



Gene-Z Games Beat n Up Engine

Welcome to **GENU** User Guide

Gene-Z Games Beat n Up Engine

Game template for Scirra Construct 2
Created By Gene-Z Games & Team
www.genezgames.com.br

Tutorial vs 0.17



GENU

Gene-2 Games Beat n Up Engine

capX

**1 - Open file
and choose the scene**

**2 - Build your own level with colliders
based on tileset and
enemy positions based on icons.**

**3 - You can choose when the level
and music will change.**

**4 - Use an structured event editor
to modify and create your
own features.**

**5 - Change the sprites,
the sounds and
create your own
custom hero**

**6 - Use a ready move layout or
create your special moves.**

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1 - Open file and choose the scene

LOGO

**PUT YOUR LOGO
HERE**

TITLE

**HERE YOU CAN
CHANGE WITH
YOUR GAME TITLE**

SELECT_HERO

**CHANGE WITH THE
SPRITES THAT
REPRESENTS
YOUR HEROES**

LEVEL_DD1_GAME

**YOUR LEVELS
WILL BE MADE
WITH THIS
LAYOUT**

LOGO_EVENTS

**CONFIGURE THE
THE GAME START
FEATURES**

SELECT_STAGE

**PUT THE SPRITES
THAT REPRESENTS
YOUR STAGES**

CONFIGURE

**CONFIGURE THE
GAME CONTROLS
(coming soon)**

LEVEL_EVENTS

**CONFIGURE ALL
GAME FEATURES,
ACTIONS AND
EVENTS**

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2 - Build your own level with colliders based on tileset and enemy positions based on icons.

COPY AND PASTE THIS ICONS TO ENEMIES POSITIONS

Enemy **Boss**

BLOCKS ITS RIGHT **BLOCKS ITS LEFT** **FULL COLLISION BOX**

STAIRS **HERE YOU FALL & DIE** **PLATFORM BOX**

YOU DECIDE

CLICK ON LAYERS AND ENABLE / DISABLE A VISIBLE COLLISION SYSTEM

Layer	Value
GUI	5
FOREGROUND	4
COLLISION_SYSTEM	3
MAIN	2
BACKGROUND_A	1
BACKGROUND_B	0

CLICK ON THE TILESET AND USE THIS TOOL

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Ready Approx. download: 7.8 mb memory use: 47.4 mb Events: 410 Active layer: COLLISION_SYS... Mouse: (1892.3, -38.6, 0) Zoom: 75%



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3 - You can choose when the level and music will change.

The screenshot displays the GENU engine interface. At the top, a menu bar includes options: LOGO, TITLE, SELECT_HERO, LEVEL_DD1_GAME (active), LEVELS_EVENTS, SELECT_STAGE, CONFIGURE, and LOGO_EVENTS. The main window shows a 3D game level with various platforms, pipes, and a character. A red line connects a specific point in the level to a configuration panel. This panel contains a row of icons labeled BOSS 1, LEVEL 2, BOSS 2, LEVEL 3, BOSS 3, LEVEL 4, and BOSS 4. A text box below the icons reads: "COPY AND PASTE THIS ICONS TO CONFIGURE LEVEL". On the right side, a 'Layers' panel lists the following layers with their Z-order values: GUI (5), FOREGROUND (4), COLLISION_SYSTEM (3), MAIN (2), BACKGROUND_A (1), and BACKGROUND_B (0). At the bottom, a status bar shows: "Approx. download: 7.8 mb memory use: 47.4 mb Events: 410 Active layer: COLLISION_SYS... Mouse: (2197.5, 506.7, 0) Zoom: 75%".

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4 - Use an structured event editor to modify and create your own features..

**CHANGE
PARAMETERS**

**TOTAL
EVENTS
CONTROL**

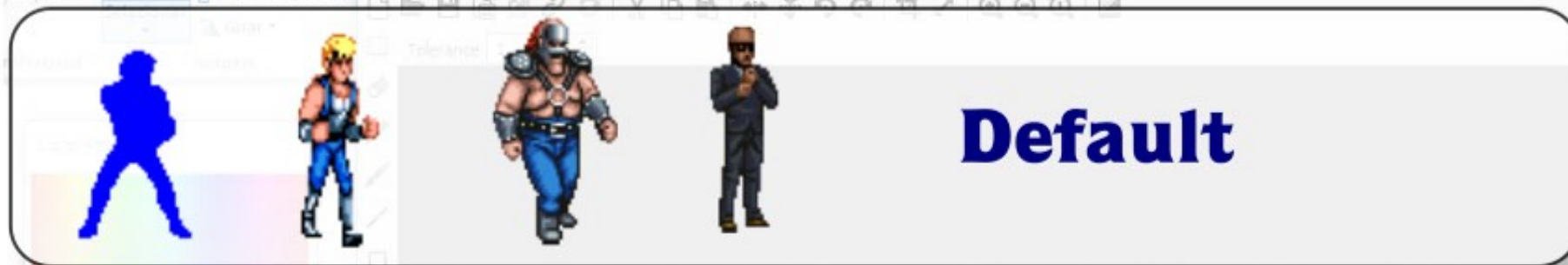
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5 - Change the sprites, the sounds and create your own custom hero



ANIMATIONS

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6 - Use a ready move layout or create your special moves.



Player 1		Player 2	
UP	W	UP	UP
DOWN	S	DOWN	DOWN
LEFT	A	LEFT	LEFT
RIGHT	D	RIGHT	RIGHT
PUNCH	H	PUNCH	P g UP
KICK	J	KICK	P g Dn
JUMP	SPACE	JUMP	SHIFT
COIN	I	COIN	2
START	ENTER	START	ENTER





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