



SHARKYWALLS GAMES

Quick start

Spect Game Project



Sources in archive:

Project`s archive has next folders:

a. Source:

Spect.capx (Construct 2 project)
Share.php (using for share score)

b. Media:

Sound files

c. Graphics:

Graphic sources in PNG, icons and splash screen

d. HTML5:

Exported Game

e. Docs:

Spect_Developer_Guide.pdf

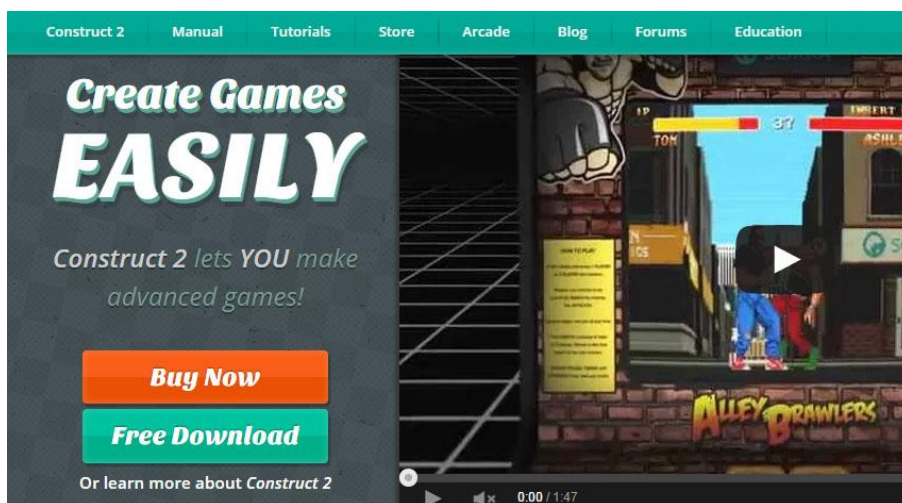
1. How open project capx file?

a. You need personal license for Construct 2!

b. You need latest version Construct 2 (v.200).

You can find program here: <https://www.scirra.com/>

And buy license here (129.99\$): <https://www.scirra.com/store/construct-2>



Full manual is here: <https://www.scirra.com/manual/1/construct-2>

After install and run program, you can open **Spect.capx** file with project!
Choose File > Open and select **Spect.capx** in Source folder.



Game project contain primary elements:

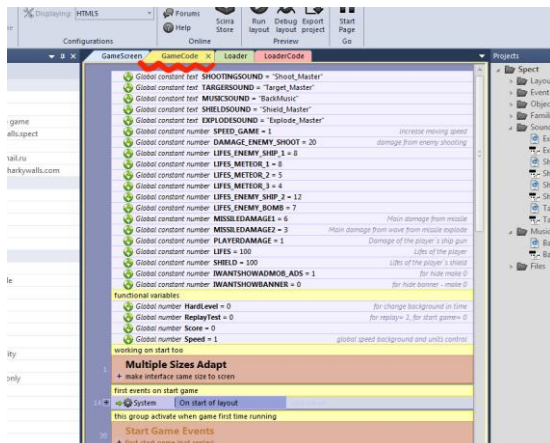
- Loader screen
- Animated space background
- Main Ship (double weapon system and energy shield)
- 2 Enemy Ships (simple shooting)
- 1 Enemy Bomb
- Meteors
- Start game interface
- Gameplay interface
- End game Window
- AdMob block of events

All events placed in functional groups with detailed comments.

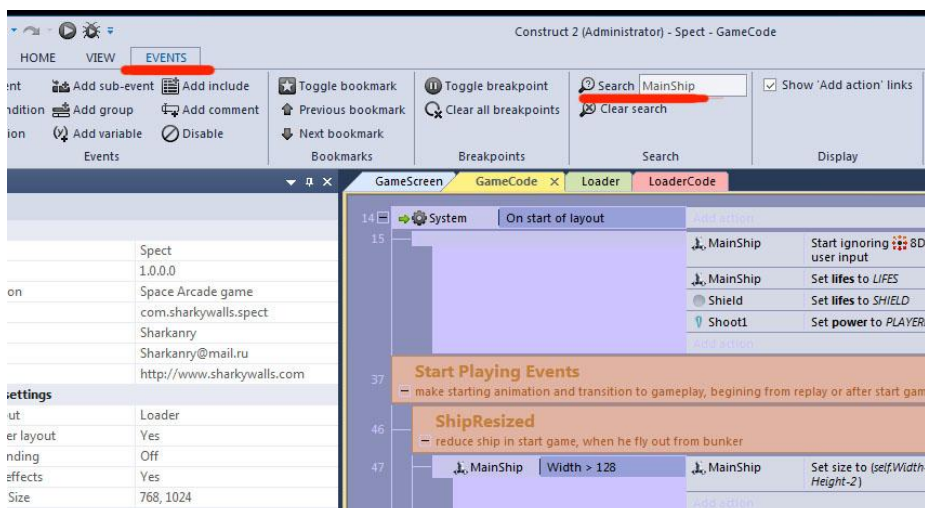
For working with game events see event-sheet "GameCode":

Project has 2 layouts (game and loader) and 2 code pages (GameCode and LoaderCode).

(Loader using only in HTML or Desktop exported game.)

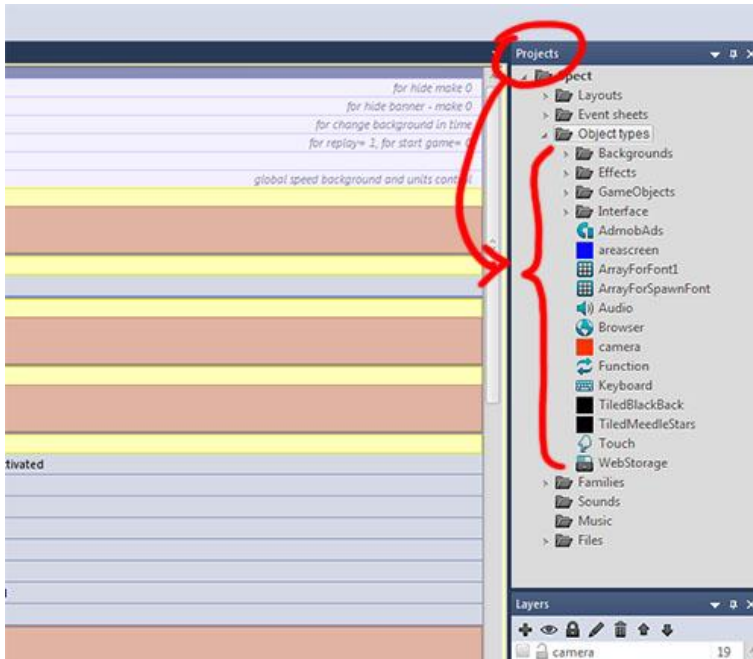


For easy finding events, use search, just type name of the object from project and you can see all events with this object!



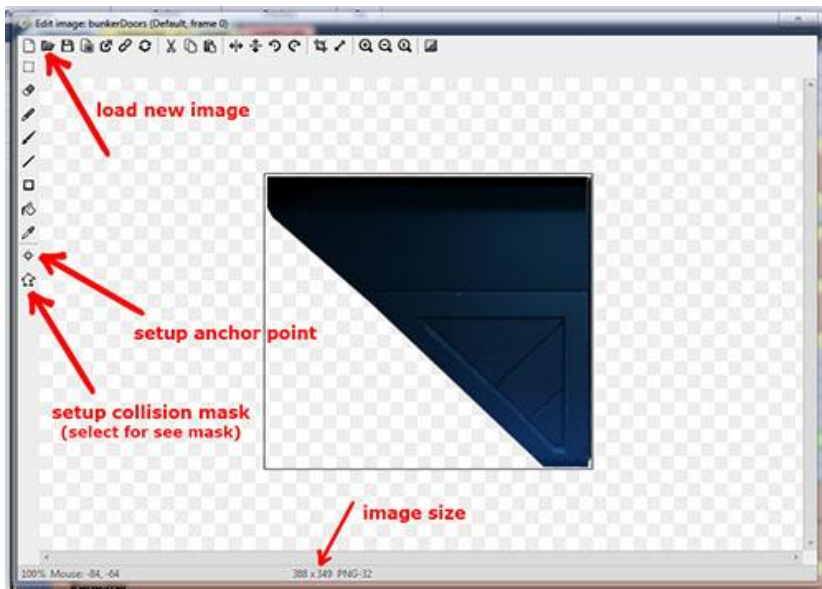


All sprites and objects you can find in project bar, in project folders:



2. Re-skin game.

1. Find in project bar sprite, that you want to re-skin, and double click on sprite.
2. In opened sprite editor window, you can replace image



Make sure that new sprite have equal size, anchor points, and correct collision mask. More info is in part named "How re-skin game?" in "Spect_Developer_Guide.pdf"

3. Simple gameplay customize.

You can easy setup gameplay with global static variables, just select them and choose edit from right click.



More info you can find in "Spect_Developer_Guide.pdf"

4. Sounds

If you change sound – you should change global variable with name of this sound, because calling is by name of sound.



For add new sound, right click at folder "sounds" and choose import sounds.

Two formats of sounds made for support ios and android, not delete them.

5. Share Button

For re-setup share button you can use php script in your hosting.

It`s working on mobile devices too.

Lesson is here: <https://www.scirra.com/tutorials/908/facebook-share-button-php>

Script is here: Source / Share.php

Event placed in **Share Button** group.

6. AdMob Adds for IntelXDK

You can simplify monetize this game. Because project have adds from Admob.

You need only registration in Admob, and get banners ID.

And use it in plug-in settings in project. Just select plug-in object in project bar.



For adjusting showing banners use global variables:

Global constant number IWANTSHOWADMOb_ADS = 1	for hide make 0
Global constant number IWANTSHOWBANNER = 0	for hide banner - make 0

More info is here:

<https://software.intel.com/en-us/html5/articles/ads-for-crosswalk-and-construct-2>

7.Export to Mobile platforms

Cordova export

Register and download Intel XDK, here:

<https://software.intel.com/en-us/html5/tools>

Read lesson here:

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

And not forgot about AdMob:

<https://software.intel.com/en-us/html5/articles/ads-for-crosswalk-and-construct-2>

Also, before export, you must adjust next project settings for export (for this choose project in project bar):

▲ Project settings	
First layout	GameScreen
Use loader layout	No
Pixel rounding	On
Preview effects	Yes
▷ Window Size	768, 1024
▲ Configuration Settings	
Preview browser	(default)
Fullscreen in browser	Scale outer
Fullscreen scaling	Low quality
Use high-DPI display	No
Orientations	Portrait
Enable WebGL	On
Sampling	Point
Downscaling	Low quality
Physics engine	Box2D asm.js
Loader style	Nothing (not recommended)
Preload sounds	Yes
Pause on unfocus	Yes
Clear background	No
More information	Help

Crosswalk version working stable on many platforms, but can freezes on weakly devices, and need really good optimization.

Ludei export

Register and create new project here: <https://sso.ludei.com>



More info here: <https://www.scirra.com/tutorials/303/how-to-export-to-cocoonjs>

About monetization with Cocoon JS you can read here:

<https://www.scirra.com/tutorials/1024/mopub-integrate-admob-in-your-cocoonjs-games>

Also you have to delete Admob object from project, before export to Cocoon! Ludei has own plug-in which using for monetization.

Settings of the project can be same as for export to Cordova.

Test game after compilation on different devices! Cocoon JS is high performance but unstable compilation service.

8 .Export to HTML5

Very simple export for game!

Make project settings like:

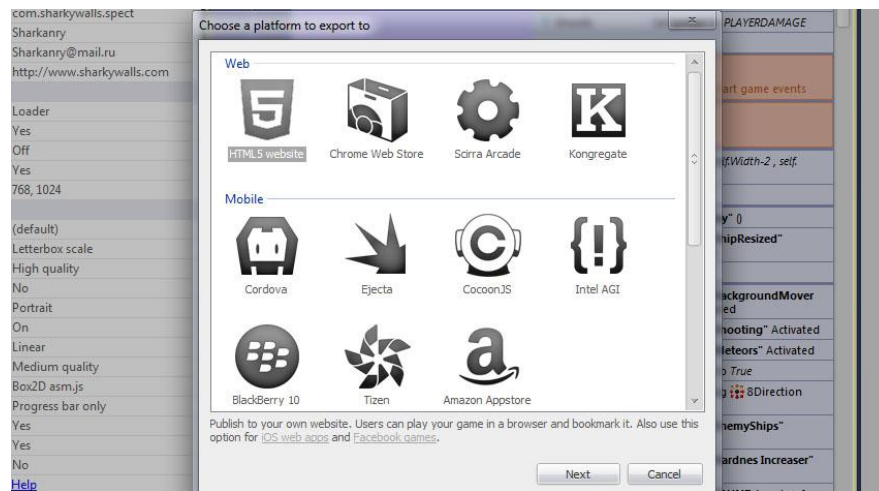
Project settings	
First layout	Loader
Use loader layout	Yes
Pixel rounding	Off
Preview effects	Yes
Window Size	768, 1024
Configuration Settings	
Preview browser	(default)
Fullscreen in browser	Letterbox scale
Fullscreen scaling	High quality
Use high-DPI display	No
Orientations	Portrait
Enable WebGL	On
Sampling	Linear
Downscaling	Medium quality
Physics engine	Box2D asm.js
Loader style	Progress bar only
Preload sounds	Yes
Pause on unfocus	Yes
Clear background	No
More information	Help

And read here: <https://www.scirra.com/tutorials/655/tips-on-publishing-html5-games-to-the-web>

Choose in export window HTML 5 export.



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For more information see **"Spect_developer_guide.pdf"**