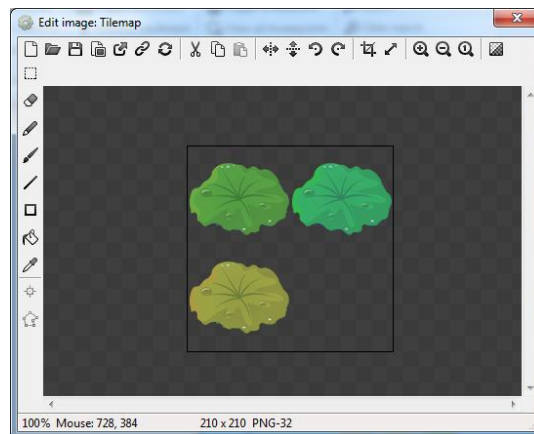
Close this window. Click on the bottom right panel **"Tilemap"** and you will see the Tilemap editor.

TO ADD NEW PLANTS: Click the pencil icon, then click on one of the 3 plants available (the leaf you want to draw). Then click on the Tilemap (in the middle of the screen) and you will draw a plant at the clicked position (remember the level is like a 6x10 table). Example:
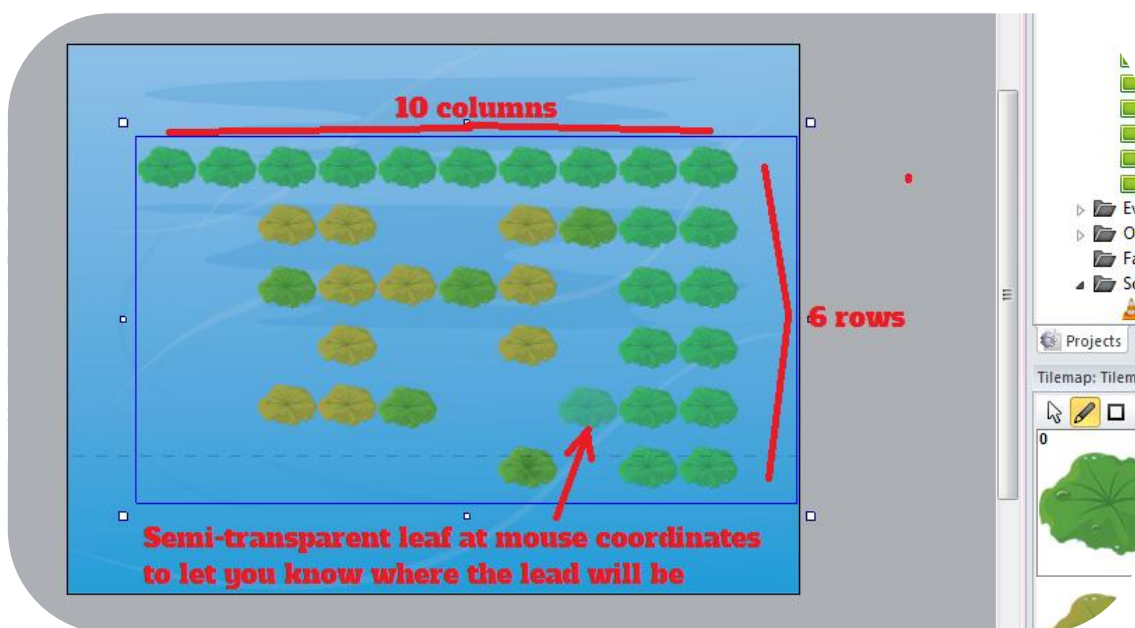
TO ERASE PLANTS: Click the **Eraser icon**, then click on the level plants you want to remove.
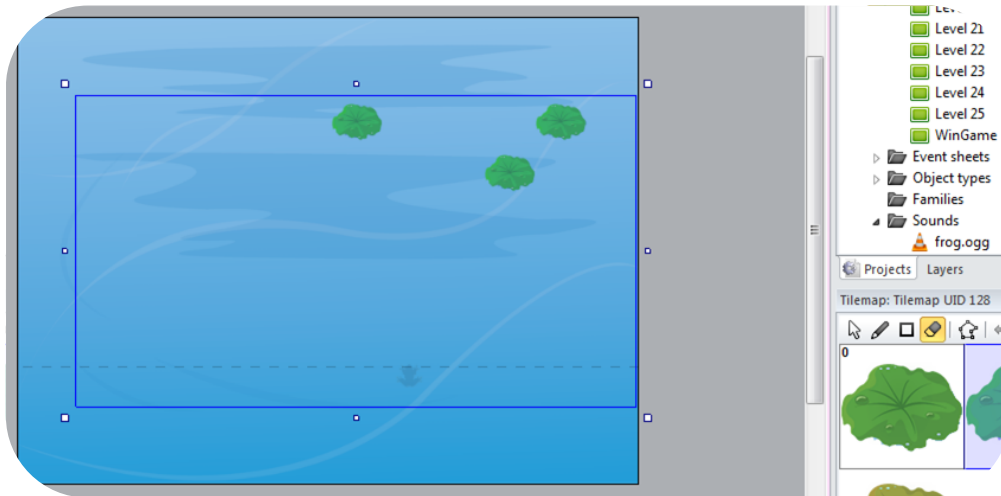

Now go and create your own awesome levels!

THE FROG STARTING POSITION: See that little frog shadow? That will be the frog starting position. **Be sure to drag the little frog shadow to a plant!!!** You can also find the little frog quickly if you click on the bottom right panel **Objects** -> then click **FrogShadow.**
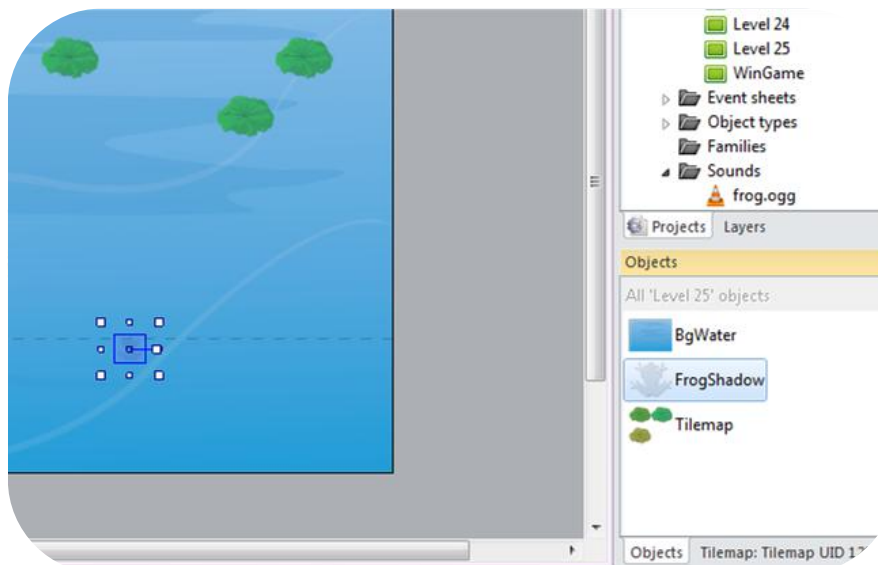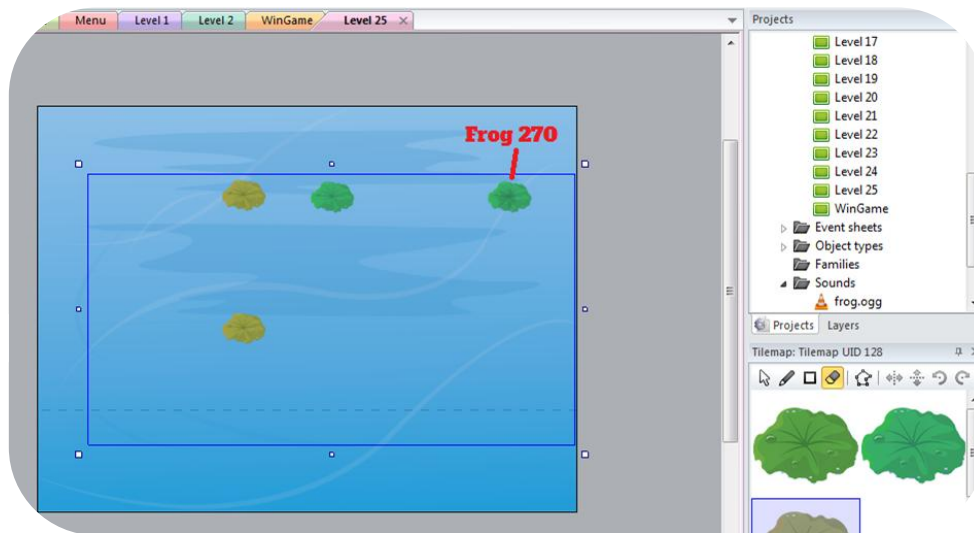

Drag the **FrogShadow** to the position you want the Frog to start from. Then, on the left bar, you can set the Frog angle. This is the starting rotation of the frog when this level starts:
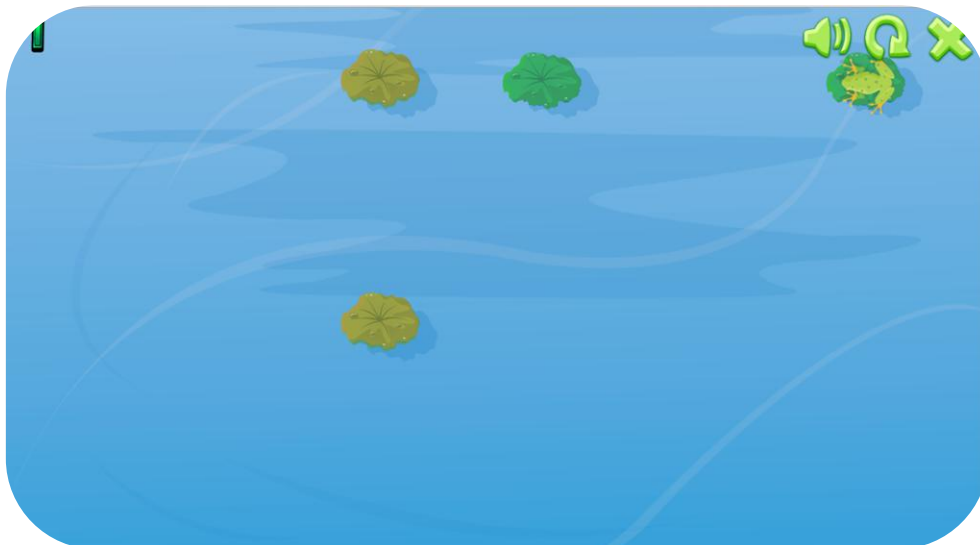
- 0 - Looking Up
- 90 - Looking to the right
- 180 - Looking down
- 270 - Looking to the left
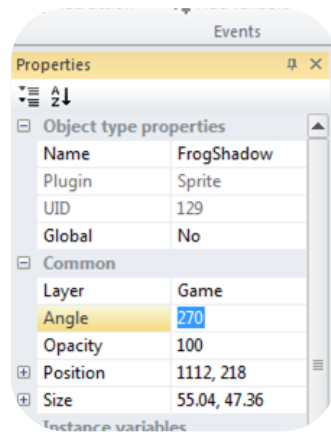
The final result:

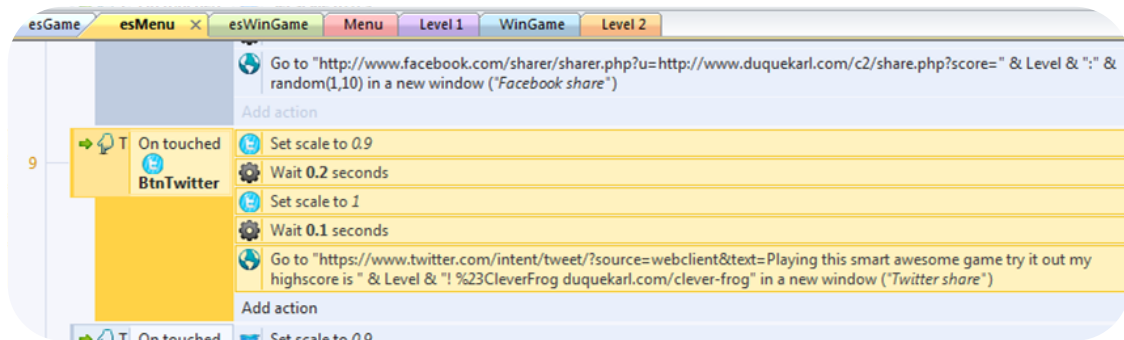Now you can play the game and test your level !!! (Click the Play icon)

FAQ. SHARING TO FACEBOOK AND TWITTER

This game comes with a **Facebook Share** button and a **Twitter Share** button.

[CUSTOMIZE TWITTER SHARE]

Open event sheet "esMenu" and find event #9. You must change the last action "Go to..."

This event fires when BtnTwitter is "touched" and allows the players to share on his twitter account a message like this:

Playing this smart awesome game try it out my highscore is 15!
#CleverFrog duquekarl.com/clever-frog
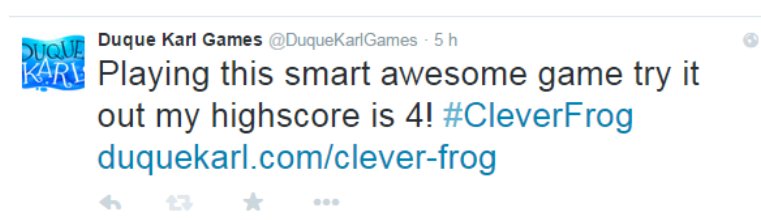
Of course, the highscore will be dynamic and change according to the current score of the player. You must change (the text in red):

- the hashtag part **#CleverFrog** with your own hashtag like #JumpyFrog or #HappyToad
- the url part ***"duquekarl.com/clever-frog"*** if you want to advertise your personal link to your game url

This is the code used: ('#' is not valid here, so we wrote '%23')

"https://www.twitter.com/intent/tweet/?source=webclient&text=Playing this smart awesome game try it out my highscore is " & Level & "! %23**CleverFrog duquekarl.com/clever-frog**"

[CUSTOMIZE FACEBOOK SHARE]

NOTE: You need a server to host a .PHP file called **share.php**

Step 1. Upload/create facebook **share.php** to your server. **Remember the URL of the php file.**

share.php (this is the code needed inside the .php file):

```php
<?php
        $score = $_GET["score"];
        $scorex = explode(":", $score);
        $highscore = $scorex[0];
?>

<html>
<head>
        <title>Clever Frog HighScore</title>
        <meta property="og:title" content="My Highscore on Clever Frog is <?echo $highscore;?>!"/>
        <meta property="og:image" content="http://duquekarl.com/c2/cleverfrog/clever50.jpg"/>
        <meta property="og:site_name" content="Duque Karl Games"/>
        <meta property="og:description" content="Can you beat me?"/>
</head>
<body>
        <meta http-equiv="refresh" content="0;URL=http://duquekarl.com/clever-frog/" />
</body>
</html>
```

NOTE: Replace the RED parts with your own custom texts, images and links.

The result:

My Highscore on Clever Frog is 3!
Can you beat me?
DUQUEKARL.COM

Me gusta · Comentar · Compartir

Step2. In Construct 2, open event sheet "esMenu" and find event #8. Edit action **"Go to..."**

This event fires when BtnFacebook is "touched" and allows the players to share on his personal facebook account a message like shown above. **NOTE: Replace the red text with the URL of your own share.php file.**

This is the code used:

"http://www.facebook.com/sharer/sharer.php?u=**http://www.duquekarl.com/c2/share.php**?score=" & Level & ":" & random(1,10)

FAQ: HOW DO I EXPORT TO MOBILE ?

Step 1. You need at least a **Personal License of Construct 2**. Export using **Cordova**. For iOS it is recommended to use 8.0+ and for Android 4.0+ [Crosswalk]
https://www.scirra.com/tutorials/71/how-to-make-native-phone-apps-with-construct-2-and-phonegap

You must click **File -> Export Project -> Cordova**. Uncheck "minify", then select Android and minimum 4.0+ (for iOS select the opposite and 8.0+)
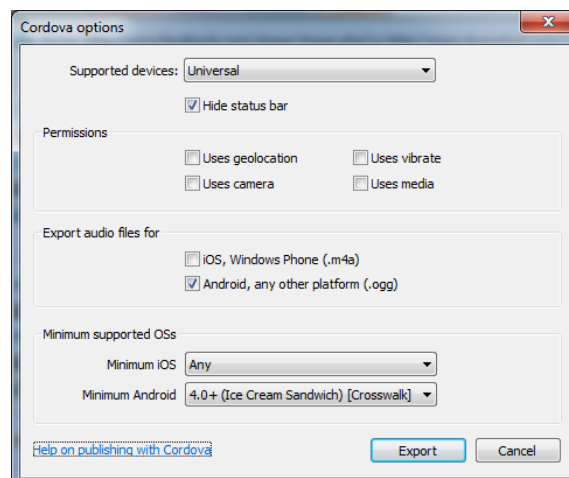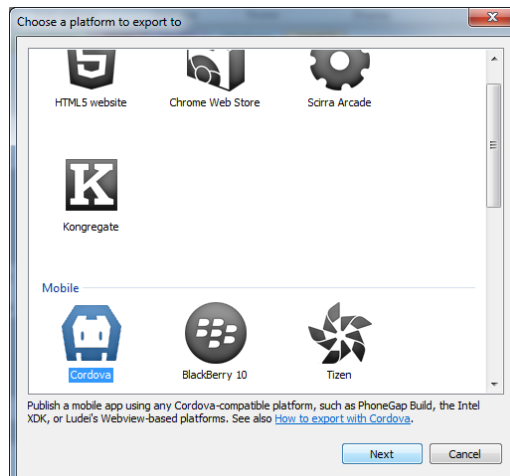
[ANDROID] Crosswalk - Intel SDK

**Step 2.** Download Intel SDK and install. Follow the instructions to build an Android app (.apk)

[FULL TUTORIALS]
https://www.scirra.com/tutorials/809/how-to-export-to-android-with-crosswalk
http://xdk-software.intel.com/

[QUICK TUTORIAL]

Your game will be exported to the folder you chose (normally, this will be in your Desktop). Next, you need to import in **Intel XDK** the Cordova exported HTML5 files.
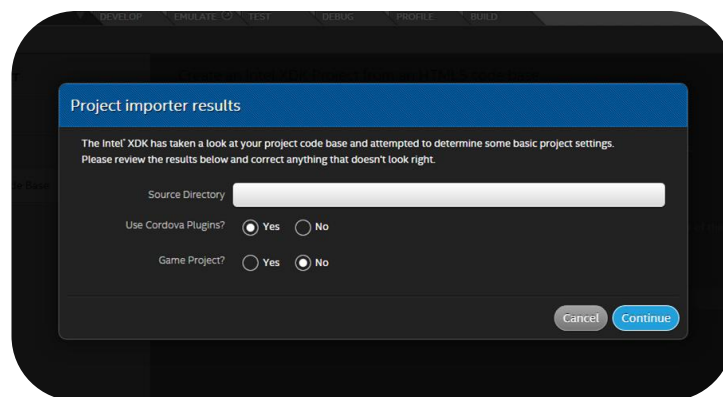
Open **Intel XDK** and "**Start a new project**" (bottom left corner)
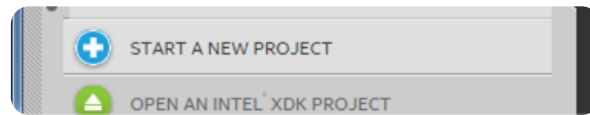
Time to import your HTML5 Code Base. Click the **"folder icon"** and select the path to your Cordova just exported game.

IT MAY BE UNINTUITIVE, but choose the following options (this will create a *Project Type*: **HTML5 + Cordova**):
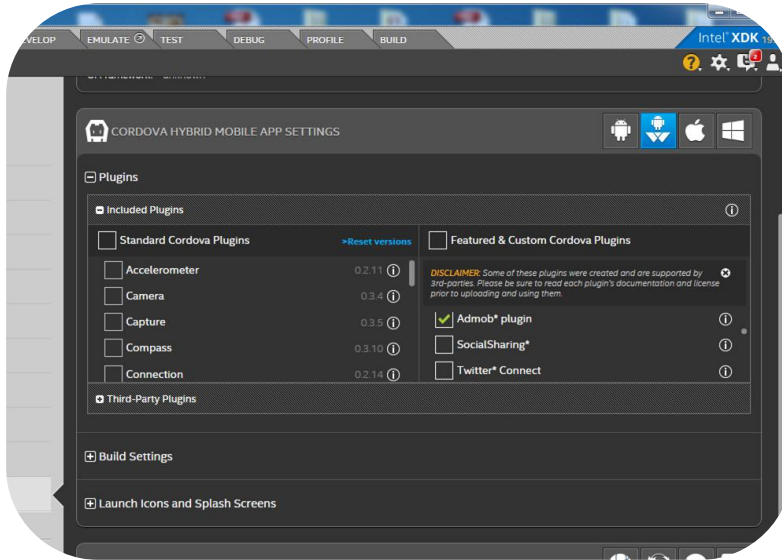
- Use Cordova Plugins - **YES**
- Game Project - **NO**

Now, click on **XDK PROJECTS** (top left corner), to edit the Projects details.


Under **CORDOVA HYBRID MOBILE APP SETTINGS** - Uncheck all the 4 blue boxes. Just keep the second one: Android Crosswalk. Then on the right column you can pick the plugins needed, like: **Admob plugin.**

Under "Build Settings - **Android Crosswalk"**, complete your APP details: app name, developer, version, etc. Then remember to set "Fullscreen", "Landscape",
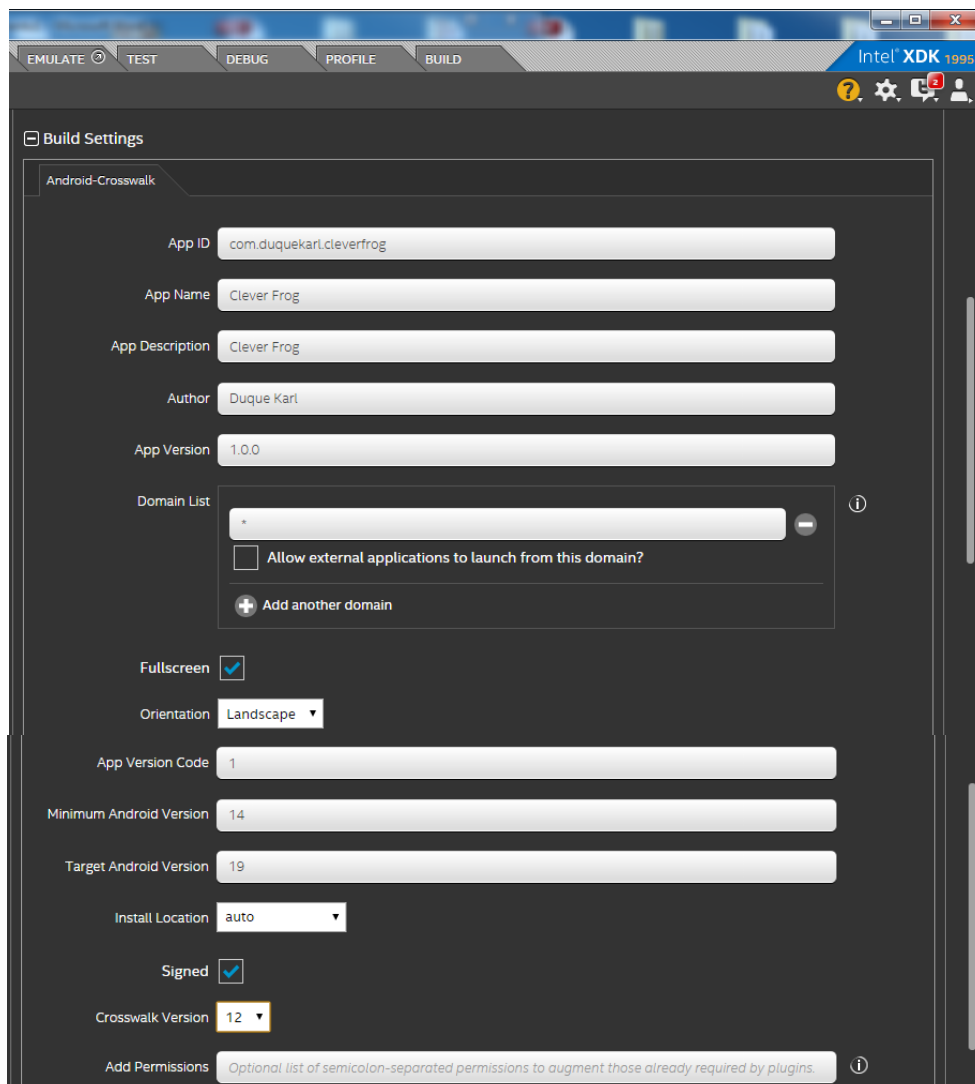
Then you must choose the icons for the game, and (optionally) splash screens on **"Launch icons and Splash screens -> Android Crosswalk"** (Landscape)
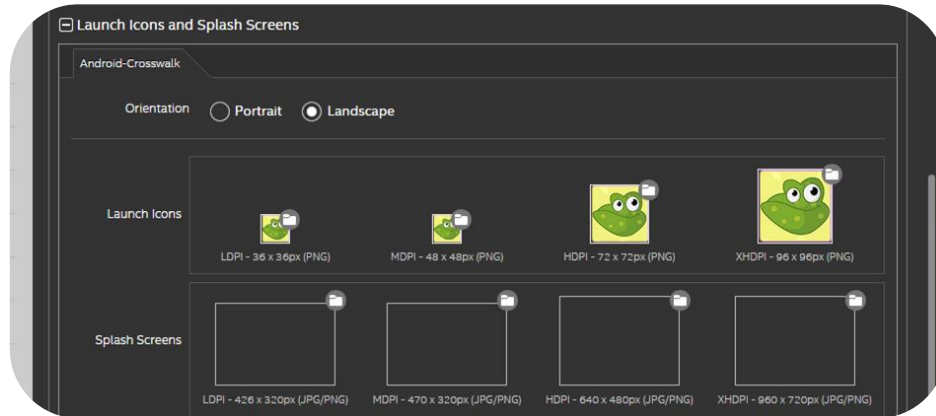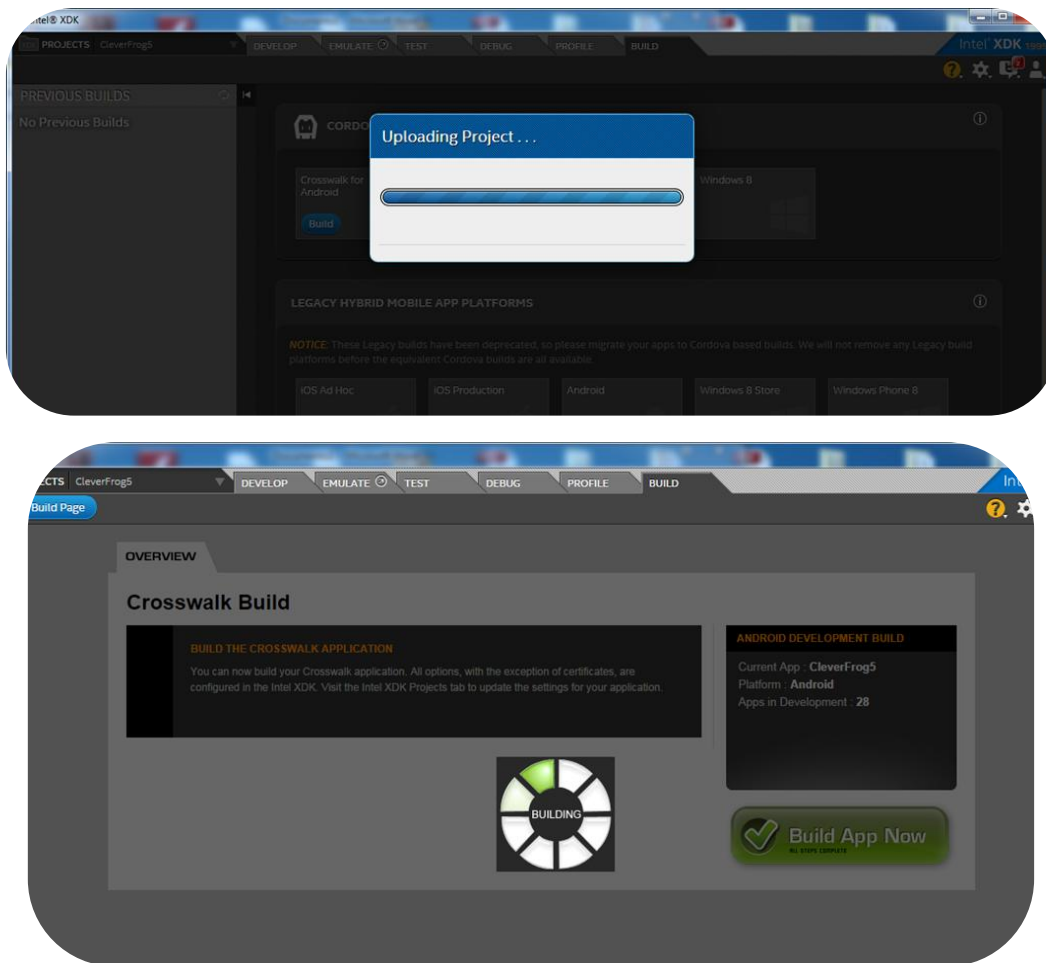

On the top tabs you can **test the game in the Emulator**.

Finally, get to the last tab **"Build"** - and choose **"Crosswalk for Android".** Then click **"Build App Now"** and wait... when the app is ready, download it and test on your phone. You will receive two .apk (arm and x86) to maximize compatibility with more Android devices.
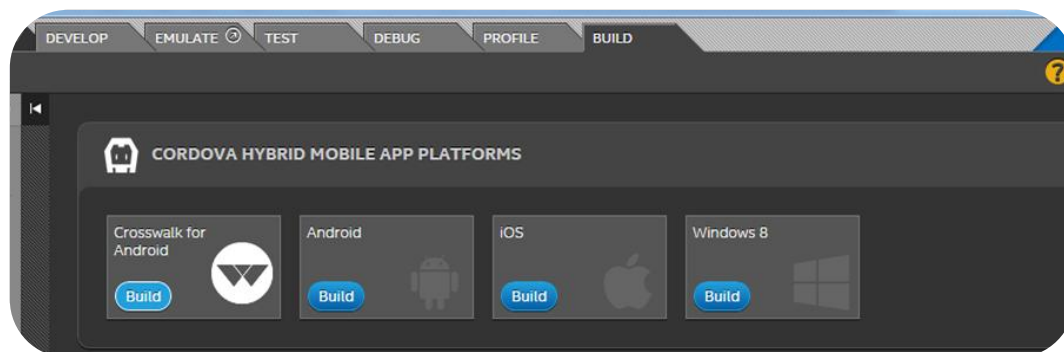
Upload both files to your Google Play Store account. This link can help: https://software.intel.com/sites/default/files/managed/9a/72/Intel_Walkthrough_GP-Multiple_APK_Submissions.pdf
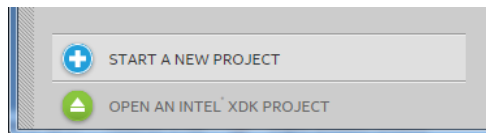
FAQ: HOW TO ADD ADMOB ADS ?

The first step is to click (1) **Project -> Object Types -> AdmobAds,** then go to **Properties** pannel (2) and paste your AdMob Unit Banner/Interstitial Ad Code.
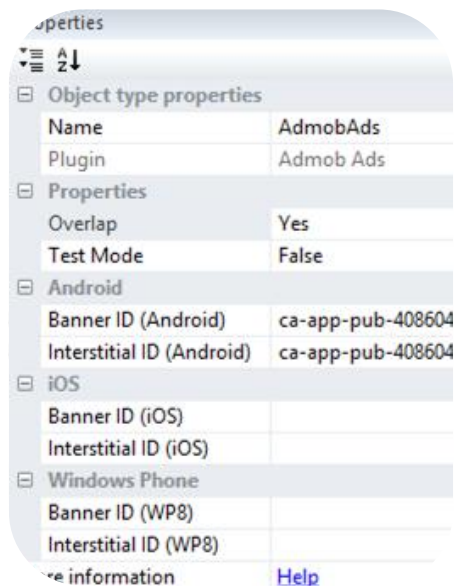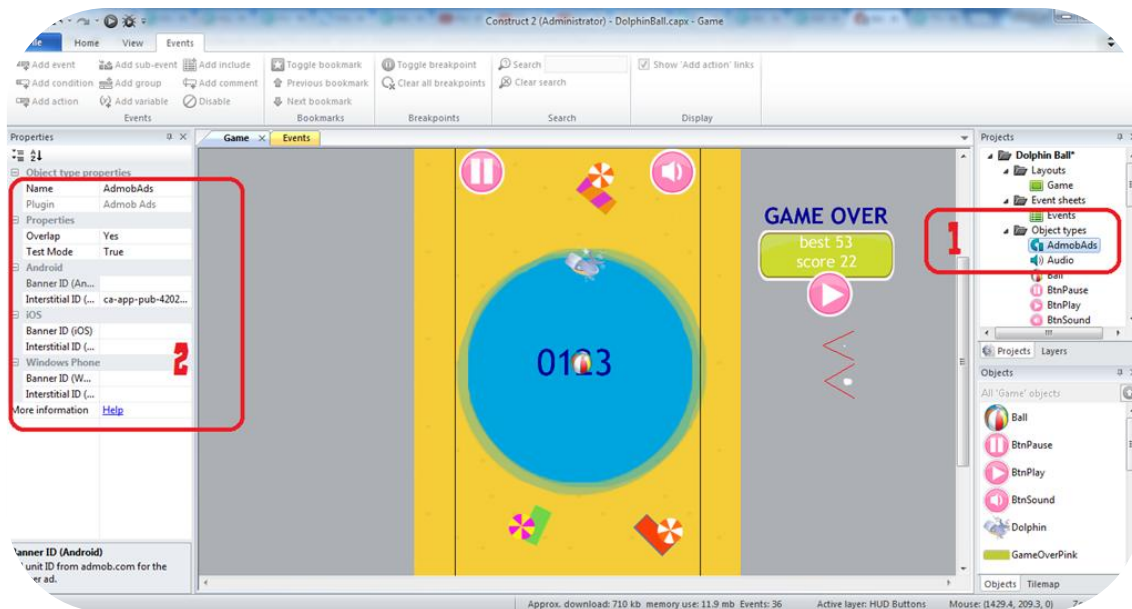
Now **File -> Export Project...** and select "Cordova".
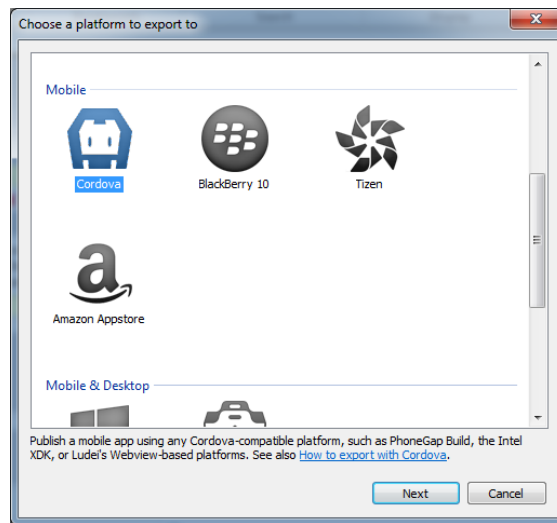
Open **Intel XDK** (Download for free if you don't already have it). **Start a New Project**.

Follow the Steps on **FAQ: HOW DO I EXPORT TO MOBILE ?**

Remember you need to **add a plugin**. **Plugins -> Admob Plugin.** Then you can Build the app!

[EXTRA HELP]:

Answer 1: [Construct 2 AdMob - Events] The AdMob plugin can show ads from the AdMob ad service.

https://www.scirra.com/manual/184/admob

Answer 2: Read this Crosswalk tutorial

https://www.scirra.com/tutorials/891/how-to-include-advertisements-into-an-android-crosswalk-project

Answer 3: See the following complete tutorials (Crosswalk, Intel XDK)

http://help.shatter-box.com/wiki/intel-xdk-admob-banner-fullscreen-ads/

http://help.shatter-box.com/wiki/intel-xdk-how-to-build-to-android-with-crosswalk/

FAQ: HOW DO I EXPORT TO IPHONE / IPAD / IOS ?

Answer 1: Export using **Cordova / Phone Gap (Recommended)**

https://www.scirra.com/tutorials/71/how-to-export-to-mobile-with-phonegap

Read: FAQ: HOW DO I EXPORT TO MOBILE ?

Answer 2: Using **Ejecta (Not Recommended)**

Useful links (tutorials)

https://www.scirra.com/tutorials/907/deploy-your-c2-game-to-ios-the-easy-way

https://www.scirra.com/tutorials/992/how-to-export-to-ios-with-ejecta

https://www.youtube.com/watch?v=r68lxg5spQY

FAQ: HOW TO EXPORT TO ANDROID ?

Read FAQ: HOW DO I EXPORT TO MOBILE ? for step by step guide.

[EXTRA HELP]

Answer 1: Using **Crosswalk (Recommended)**

https://www.scirra.com/tutorials/367/how-to-make-android-games

https://www.scirra.com/tutorials/809/how-to-export-to-android-with-crosswalk

Answer 2: Using **CoccoonJS (Not Recommended, may have incompatibilities with some games)**

FAQ: HOW TO MAKE A WINDOWS PHONE 8 APP ?

Answer: You will need **Visual Studio 2012 Express for Windows Phone 8**.

Step by step instructions:

https://www.scirra.com/tutorials/429/how-to-make-a-windows-phone-8-app

FAQ: HOW DO I EXPORT / PUBLISH TO "X" PLATFORM ?

This link provides a lot of deep and useful help for exporting and publishing to many platforms:

http://www.scirra.com/tags/100/publishing

FAQ: HOW TO MAKE A FACEBOOK GAME ?

Answer: Follow this tutorial

https://www.scirra.com/tutorials/58/how-to-make-a-facebook-game

***

The End

LAST WORDS

It is highly advised, whether you are a designer or a developer, to look further into the file and customize it to your pleasing. See what can be improved upon or changed to make this file work better. Don't hesitate to send me suggestions and feedback to duquekarl@gmail.com

or through my profile page at **duquekarl** on the CodeCanyon.net market.

Good luck with your modifications!

In case you liked this file, please rate it! **Thank you!**

⭐⭐⭐⭐⭐