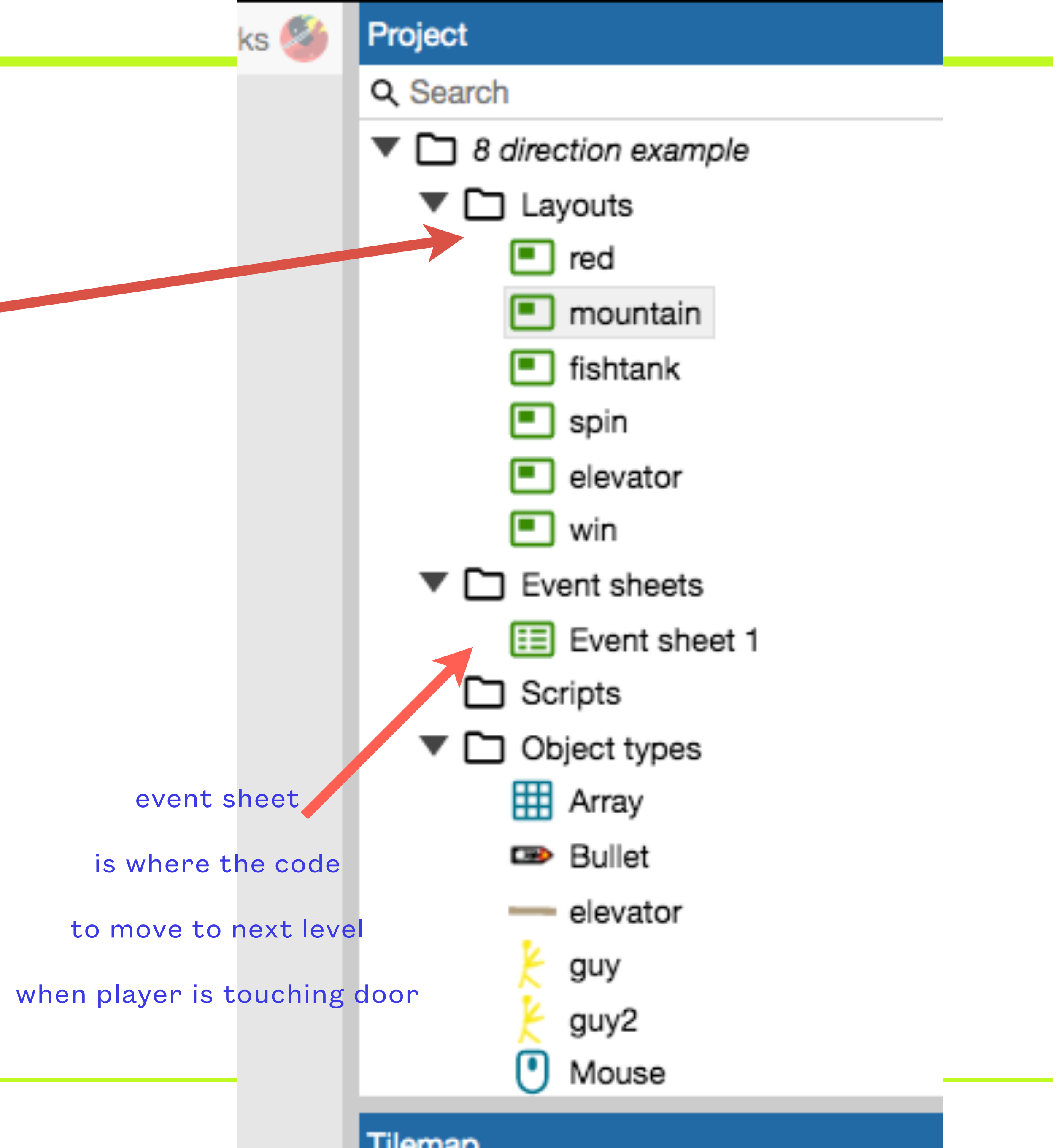
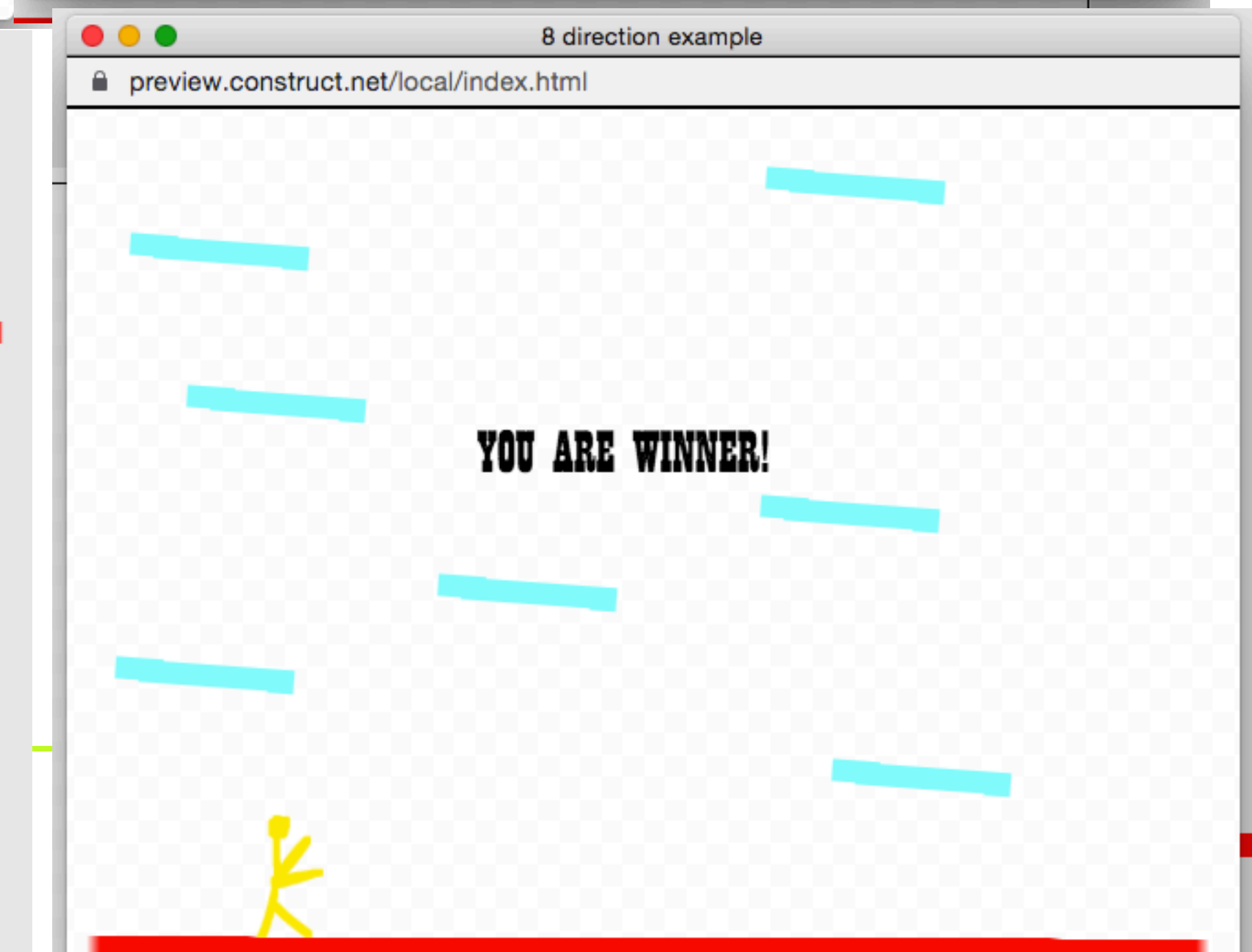
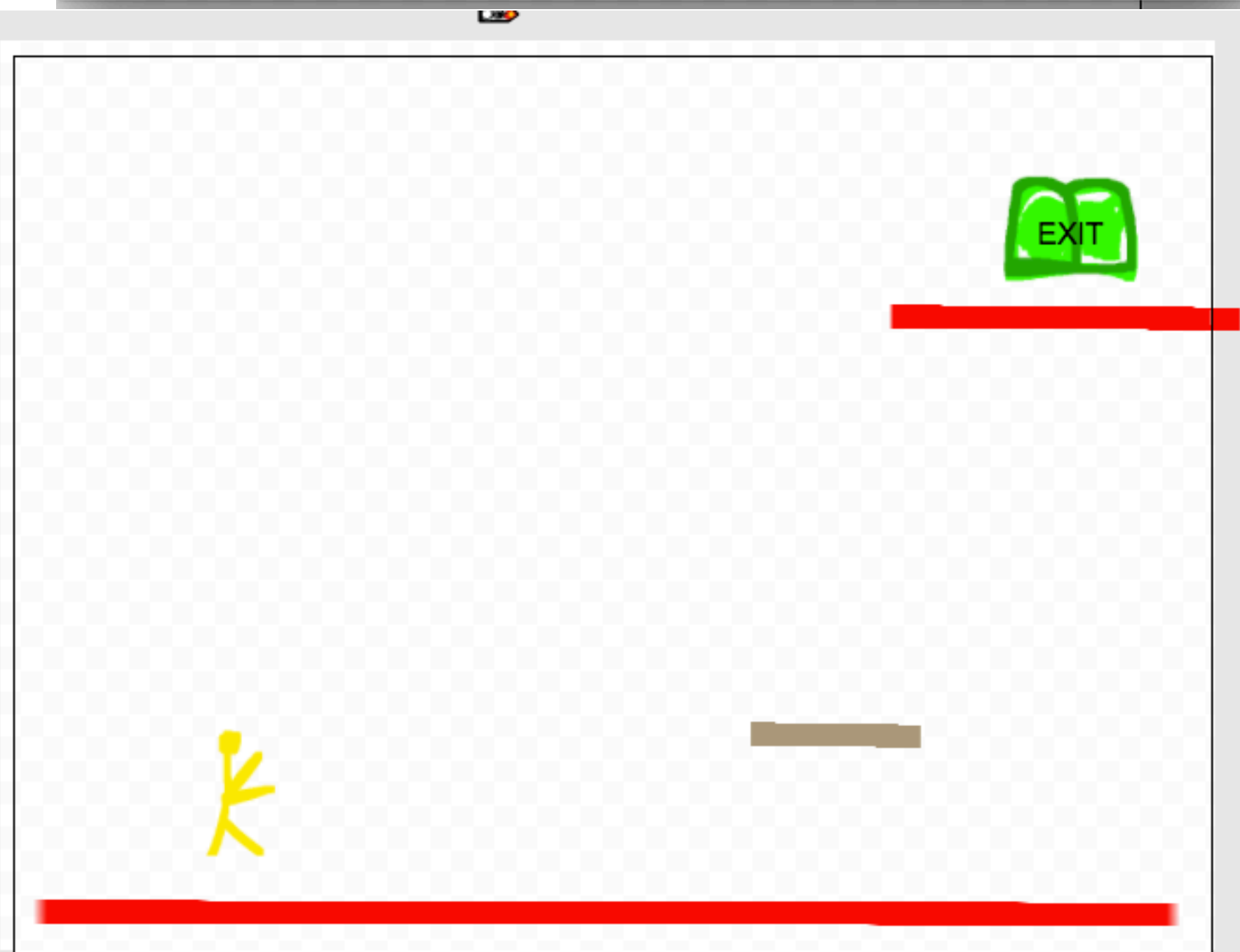
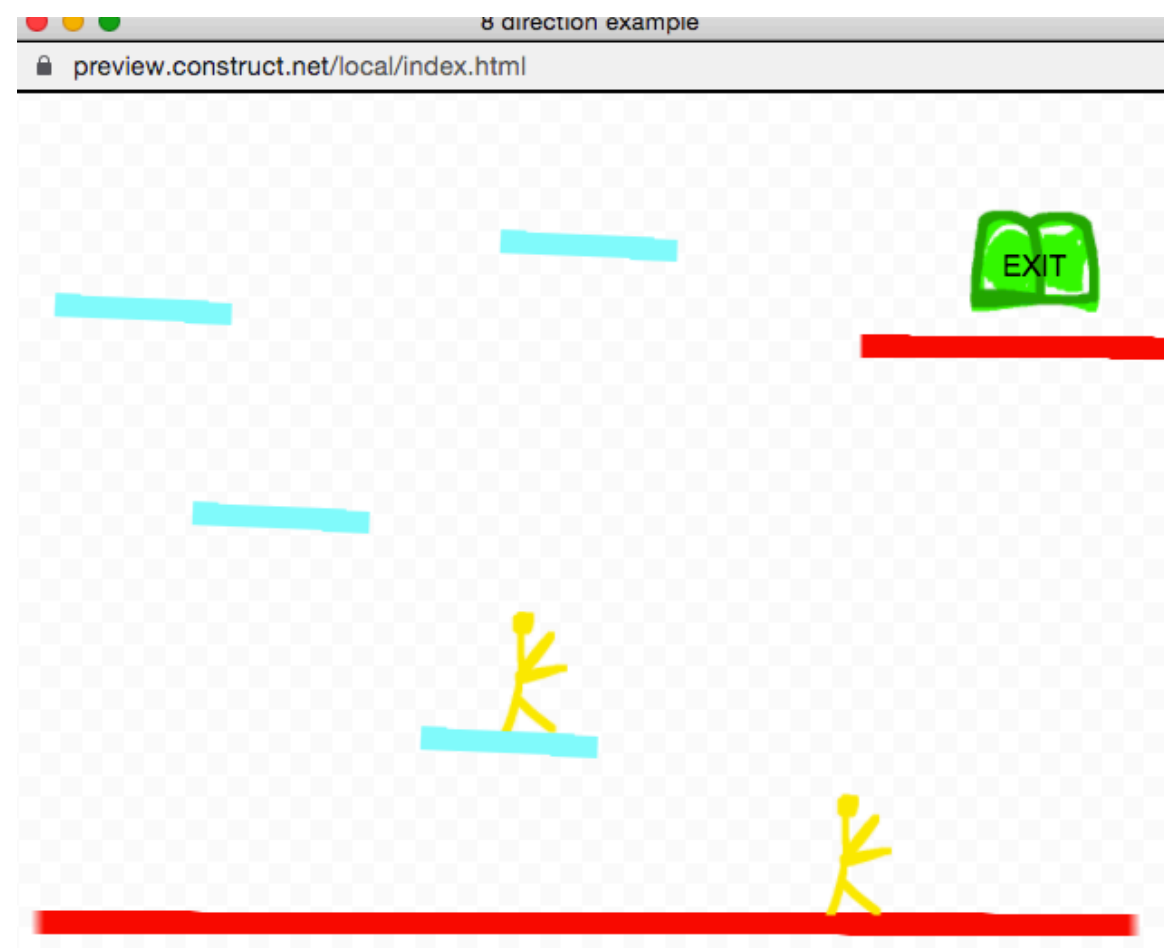
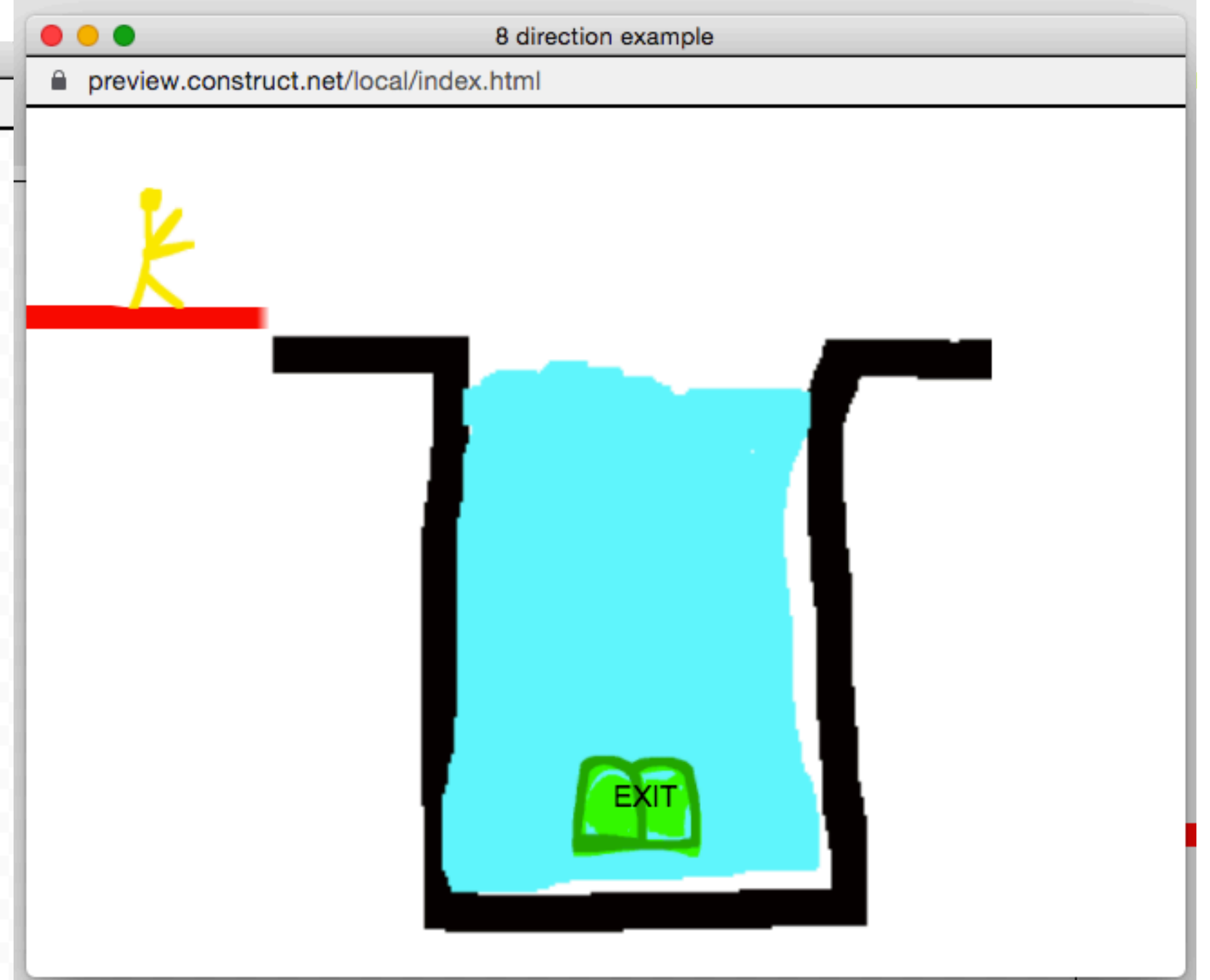
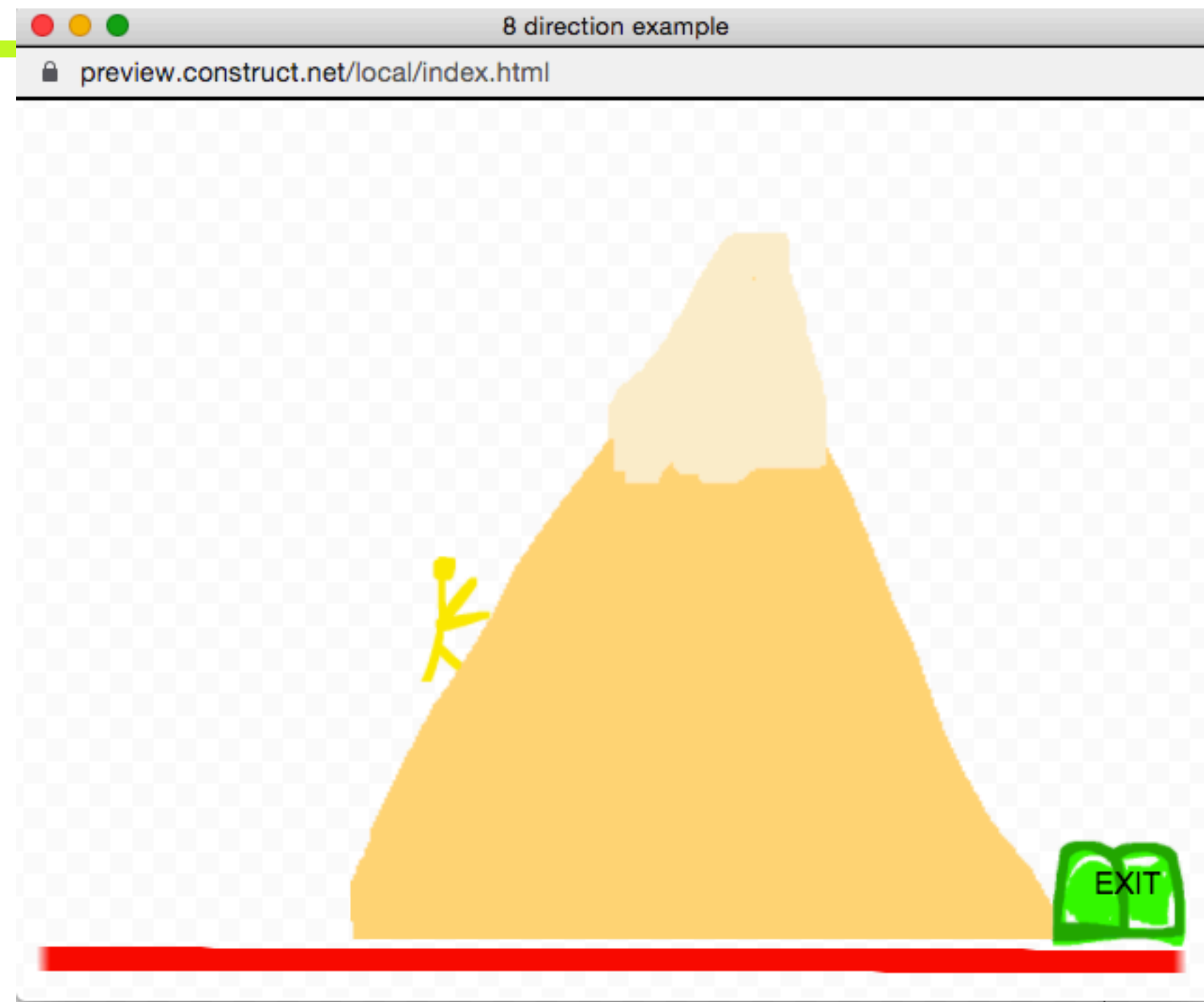
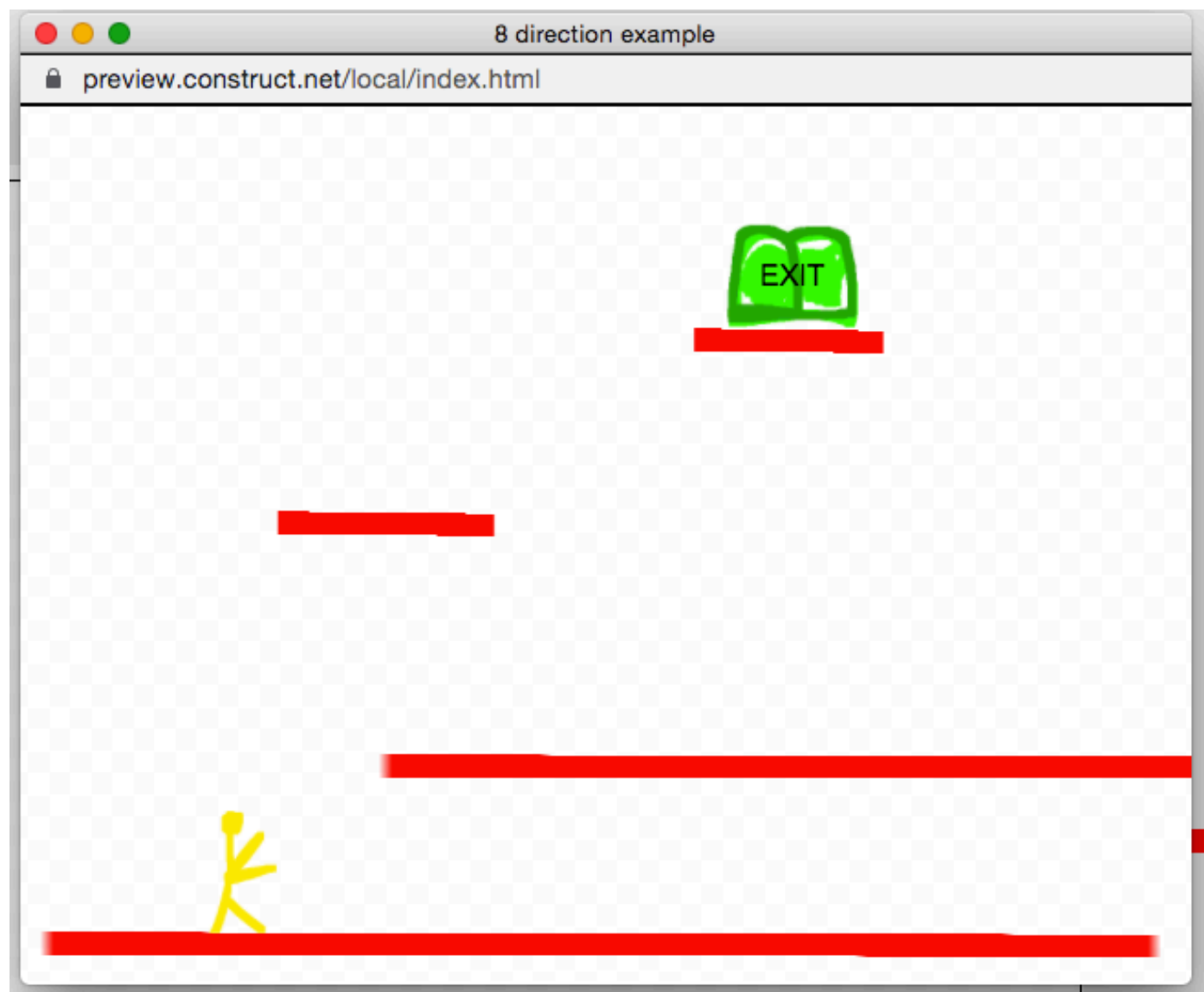


Construct 3

setting the hitbox for a solid

- 1 layout for each level
 - red = platforms
 - mountain = mountain level
 - fishtank = water level
 - spin = spinning platforms
 - elevator = moving platform level
 - win = end





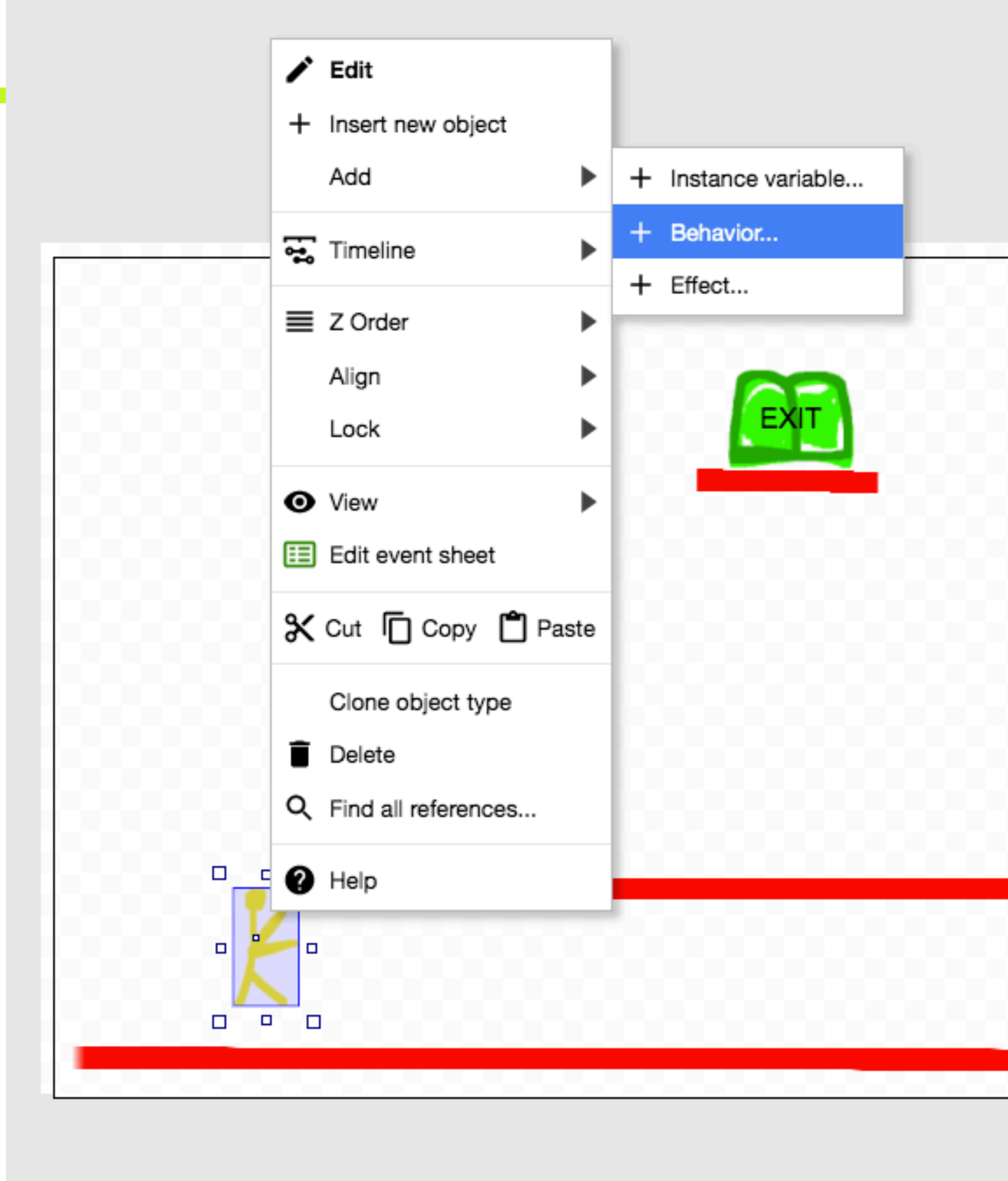
- person
- has
- platform behavior
- arrow keys = move
- can stand on solids

Behaviors

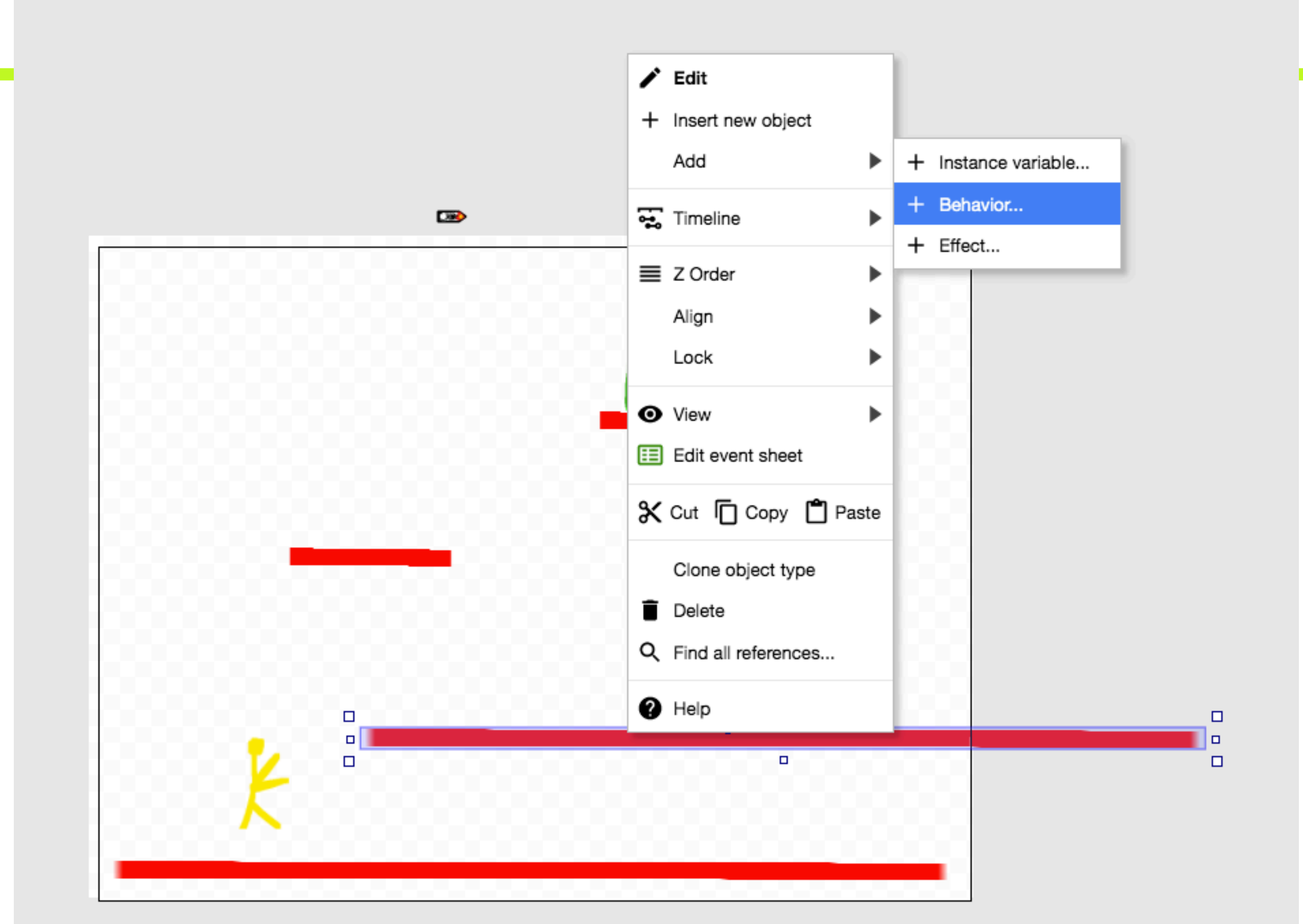
Platform

Max speed	330
Acceleration	1500
Deceleration	1500
Jump strength	650
Gravity	1500
Max fall speed	1000
Double-jump	<input type="checkbox"/>
Jump sustain	0
Default controls	<input checked="" type="checkbox"/>
Enabled	<input checked="" type="checkbox"/>
Add / edit	Behaviors

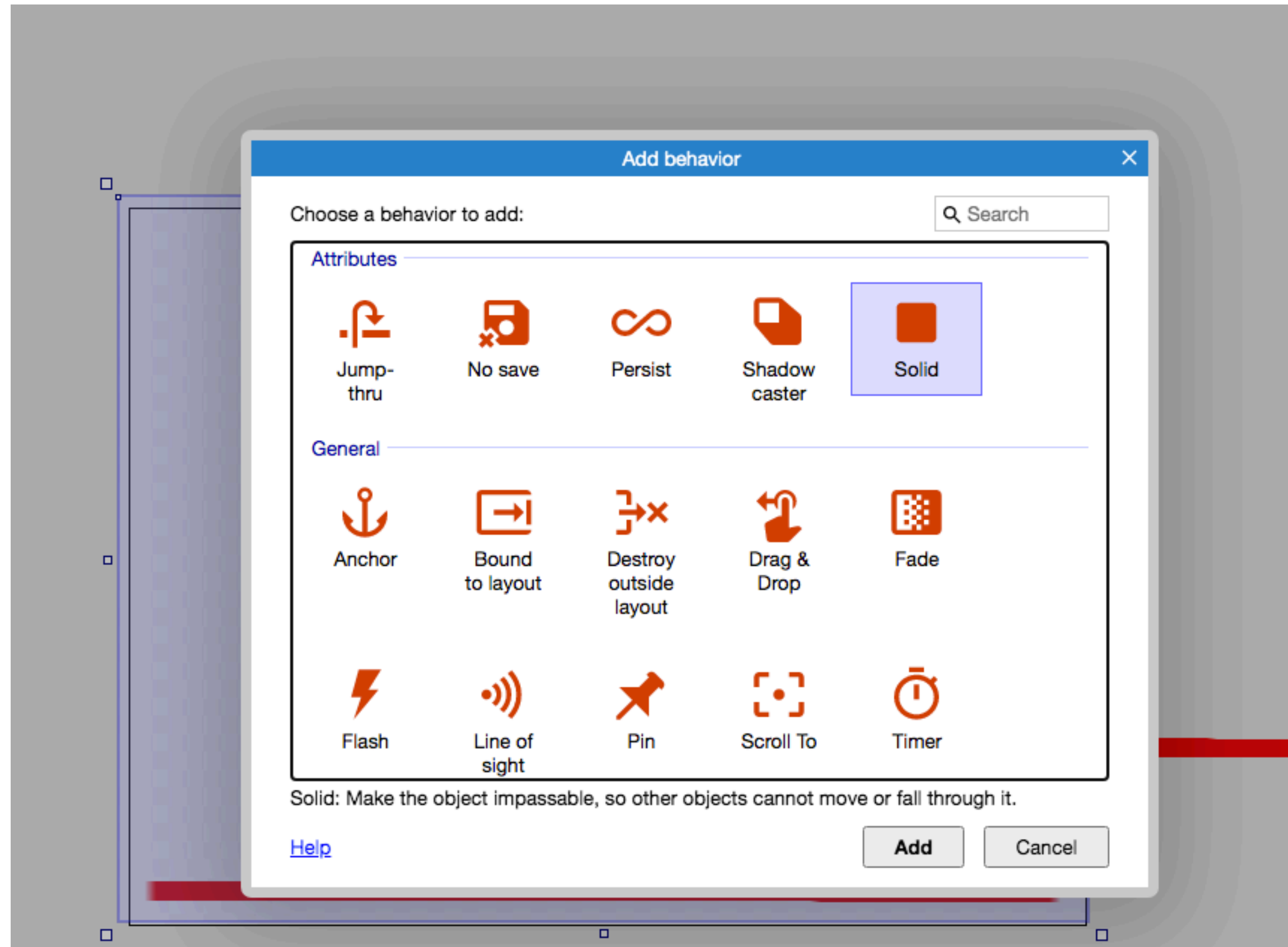
- right click player sprite
- Add-> Behavior



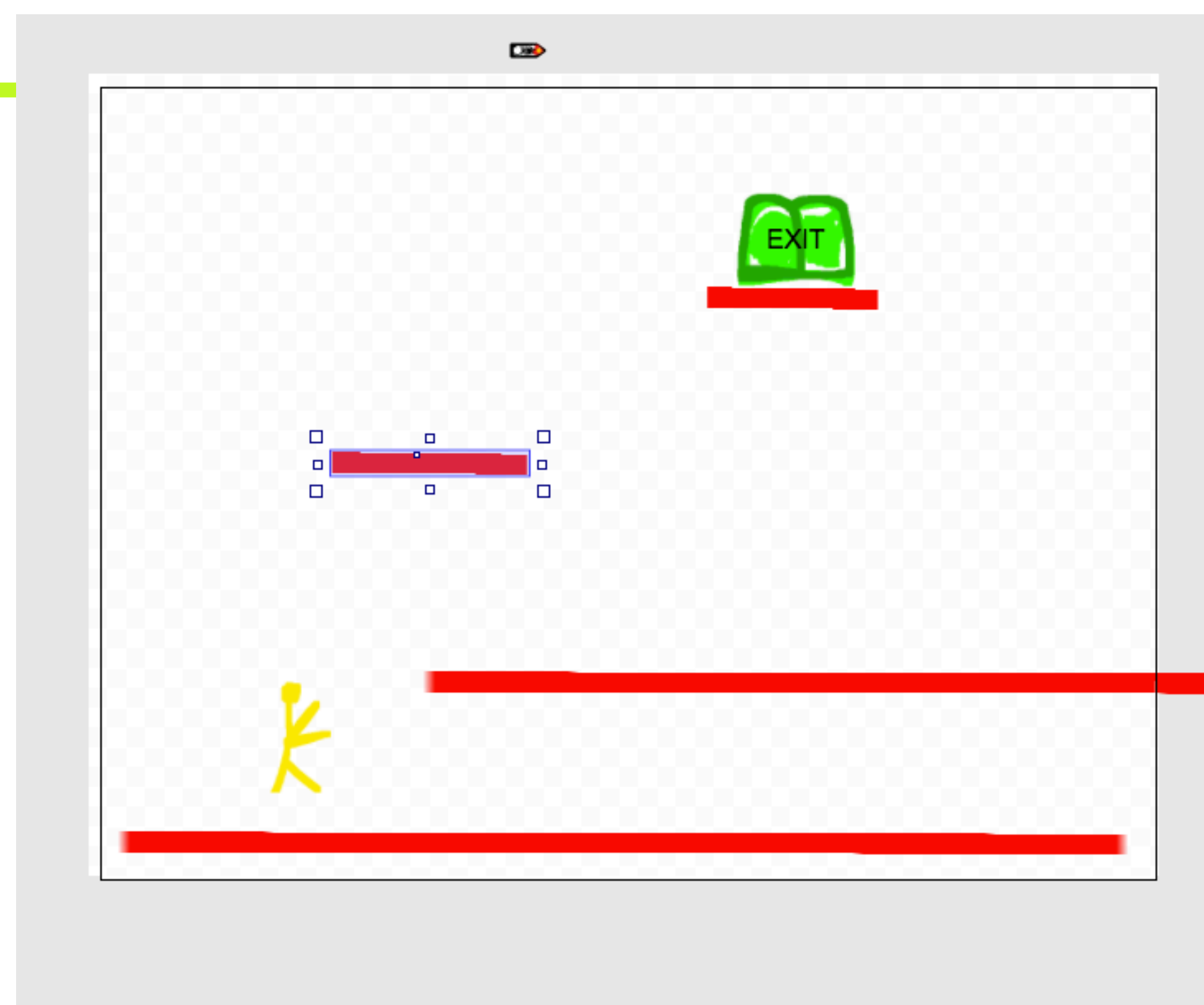
- right click red box
- Add-> Behavior



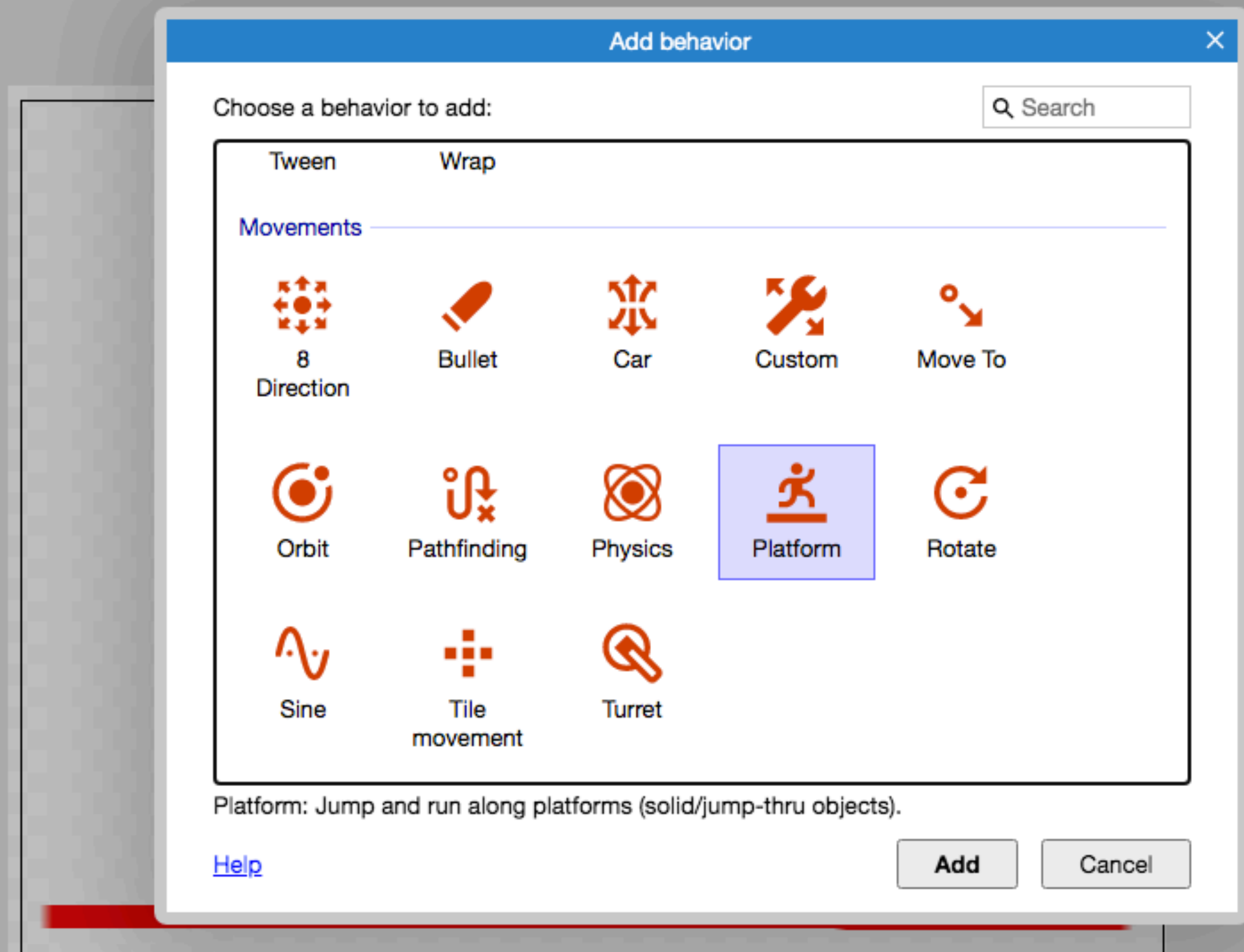
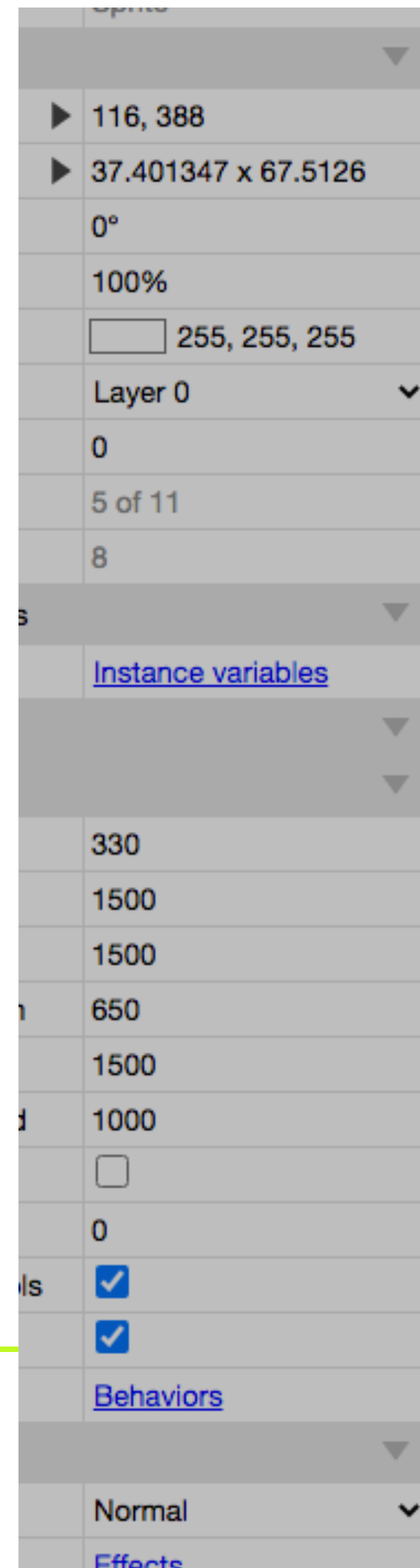
- Solid

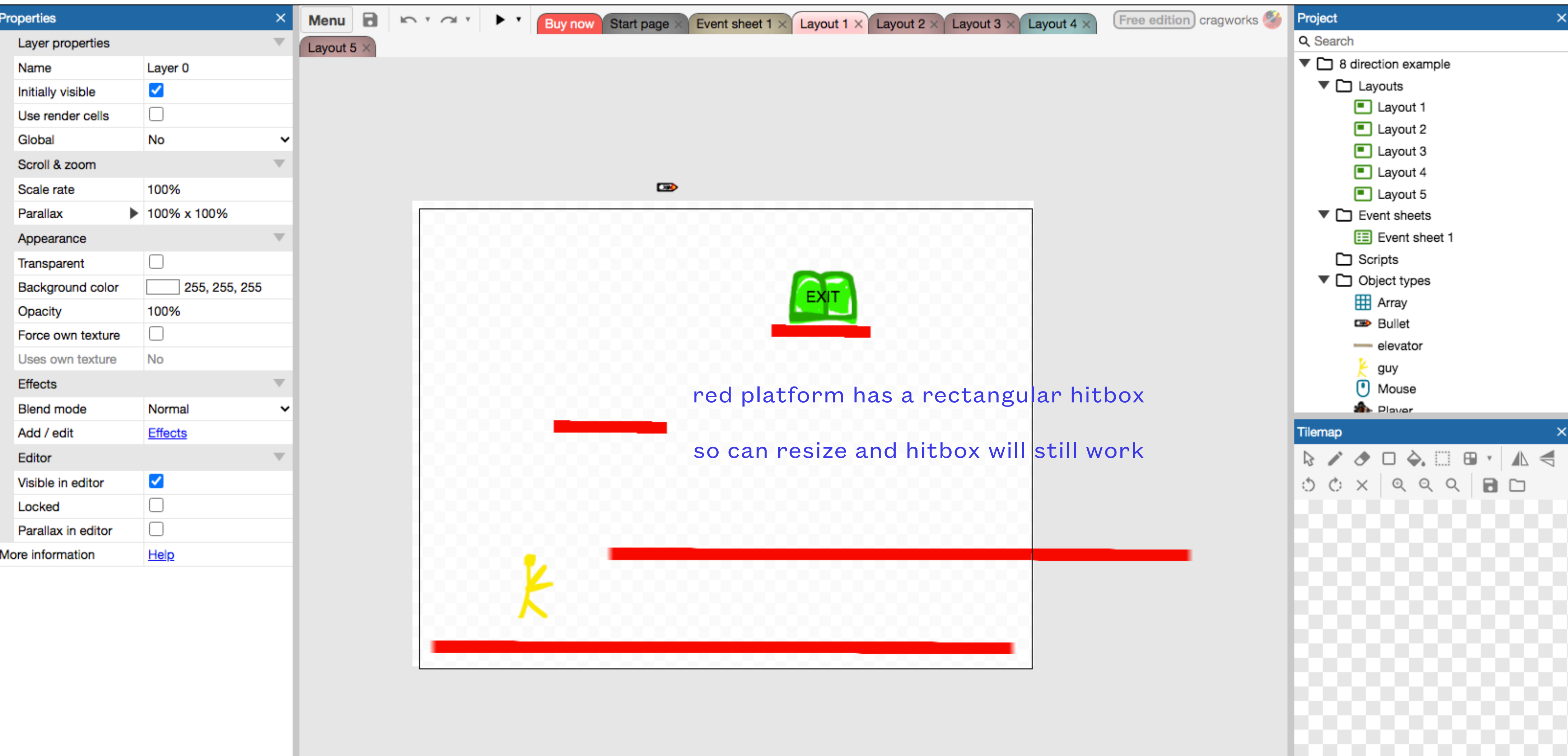


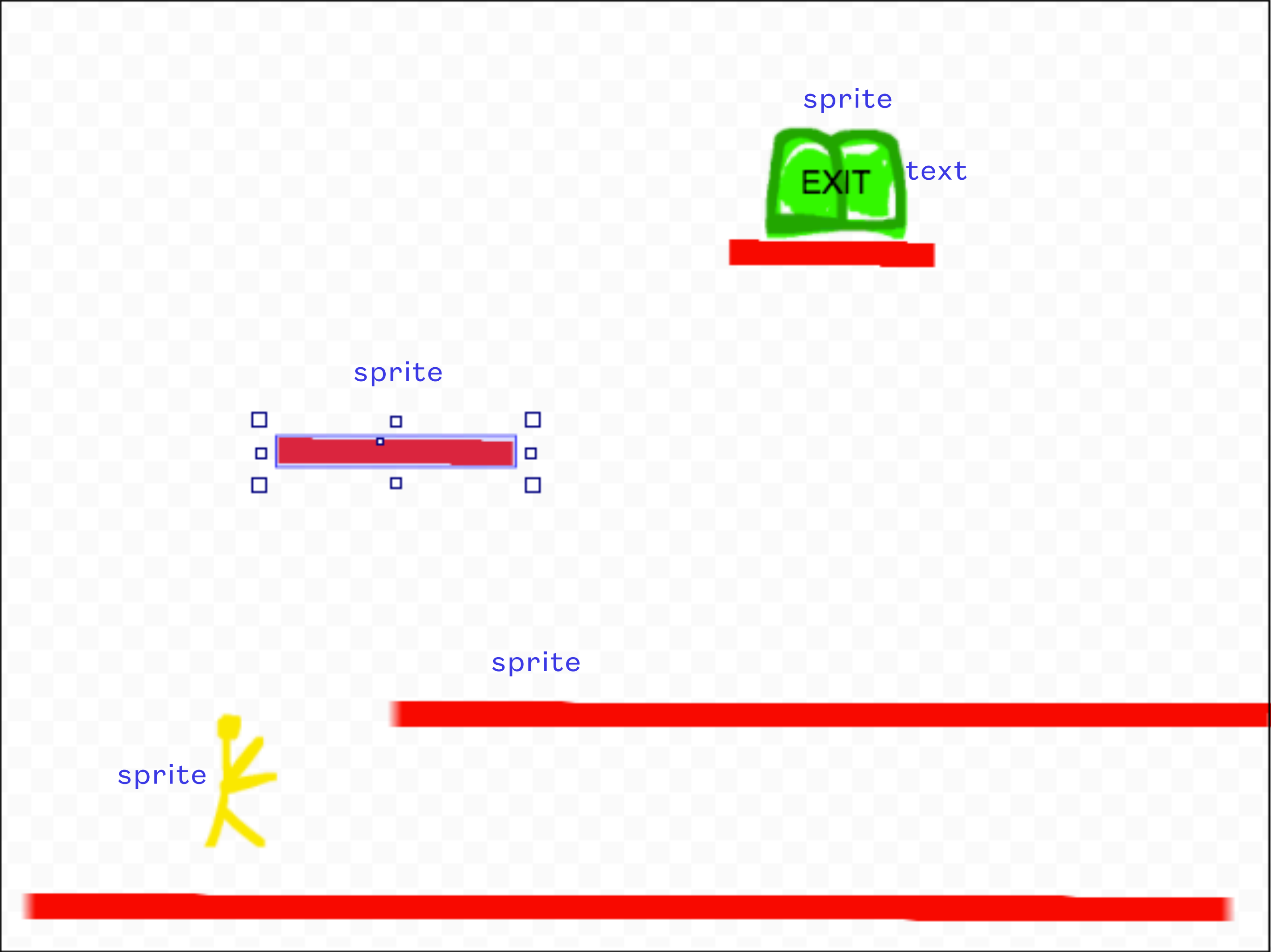
- now player can stand on the red box
- instead of falling through it



- choose platform

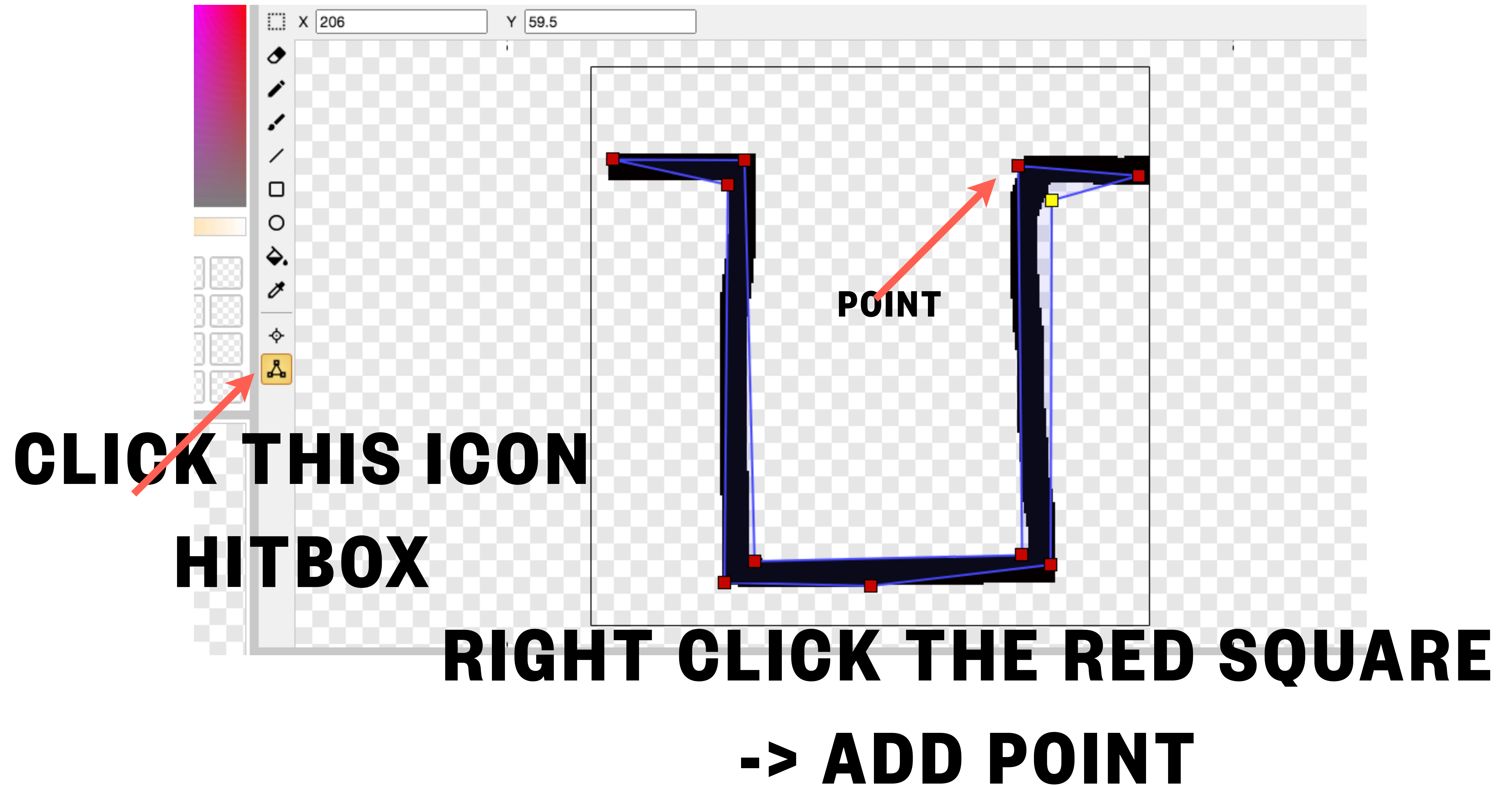




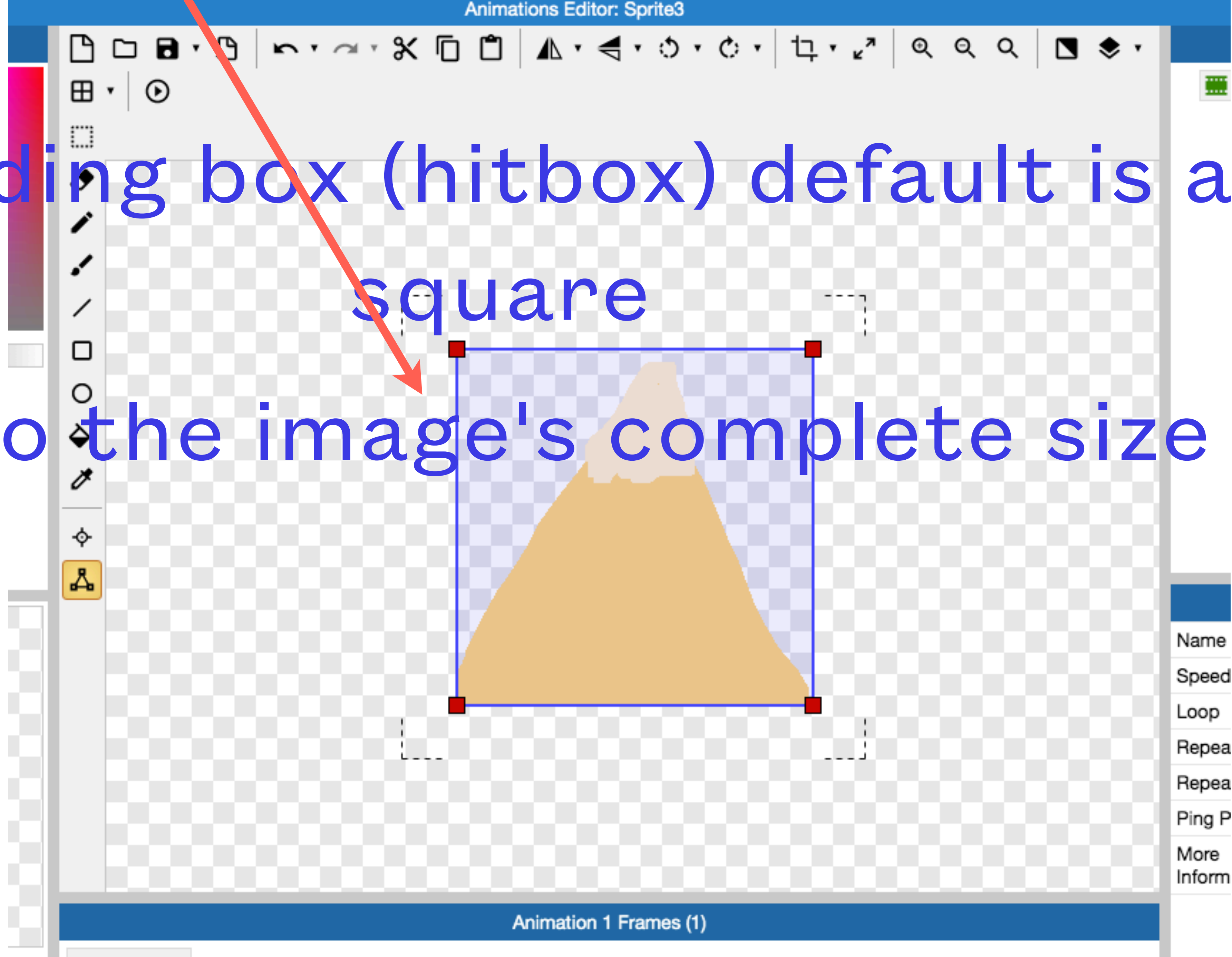


to change hitbox:
double click sprite

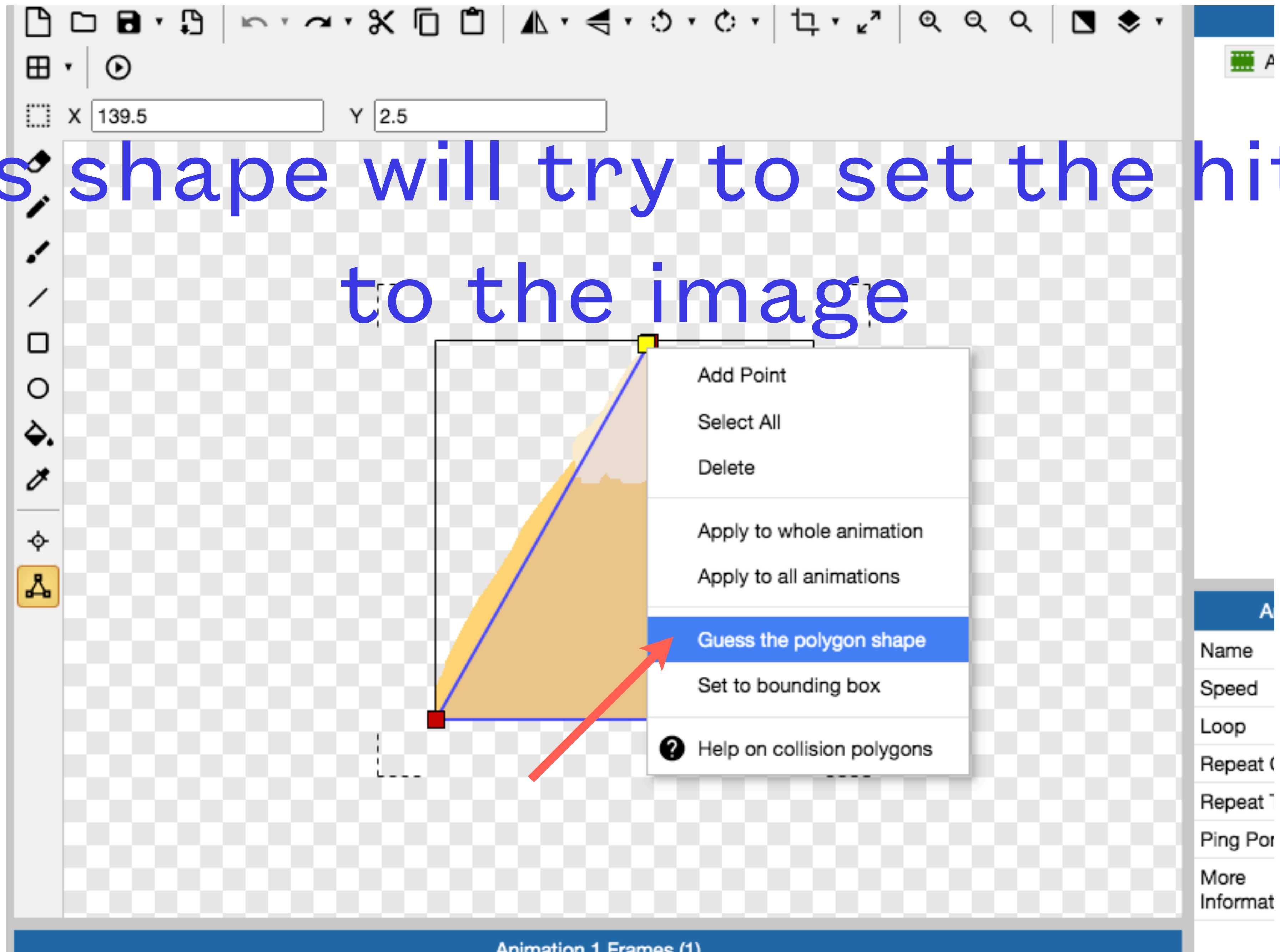
The screenshot shows the Cragworks game engine interface. The main workspace displays a scene with a yellow mountain, a stick figure, and an EXIT sign. A red arrow points from the text 'to change hitbox: double click sprite' to the mountain sprite. The interface includes a top menu bar with options like 'Menu', 'Buy now', 'Start page', 'Event sheet 1', 'red', 'Layout 5', 'Layout 3', and 'Layout 4'. The left sidebar shows a project tree with folders for 'mountain', 'fishtank', 'Effects', and 'View'. The right sidebar shows a 'Project' panel with a search bar and a list of objects including '8 direction example', 'Layouts', 'Event sheets', 'Scripts', and 'Object types'. The bottom panel shows a 'Tilemap' with a grid and various tools.



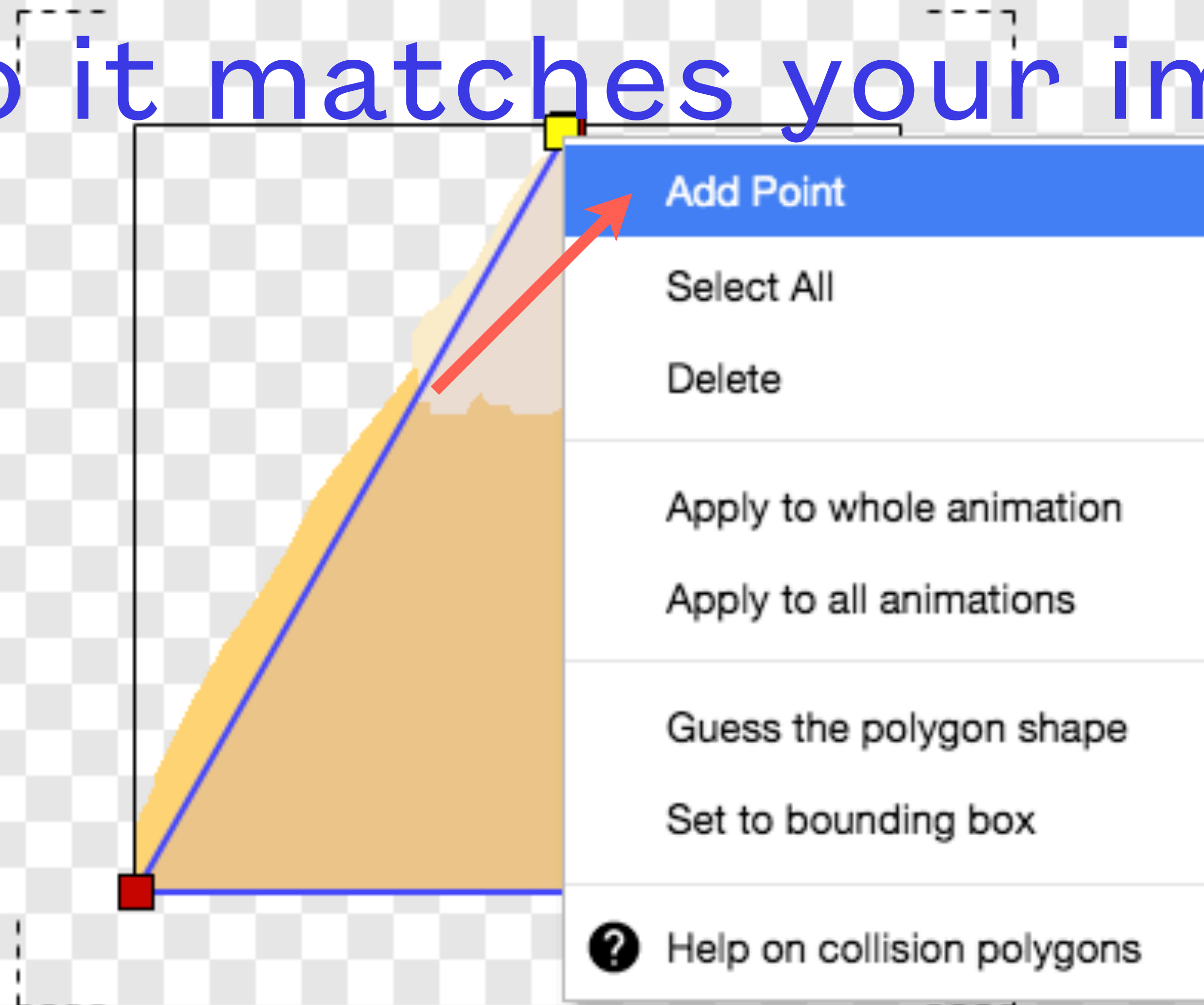
bounding box (hitbox) default is a
square
set to the image's complete size

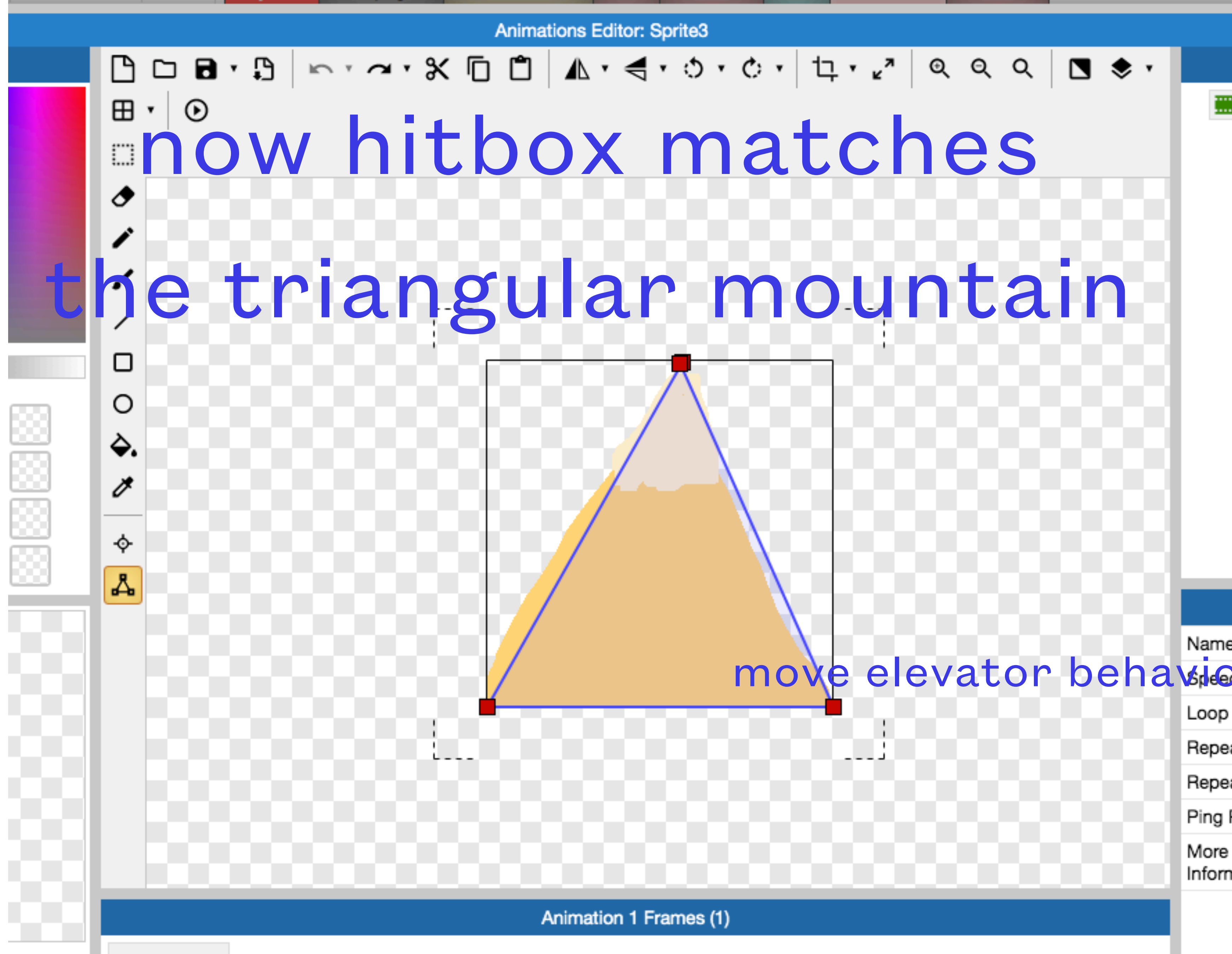


guess shape will try to set the hitbox
to the image



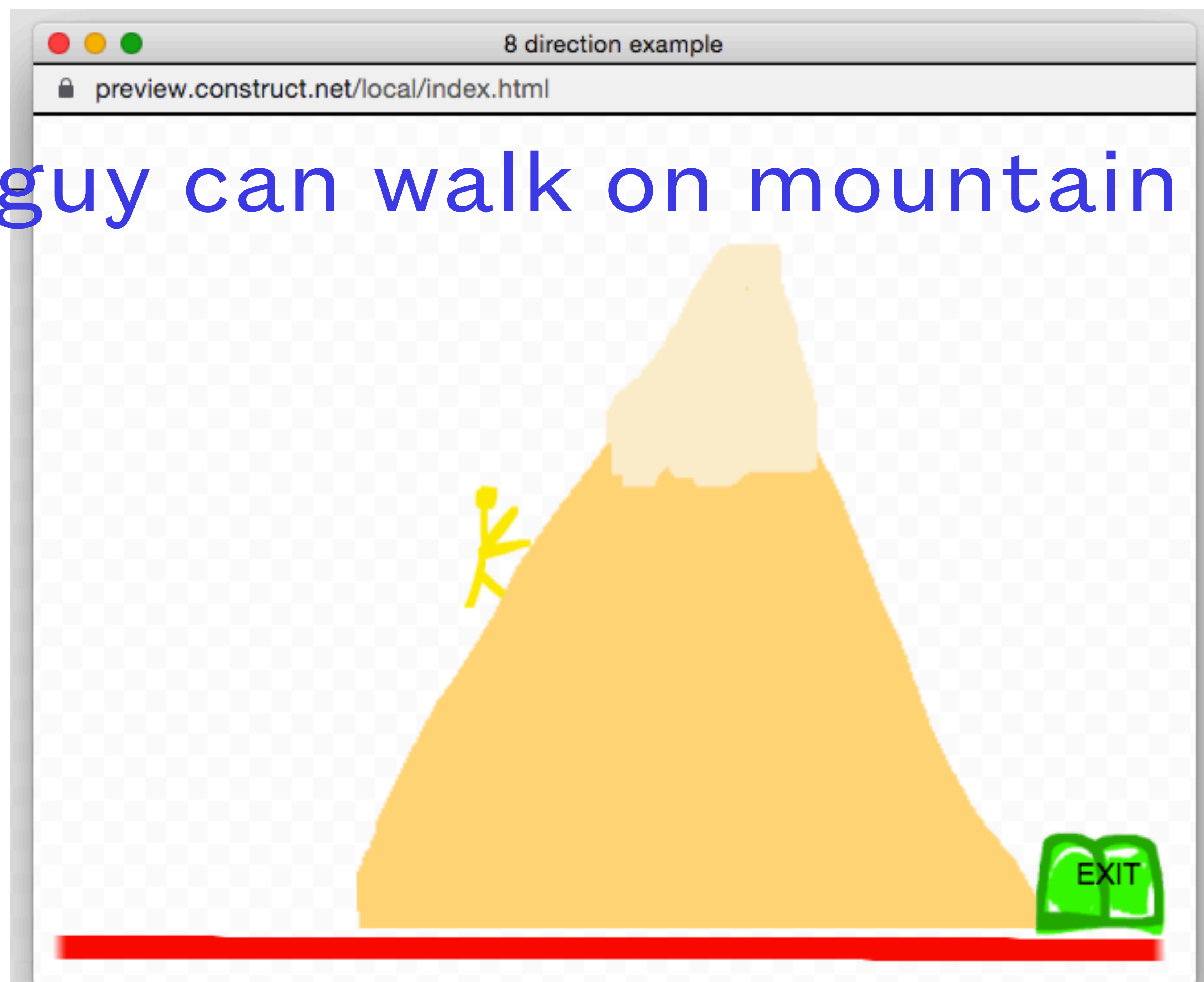
add more points and move the points
so it matches your image



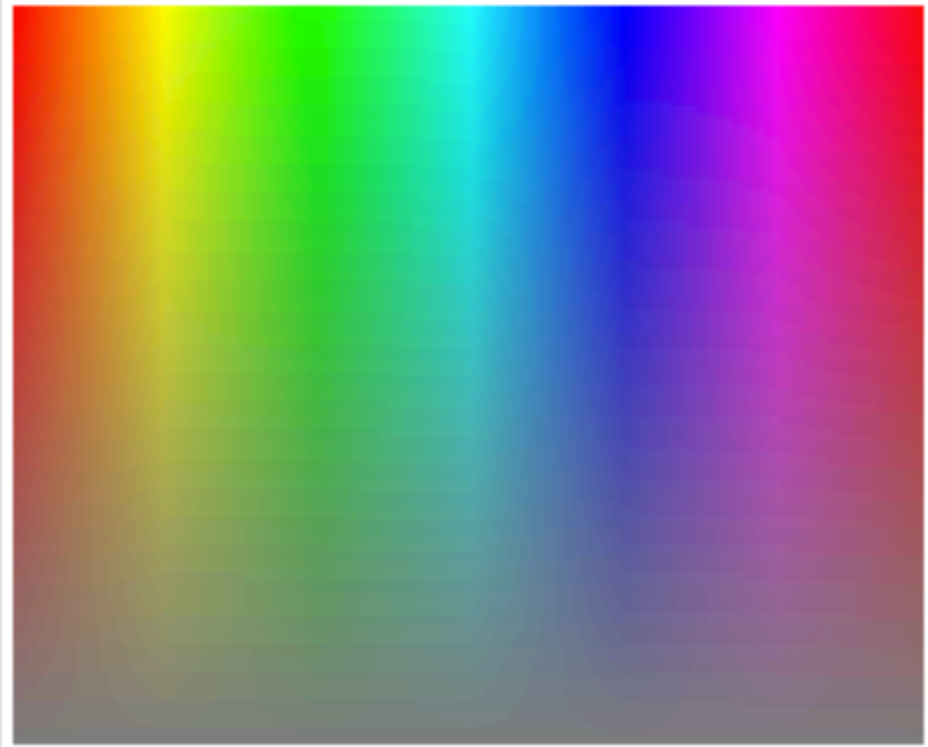


move elevator behavior (move to)

guy can walk on mountain now

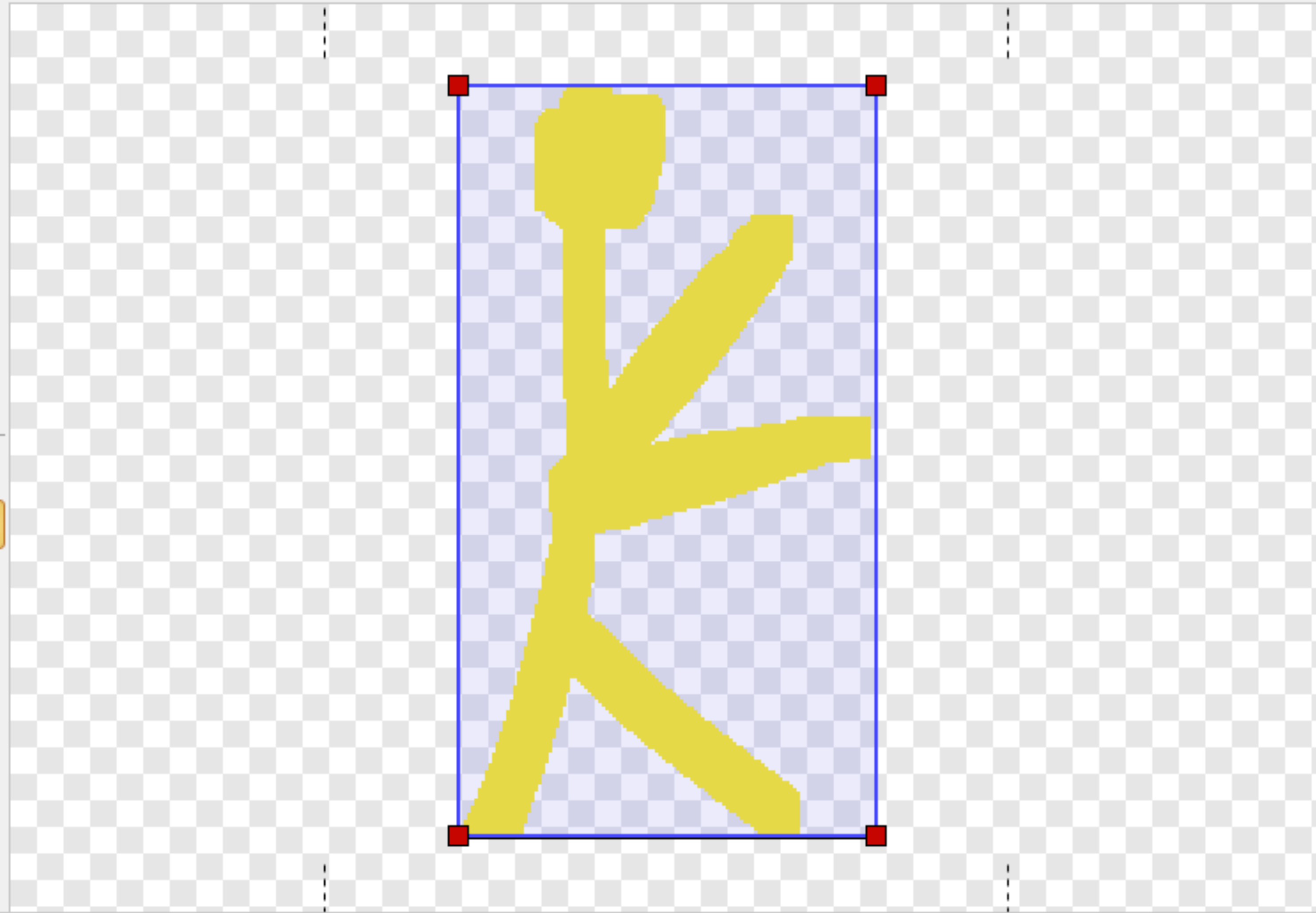
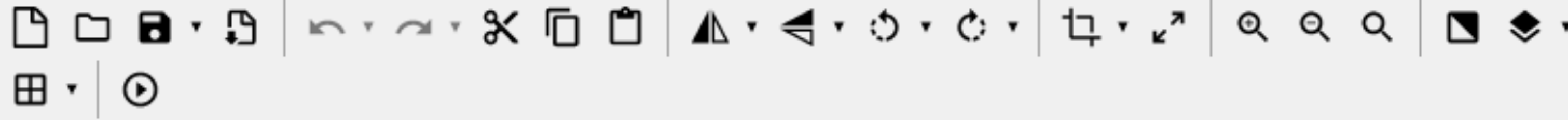


Color palette



Red: 0

Huawei E5576-320 (2020)- 4G Low cost Tray...



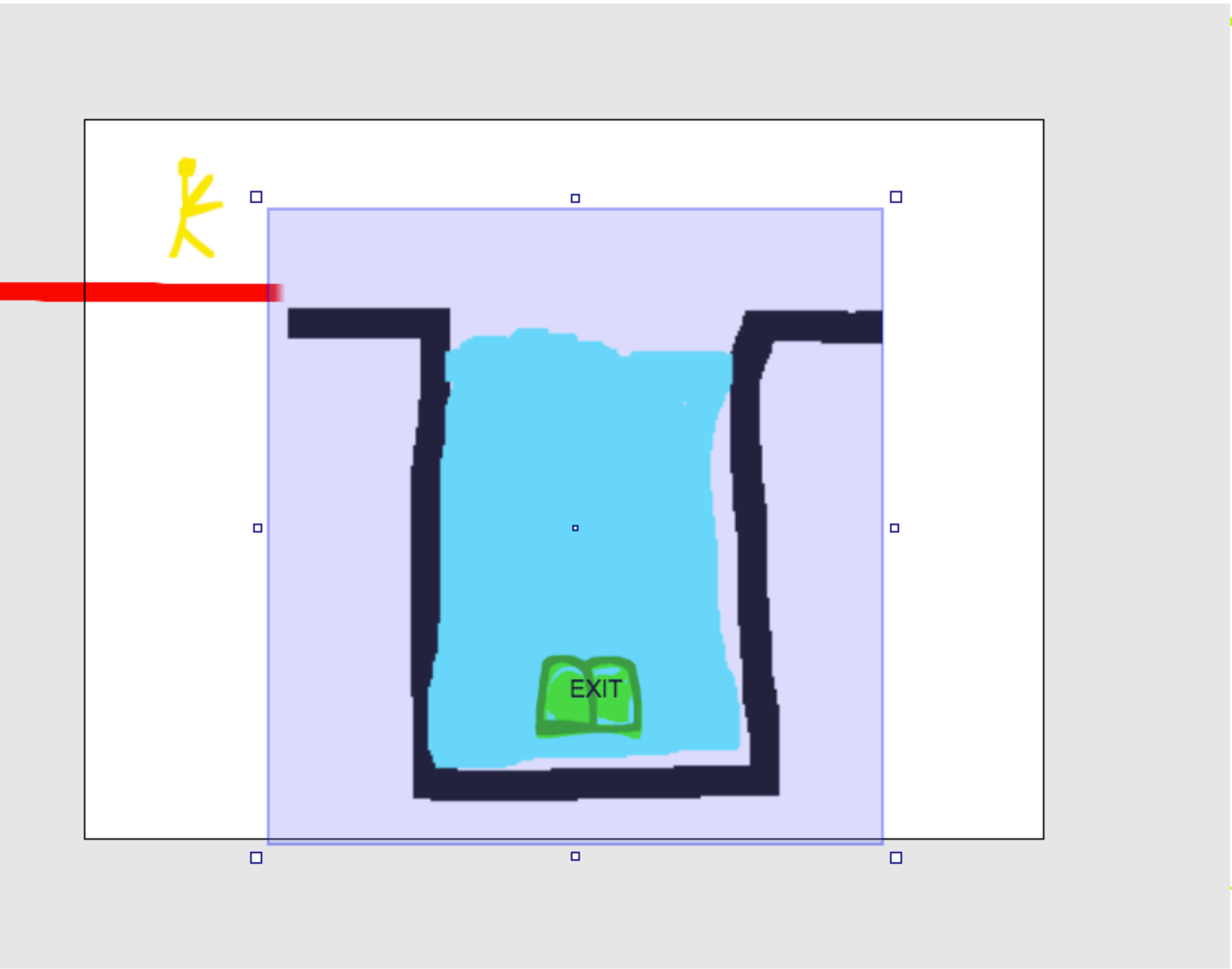
Animations

Animation 1

Animation Properties

Name	Animation 1
Speed	5
Loop	<input type="checkbox"/>
Repeat Count	1
Repeat To	0
Ping Pong	<input type="checkbox"/>
More Information	Help

Animation 1 Frames (1)



Animations Editor: Sprite4

Color palette

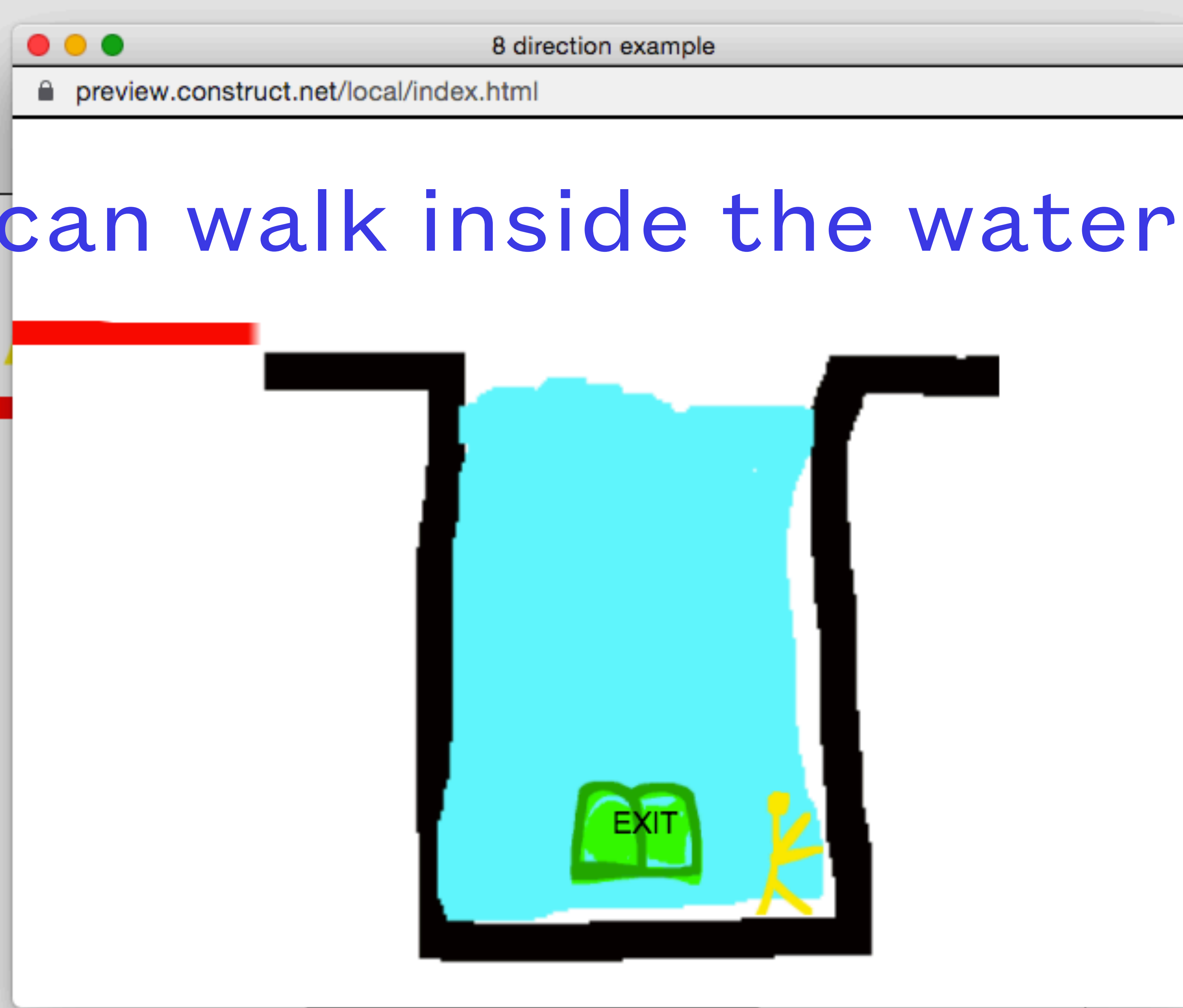
you can set the hitbox
so only the parts you want will
be platforms

Animation 1

Animation Properties	
Name	Animation 1
Speed	5
Loop	<input type="checkbox"/>
Repeat Count	1
Repeat To	0
Ping Pong	<input type="checkbox"/>
More Information	Help

Animation 1 Frames (1)

now can walk inside the water



event sheet

Menu [Icons] Buy now Start page × Event sheet 1 × Layout 1 × Layout 2 × Layout 3 × Layout 4 × Free edition cragworks

Layout 5 ×

1	System	Every tick	elevator	Move to (388, 148) (Direct)	move elevator behavior (move to)
door					
2	elevator	On MoveTo arrived	elevator	Set position to (447, 435)	reset elevator platform to start (move to)
guy					
3	guy	Is on-screen	System	Restart layout	reset level if GUY goes outside window
	guy	Y > LayoutHeight			
4	guy	On collision with Sprite	System	Go to next layout	if GUY touches the door

Add event Add...

then go to the next layout = next level