

# Jungle Bike

The game is written in Java on top of LibGDX framework. Levels were designed using Tile Map Editor

## Inside the ZIP

- a ZIP file contains 4 eclipse projects

### **JungleBike**

this is the main projects, all game logics are here

### **JungleBike-Desktop**

desktop launcher, the game can be run as Java Application

### **JungleBike-Android**

The android projects, everything regarding Android goes here , ads, analytics, etc.

### **google-play-services\_lib**

Google library for Admob

- Source graphics in SVG format

All graphics on vector format, Created using Inkscape

- This Help File

## How To Setup

### Requirement

- Eclipse with ADT latest installed

Tips : If you are new to Libgdx development, I suggest to go to their website and try the “hello world” program to make sure that your eclipse setup & ADT is OK

### Steps

- Copy the 4 eclipse projects into a temporary location
- Run your Eclipse
- Import them with these 2 steps

#### Step 1

- File → Import → General / Existing Projects into Workspace
- Select your temporary folder
- select **JungleBike** and **JungleBike-Desktop** only
- tick copy projects into workspace
- Finish

### Step 2

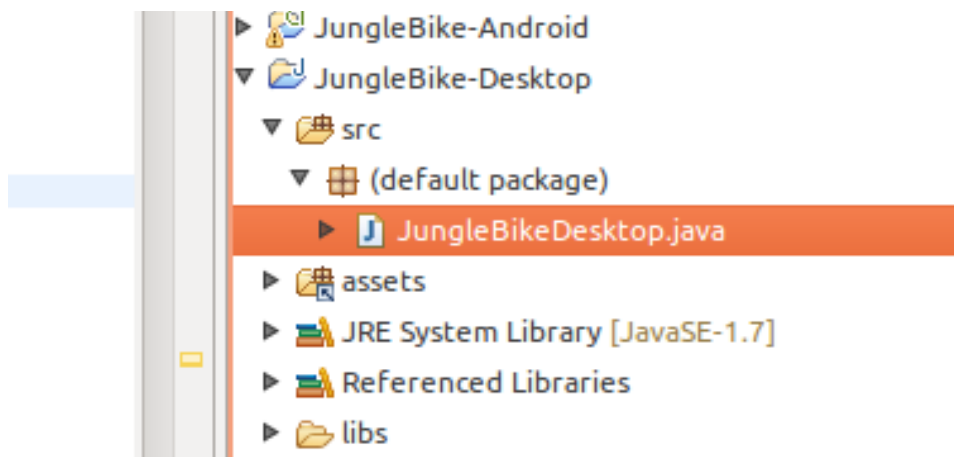
- File → Import → General / Existing Android code into Workspace
- Select your temporary folder
- select **JungleBike-Android** and **google-play-services\_lib** only
- tick copy projects into workspace
- Finish

- After all 4 projects are imported, Clean all the 4 projects (Project → Clean) make sure that there is no error.

Tips: you may need to close & re-open the Android project if still found errors.

### Test

- Rightclick on JungleBike-Desktop/src/(Default package)/JungleBikeDesktop.java
- Run as Java Application



- If the game launched, congratulation... you have successfully setup the projects on your system
- in desktop mode, you can use A & D as the direction and K & L for jumps

## Admob & Adbuddiz

Define your Ads ids in com.boontaran.games.junglebike.**Setting.java**

## Modification

### Assets

#### Sounds and fonts

Sound and fonts are located under Android projects, go to assets folder. There are fonts and sounds folder. Replace anything you want to change. But please take a note, many texts in the game are images, You may also change the image text. Follow the next steps.

## Images

The game is using pack images, it means many images packed into a large image. The GPU will work faster using this technique.

See the packed images under folder assets/images in Android project.

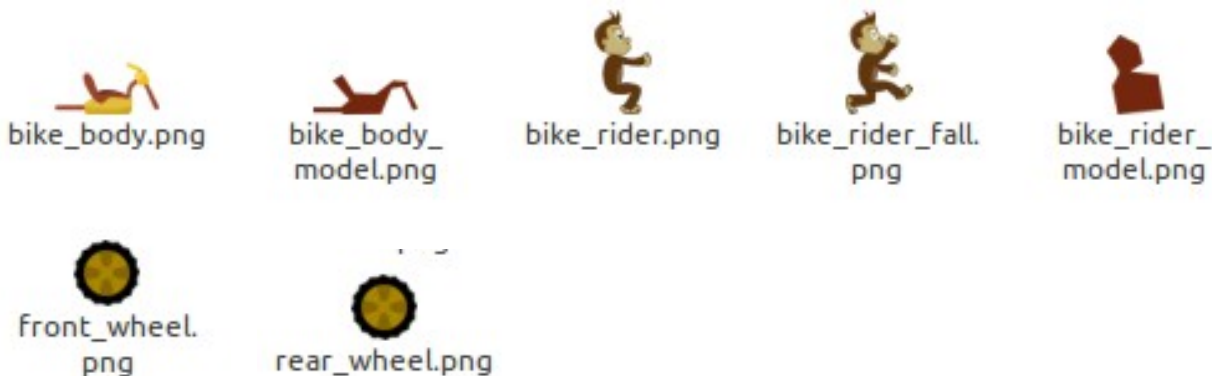
To change that packed image, follow these steps

1. Using file explorer, open JungleBike/raw\_images
2. That folder contains all individual images before it will be packed
3. Replace the image with your new image (png)
4. Run "packer.java" in /src/com.boontaran.games.junglebike/Packer.java
5. Check the pack images under Android project
6. If your new images are added into the pack, congratulation, you have successfully pack the images
7. **Refresh** the desktop project and launch the desktop game, the game should using the new images now
8. Attention!!.. if you intend to change the project name, you must edit the Packer.java to point the new location

```
TexturePacker.process(settings, "raw_images", "../JungleBike-Android/assets/images",  
"pack");
```

## Change The Main Character

Using file explorer, open JungleBike/raw\_images  
find these images :



you can replace that files. **bike\_body\_model.png** is the physic shape of the bike while **bike\_rider\_model.png** is physic shape for the rider.

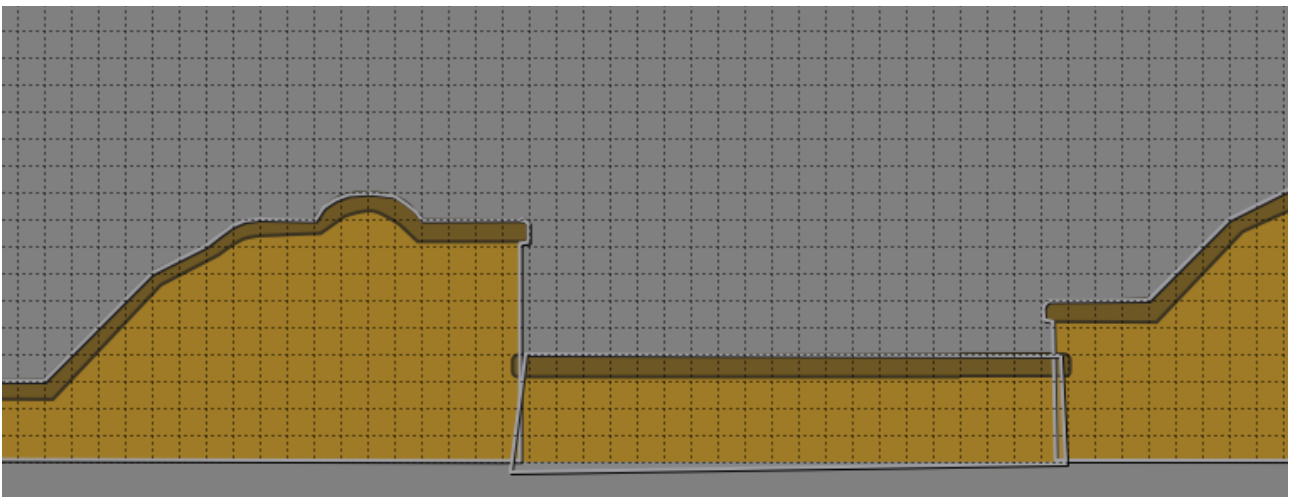
When testing your new char, it's recommended to set **DEBUG\_WORLD = true** in Setting.java to see how your new physic shape.

Then you may need to adjust the position of your images. Pls Open Player.java line ~80  
if you also change the size of wheel, pls also define that new size in Player.java line ~145

```
frontWheel = createWheel(world, 18/Level.WORLD_SCALE); → change the value of 18  
with your new wheel size
```

## Edit The Level

- Open JungleBike-Android/assets/tiled
- open the folder of levels you want to edit
- There will be 2 png images that tiled each other. Because using single large image may caused problem on some low end devices. So we decided to split it into multiple images.
- Change that images with your new images, you can also change the contour of the land.
- Open the TMX files using Tiled Map Editor, you can get it for free at <http://www.mapeditor.org/>
- In tiled map editor window, you should see your new images are inserted.
- If you change the contour of the land, you have to edit the polygon object that describe the land shape.



## Add New Level

Before creating new levels, I suggest you to open the existing TMX files to make it familiar first.

### Create the TMX

- Draw the images using any drawing application
- Create new folder in Android/assets/tiled (say: level9) and export the images as PNG there
- inside that folder, create a new TMX file
- Create a new image layer (Layer → add image layer)
- at the right side window, select the new layer, rightclick and select the layer properties
- set the value of “Image” with your image, adjust the image position by dragging.
- Create the next image layers until all your images are inserted.
- Create the layer object to describe the land, (Layer → Add object layer). Name the layer as “land”
- Draw the objects using rectangle, ellipse, or polygon tool to cover the land



- Create a new object layer again with name “items”
- Draw 2 rectangle with name “player” and “finish” that will describe the initial position of player and the position of game finish.

Define the new level inside the game code

- Open LevelList.java, go to line ~41
- find this assignment → `int row=2,col=4;`
- edit it to make a new level icon, example : `row=3` will make the game has 12 levels
- Refresh the project, and launch it
- you should see the additional level icons. And you should be able to play that new level.

Tips: Set `DEBUG_GAME= true;` to unlock all levels

## Customize Background and Music

Open **JungleBike.java**, goto line ~222

for example you want to customize the level 2

add this case condition of the particular level

```
case 1:
    level = new Level("level1");
    break;

case 2:
    level = new Level("level2");
    level.setCustomBackground("level2_bg");
    level.setMusic("my_music.ogg");

    break;

default:
    level = new Level("level"+id);
    break;
}
```

## Sharing option

Sharing code is defined in JungleBikeActivity.java , pls find method : shareApp

You can change the message there.