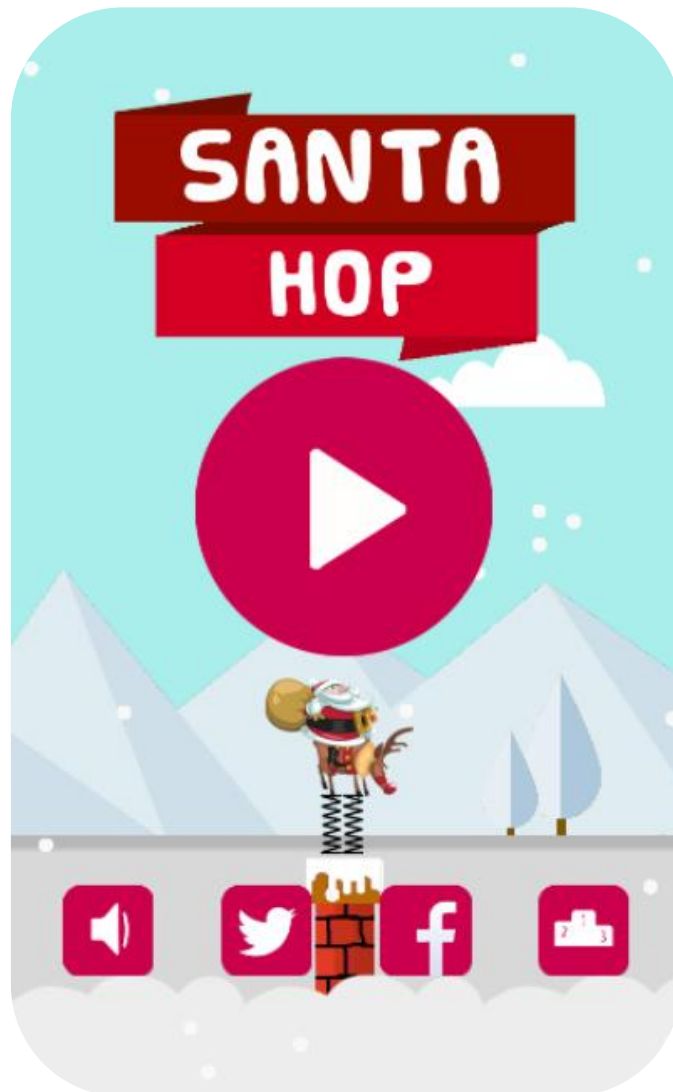


Santa Hop!



duquekarl

v1.0 - November 2015

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1. A WORD OF THANK YOU

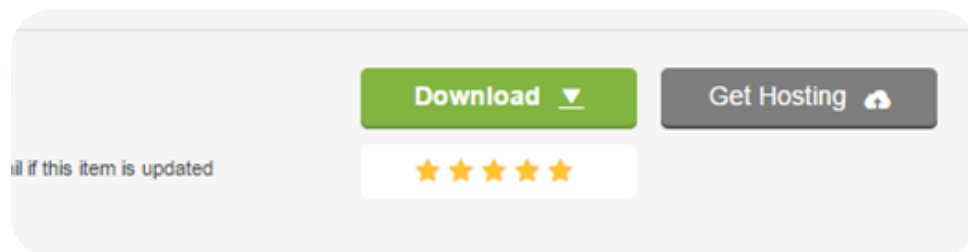
Thank you for purchasing my file! I hope you enjoy it a lot and it is helpful and valuable to you. Here is the quick help and documentation for this file.

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 some time and little 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.

If you like this game please [Rate it](#), I really appreciate it! 😊

[\(click here - link to Rate!\)](#)



2. INTRODUCTION



Jump on chimneys delivering gifts and don't let Santa fall!

Merry Christmas!

Features:

- HTML 5 game
- High Definiton (720x1280)
- One Touch Control
- AdMob Ads Ready
- Replayable Gameplay
- Responsive (fits any screen)
- Keeps High Scores
- Playable in all platforms (PC, Mobile, Android, iOS, etc.)
- Including **Construct 2** file (.capx and all the source)
- Including images and sounds

The game can be easily exported to:



3. 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...

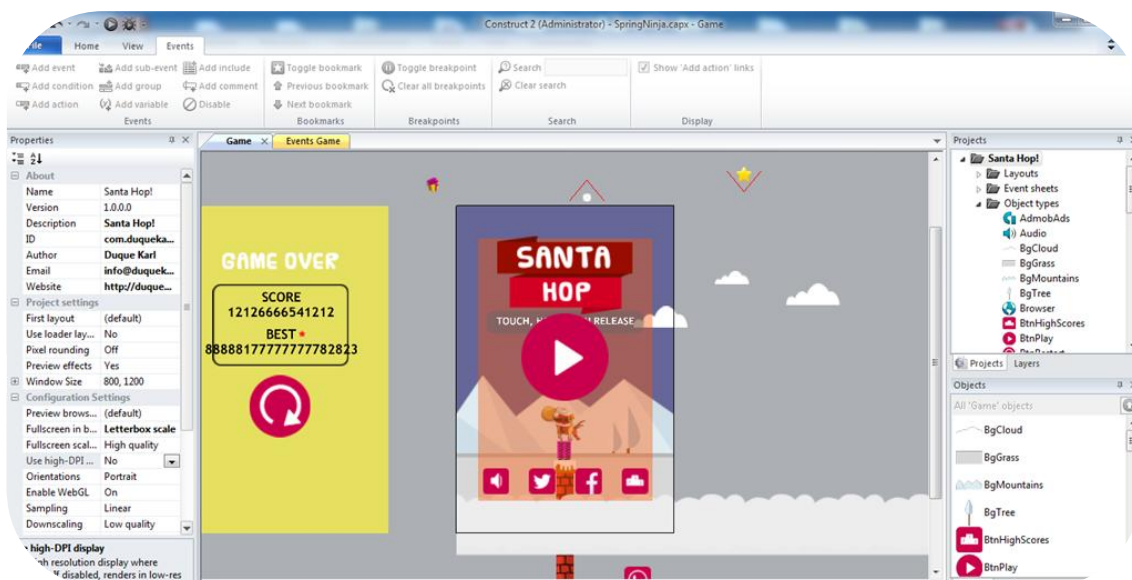
If you are new to Construct 2, you can follow the free Tutorials on Scirra's web, which have useful tips for beginner and advanced users: <https://www.scirra.com/tutorials>

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

4. A QUICK OVERVIEW ON THE GAME

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

You can see all the game objects on the middle of the window. Under the tab "**Event Sheet 1**" you will find the Events and Actions (the logic) for this game.



The most important object here is **Santa**. Also the **chimneys**, **ChimneyTop** and **background**.

The game objects are layered and ordered in different layers, so it can be easier to work with them / hide layers, etc.

5. EDITING THE GAME / RESKIN

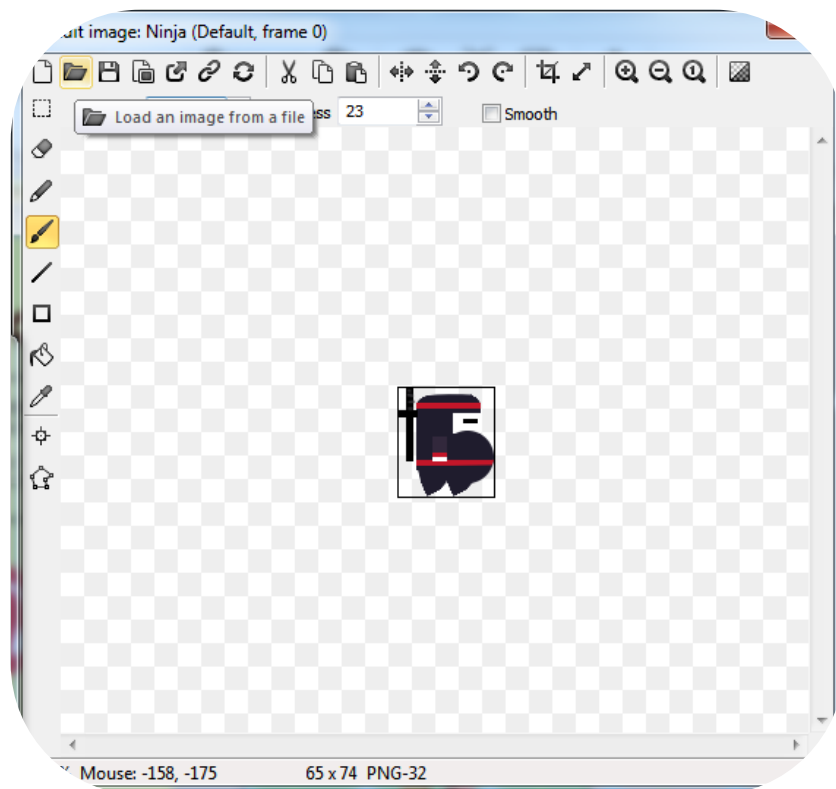
Let's say you want to change the graphics on the game. This is very basic functionality, very easy to do.

If you are new to Construct 2, please follow this [official introduction to Construct 2 tutorial](https://www.scirra.com/tutorials/37/beginners-guide-to-construct-2) (and others): <https://www.scirra.com/tutorials/37/beginners-guide-to-construct-2>

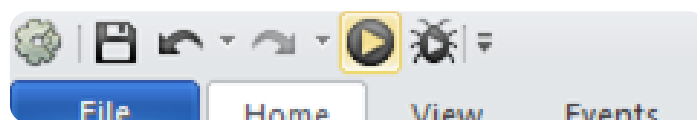
As an example, let's see how to reskin some images.

First, you must double click the **Santa** object to open it. You can edit either clicking on it on the center of the screen, or either clicking on the 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. Then close the window. The graphics for **Santa** are updated. Well Done.



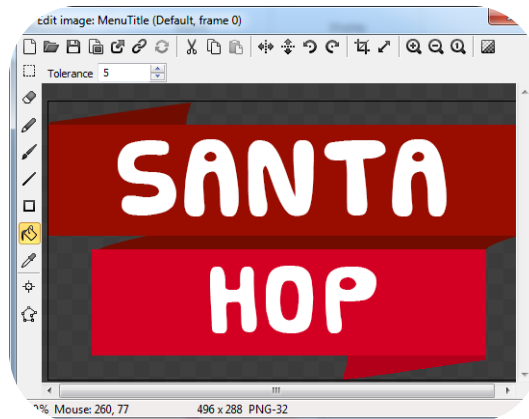
The next step is to play the game and check if the changes are working right! Save your project (if you wish) then click on the **Play icon**: "Run layout".



Same concept applies if you want to change other Sprites.

Repeat the same steps and change the **MenuTitle** image. We already included 2 different graphics to make your life easier: **1) "Santa Hop" title** and **2) empty** (so you can add your own name to it).

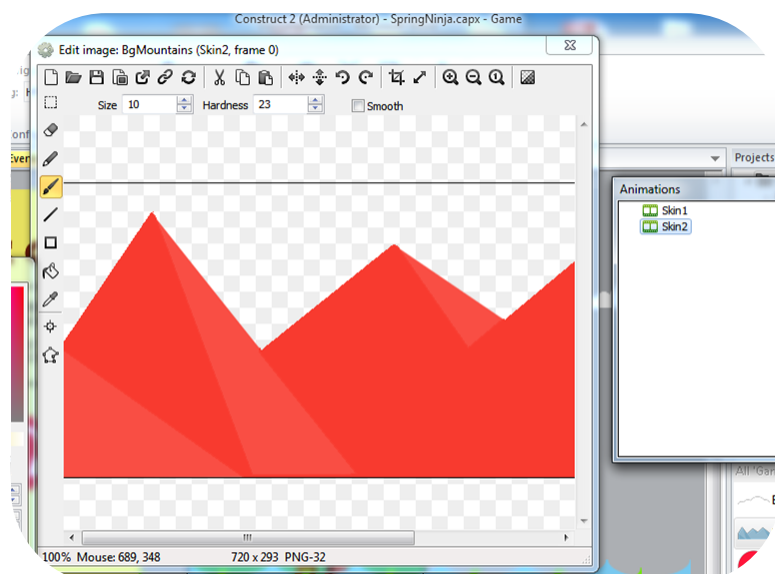
The font used in this game is **VANILLA**



Example 2. Let's see now how to reskin the **Background (Mountains)**. Double click on the Mountains image and you can change the images used. Select the "Folder" icon and browse on your computer for a new Background.

IMPORTANT! Choose a "seamless" image (an image that can tile without users noticing, ie: the image selected can be placed side by side with the same image and it looks well and as "an only one image" - people will believe it is only one image instead of two together).

If you have any problems or the game doesn't look "right", try to keep the image's size (width and height) as on the original images used on this file.

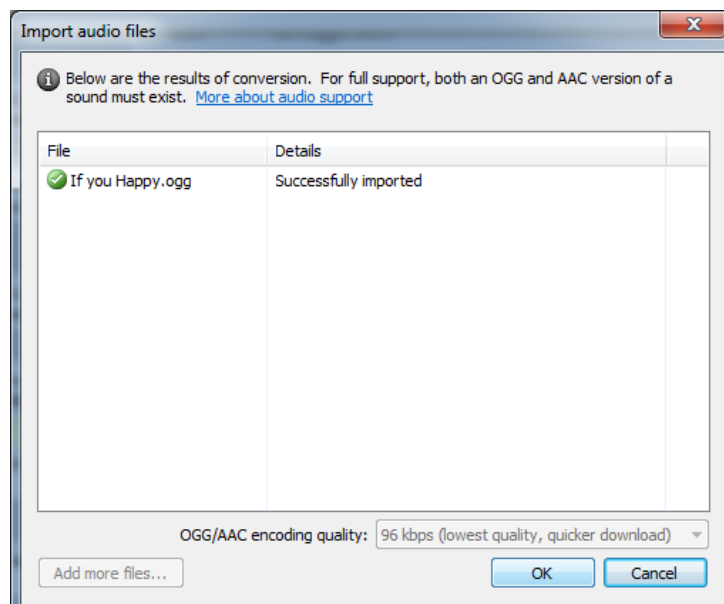
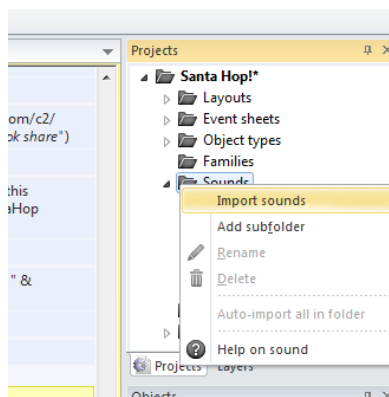


The same process applies to change other graphics like: trees, clouds, chimneys, chimneyTop, grass, GameOver, buttons... You get the point.

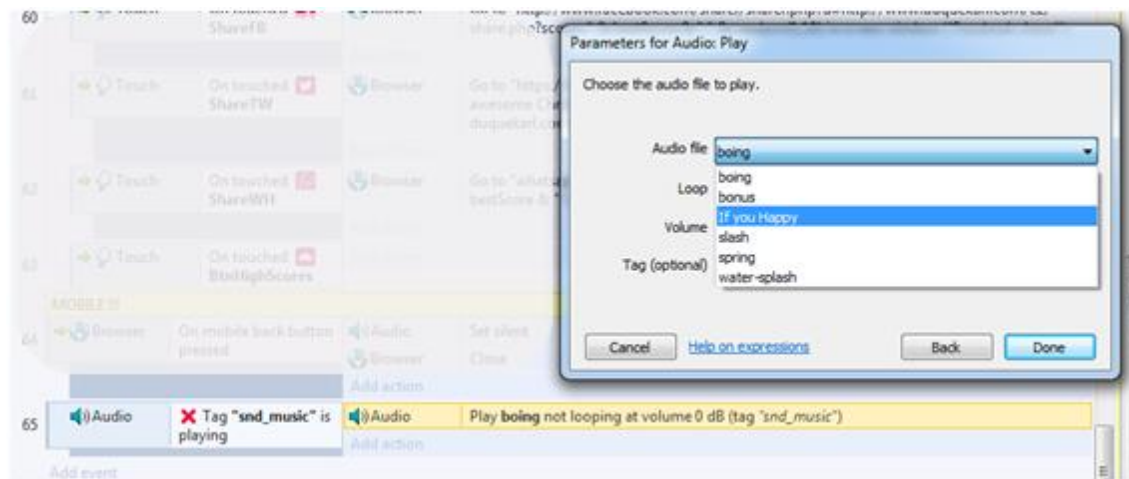
6. CUSTOMIZING MUSIC & SOUND FX

To change the music & sound FX included in this file it is recommended to convert your own sound files to .ogg format (a program like "**Audacity**" can be helpful).

From Construct 2, on top right window "Projects" find the folder **Sounds** -> Right Click and select **Import sounds**.



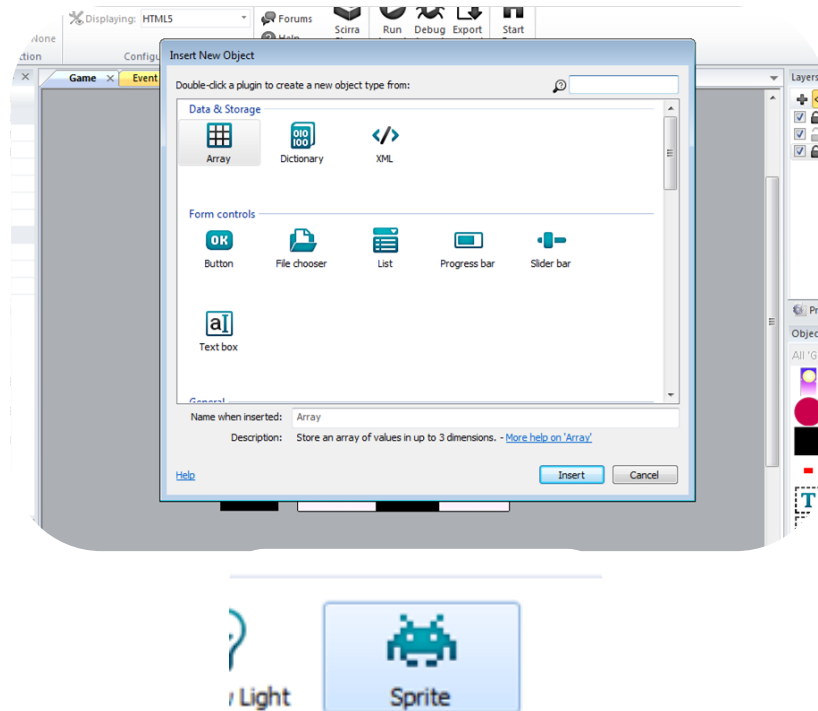
The last step is to **update the Events** in the game where the *old sound* was used, and replace with the *new sound*.



FAQ. ADDING YOUR OWN LOGO / BUTTON

If you are new to Construct 2, please follow this official "Introduction to Construct 2" tutorial (and others): <https://www.scirra.com/tutorials/37/beginners-guide-to-construct-2>

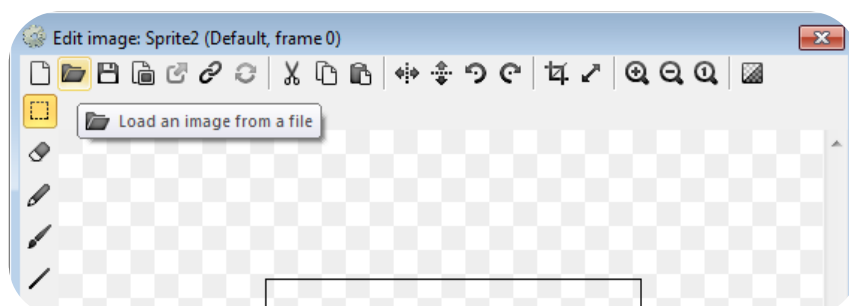
To add a new object to the game, first Double Click on the middle of the screen or Right Click with your mouse and choose "Insert new object".

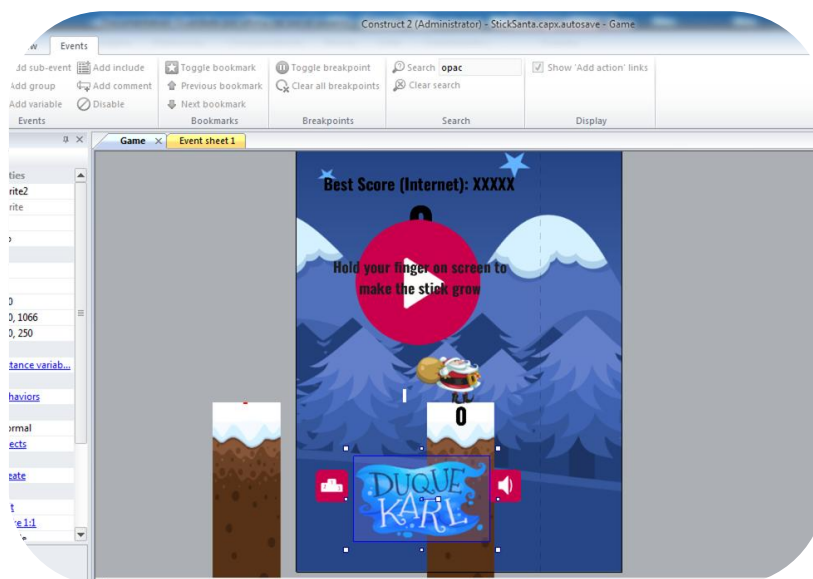
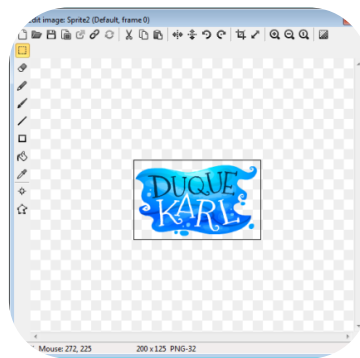


A window pops up. Select "Sprite" here. A Sprite is a two-dimensional image or animation in a game, like Mario, a golden coin, an enemy mushroom, etc.

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.

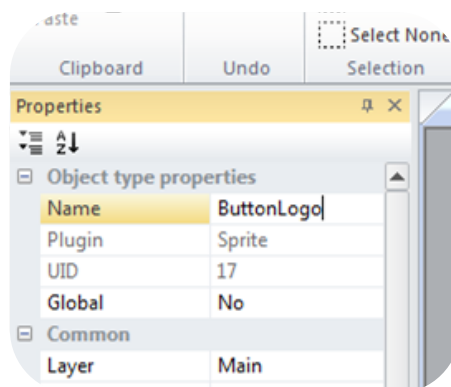




Now you can **drag it** to the place you want or easily **resize it**. You can now test your game (Run Layout) and see the new Sprite.

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/touches it.

First, change the name from the current Sprite on the left bar panel "Properties". Let's call it **ButtonLogo**.



Now click on the "Event sheet" tab. Here is where the game logic lies.

If you are new to Construct 2, please follow this official introduction to Construct 2 tutorial (and others): <https://www.scirra.com/tutorials/37/beginners-guide-to-construct-2>

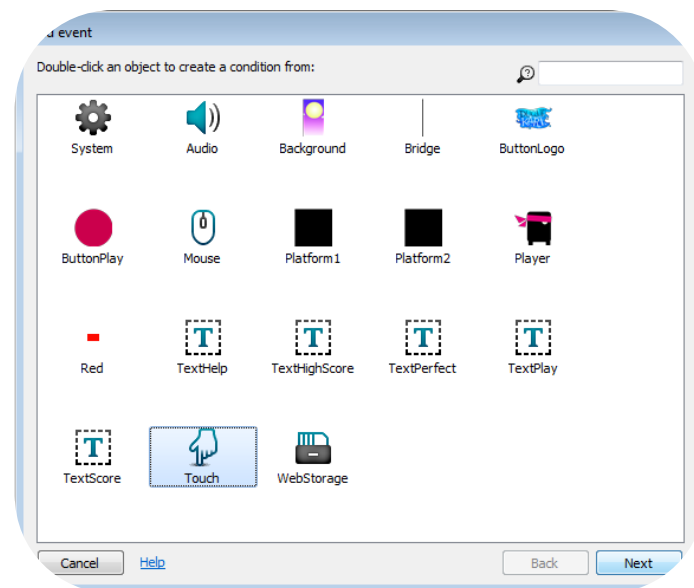
Here is everything what makes the game work, the player move, the score been saved, the texts updated, play the sounds, etc. You can change the behaviour/logic of the game objects here.

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 "superawesomemegames.com"*

And exactly this Event is what we are going to create. So, scroll to bottom line and click "Add Event"...

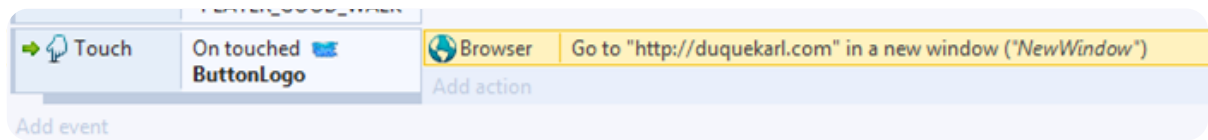


On the new screen choose "Touch". On the next screen choose "On touched object". And then select "ButtonLogo".



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

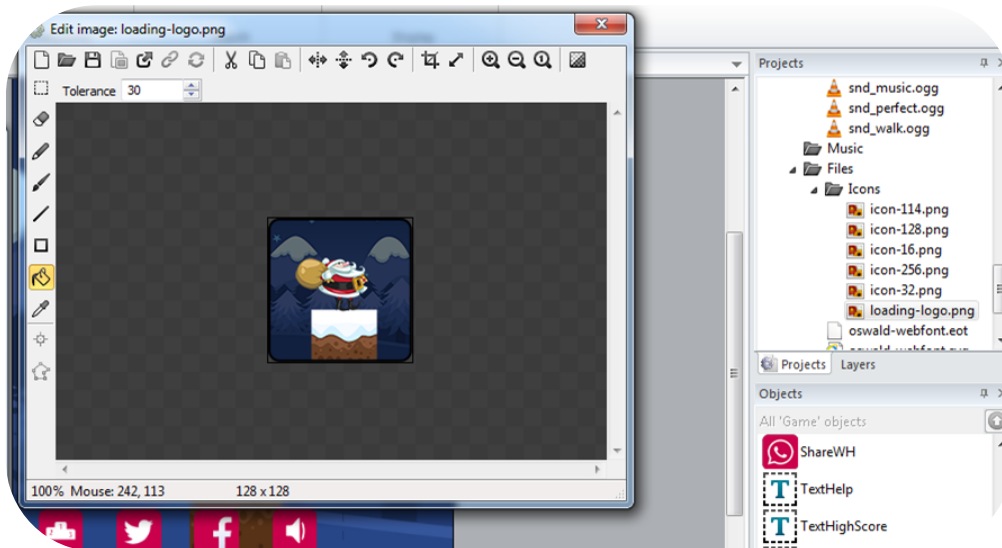
Click on "**Add Action**". Then choose "Browser". Then choose between "Go to URL" or "Open URL in new window" if your choice is to open the new URL on the same window or on a new one. On the last step type down your URL, like "<http://superawesomgames.com>", "<http://duquekarl.com>", or whatever.



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

FAQ: USING YOUR OWN LOGO FOR LOADING SCREEN / HTML5 ICONS

On the "**Projects**" window (top right), browse the folders of your project and find "**Files > Icons**". Here you can add/change the "loading-logo.png" of your game. You can also change the icon-32, icon-128, etc (different resolutions) this will work on HTML 5 games on the web but not for mobile.

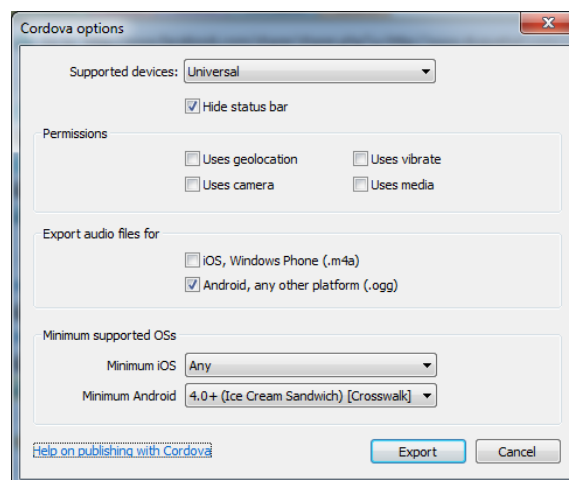
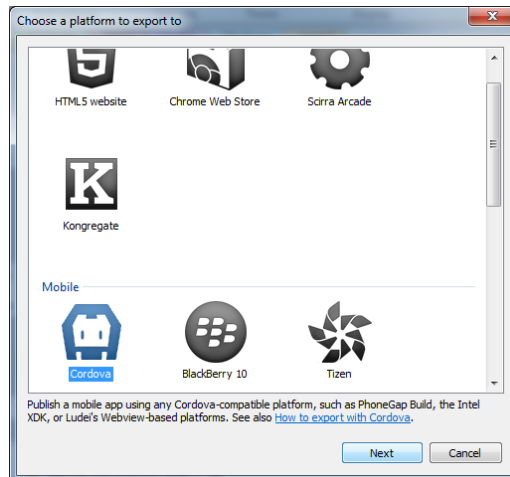


FAQ: HOW DO I EXPORT TO MOBILE ?

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)

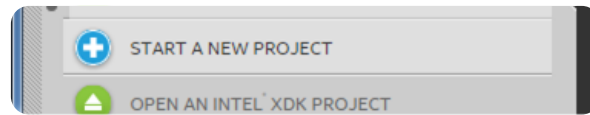
[FULL TUTORIALS]

<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.

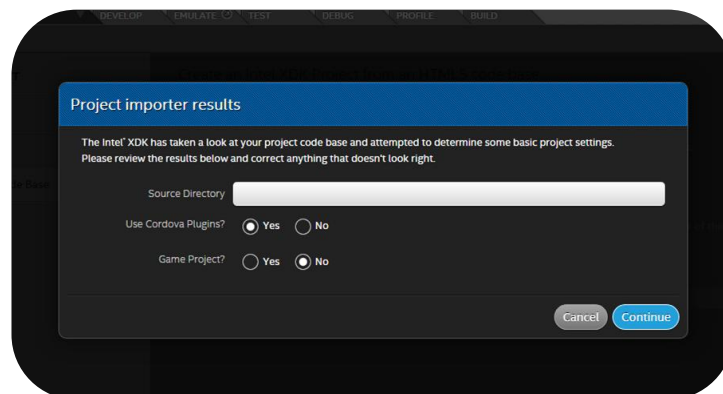
Open **Intel XDK** and "**Start a new project**" (bottom left corner)



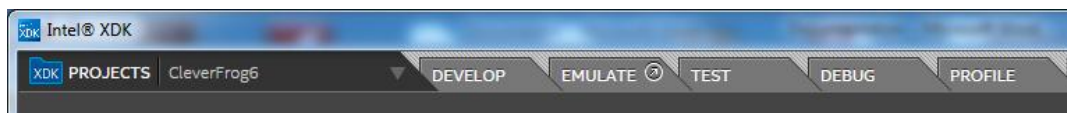
Time to import your HTML5 Code Base. Click the "**folder icon**" and select the path to your Cordova just exported game.

IT MAY BE UNINTUITIVE, but choose the following options (this will create a *Project Type: HTML5 + Cordova*):

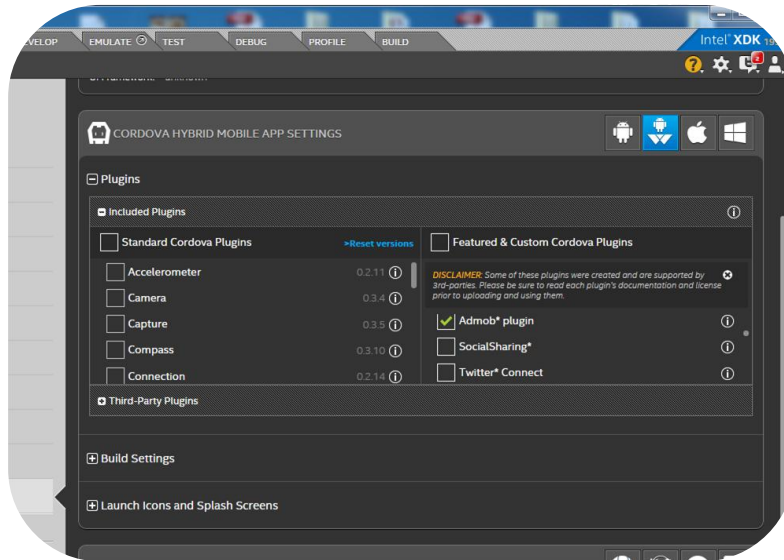
- Use Cordova Plugins - **YES**
- Game Project - **NO**



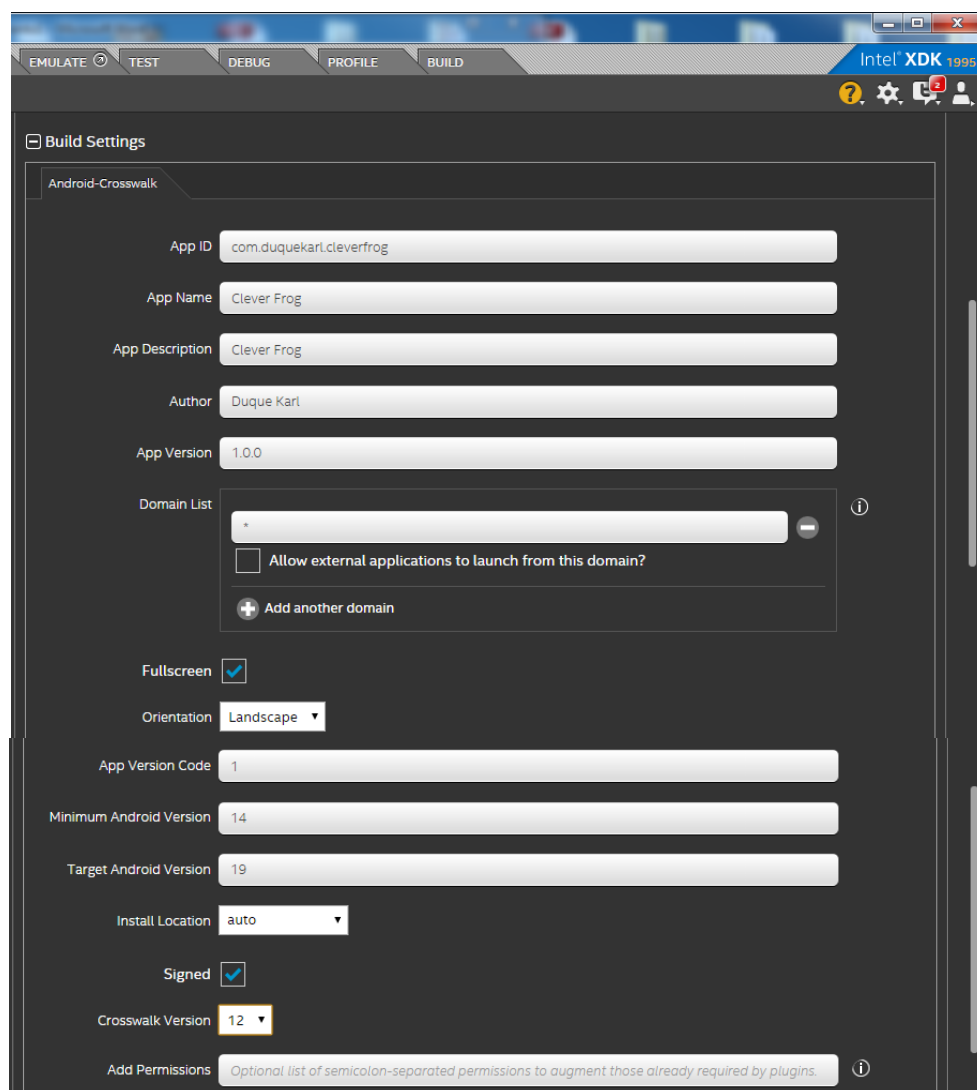
Now, click on **XDK PROJECTS** (top left corner), to edit the Projects details.



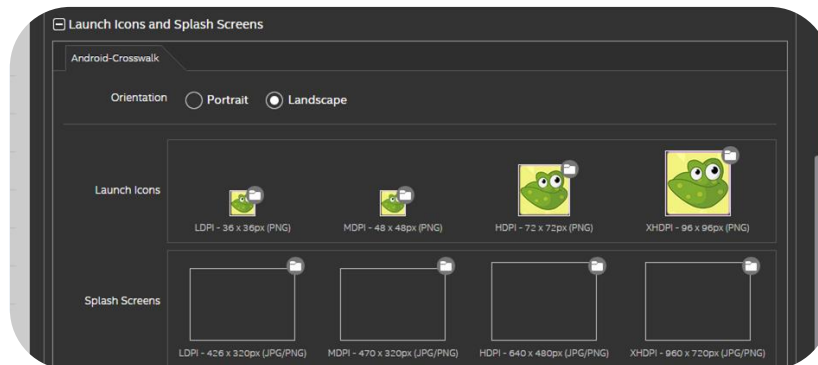
Under **CORDOVA HYBRID MOBILE APP SETTINGS** - Uncheck all the 4 blue boxes. Just keep the second one: Android Crosswalk. Then on the right column you can pick the plugins needed, like: **Admob plugin**.



Under "Build Settings - **Android Crosswalk**", complete your APP details: app name, developer, version, etc. Then remember to set "Fullscreen", "Landscape",

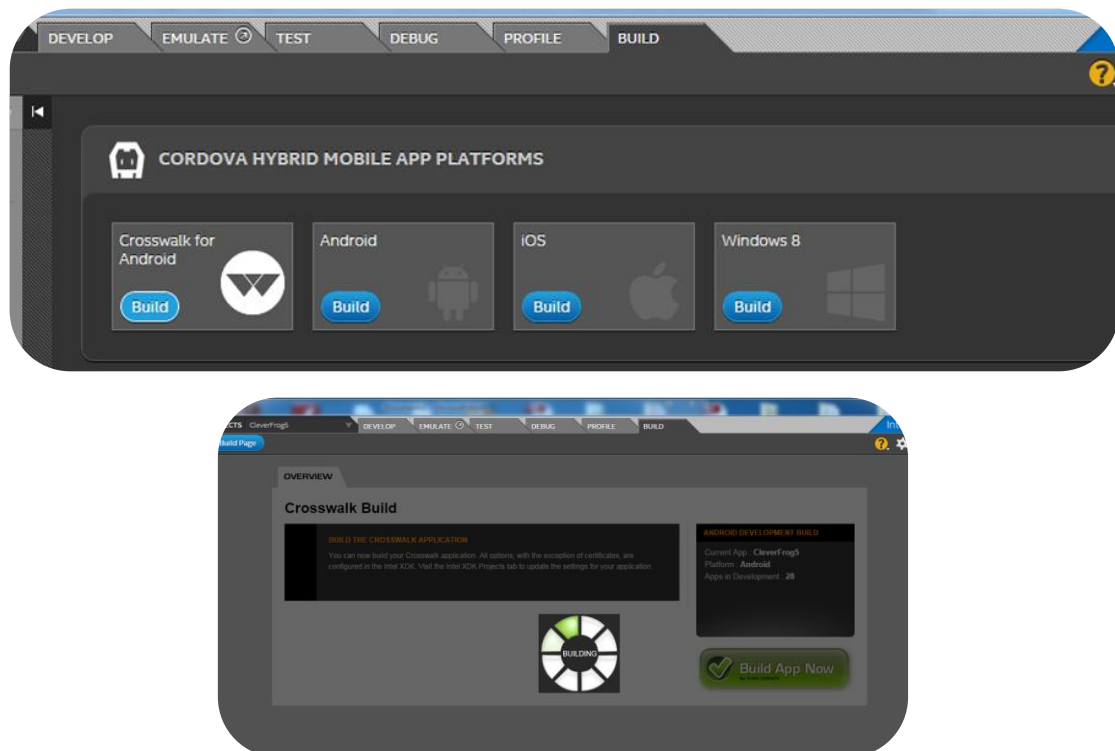


Then you must choose the icons for the game, and (optionally) splash screens on "**Launch icons and Splash screens -> Android Crosswalk**" (Landscape)



Optionally, 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.



Your files will be uploaded and processed to generate the mobile app. Then you will see a **Download** button. Download here the two files: x86 and ARM.

Upload at least ARM app (better 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 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>

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 DO I EXPORT / PUBLISH TO "X" PLATFORM ?

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

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

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 TO MAKE A FACEBOOK GAME ?

Answer: Follow this tutorial

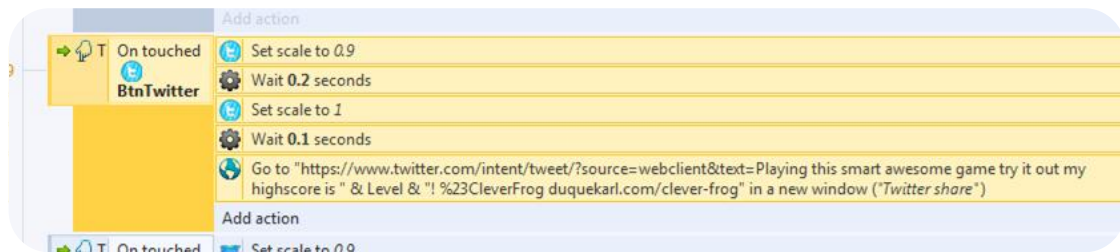
<https://www.scirra.com/tutorials/58/how-to-make-a-facebook-game>

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 and find event "**On touched - BtnTwitter**". 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! #SantaHop
duquekarl.com/santa-hop*



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 **#SantaHop** with your own hashtag like #JumpySanta or #SantaHero
- the url part **"duquekarl.com/santa-hop"** 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 " & highScore & "! %23**SantaHop duquekarl.com/santa-hop**"

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

<html>
<head>
    <title>Santa Hop HighScore</title>
    <meta property="og:title" content="My Highscore on Santa Hop is <?echo $highscore;?>!" />
    <meta property="og:image" content="http://duquekarl.com/c2/santahop/share.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/santa-hop/" />
</body>
</html>
```

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

The result:



Step2. In Construct 2, open the event sheet and find event "*On Touch - BtnFacebook*". 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.**

The code used:

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

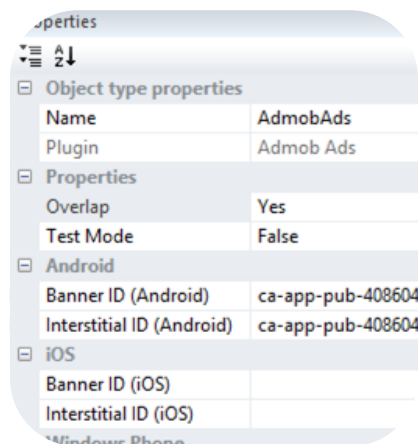
FAQ: HOW TO ADD ADMOB ADS ?

AdMob Ads are already included.

You only need to **create an AdMob account** and **copy/paste the AdMob Banner/Interstitial IDs (Android/iOS) on Construct 2.**

Extra Info 1: The AdMob plugin can show ads from the AdMob ad service.

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



Extra Info 2: Read this Crosswalk tutorial

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

Extra Info 3: See the following tutorial (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 TO ADD HIGHSCORES/ LEADERBOARDS ?

Answer: Follow this tutorial

<https://www.scirra.com/tutorials/4839/creating-your-own-leaderboard-highscores-easy-and-free-php-mysql>

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!**

