



**QUICK START GUIDE**

# **SLING TOMB GAME**



Project's archive has next folders:

- a. **Source:**  
SLING TOMB CAPX(C2) SLING TOMB C3P(C3)
- b. **Game Sounds:**  
SOUND FILES
- c. **Game Art:**  
GRAPHIC SOURCES IN PNG, ICONS AND ASSETS
- d. **HTML5:**  
EXPORTED GAME
- e. **Docs:**  
DEVELOPER DOCUMENTATION
- f. **All files used:** PLUGINS AND BEHAVIORS FOR CONSTRUCT 2

**IF the game you open need a plugin find the plugin in the folder and paste in the next location.**



**This game needs a lunarray.litetween plugin. Go to the folder All files used and put the plugin folder in the image location. Then you can start**

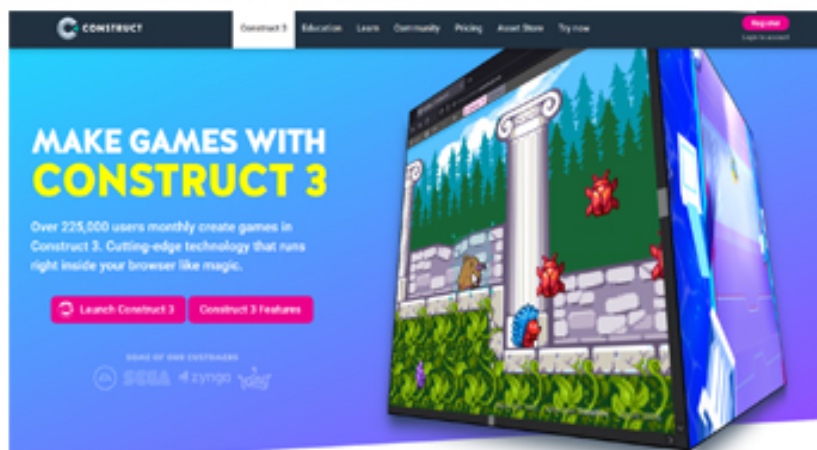
## 1. How open project capx file?

- a. **You need personal license for Construct 2!**
- b. You need latest version Construct 2

You can find program here: <https://www.construct.net/>

## How open project c3p file?

- a. **You need personal license for Construct 3!**
- b. You need latest version Construct 3



After install and run program, you can open **THE CAPX** file with project!  
**Choose File > Open** and select **THE CAPX** in Source folder.  
Same apply for C3P Construct 3 File.



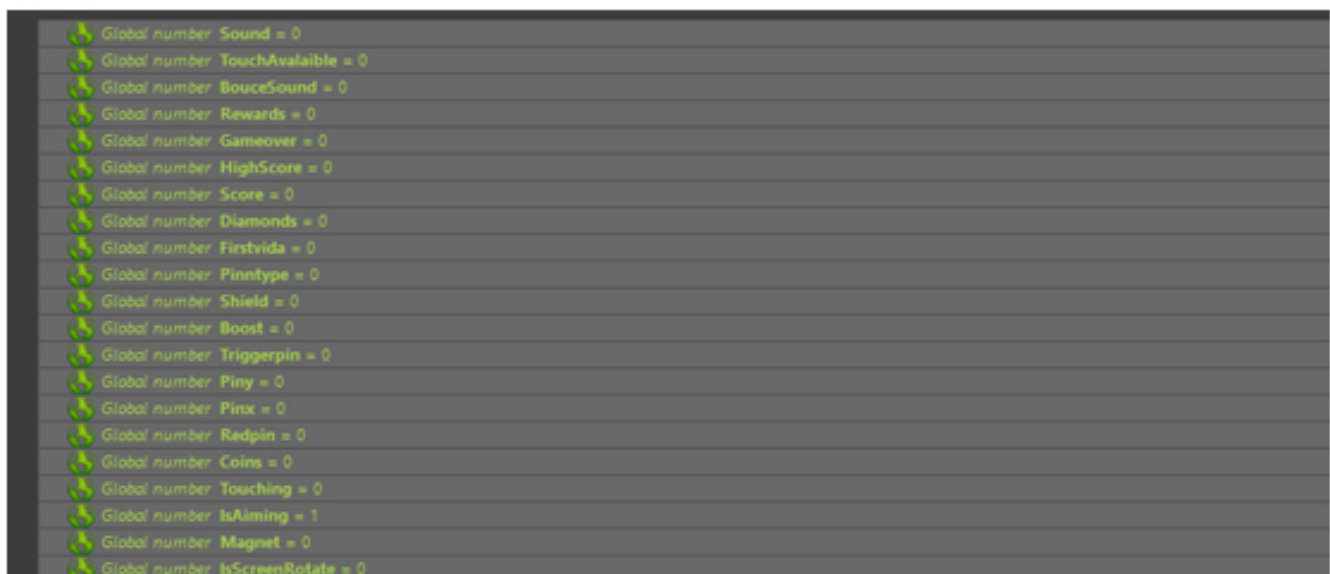
### Game project contain primary elements:

- Loading Scene
- Menu Scene
- Tower Levels Scene
- Shop Scene

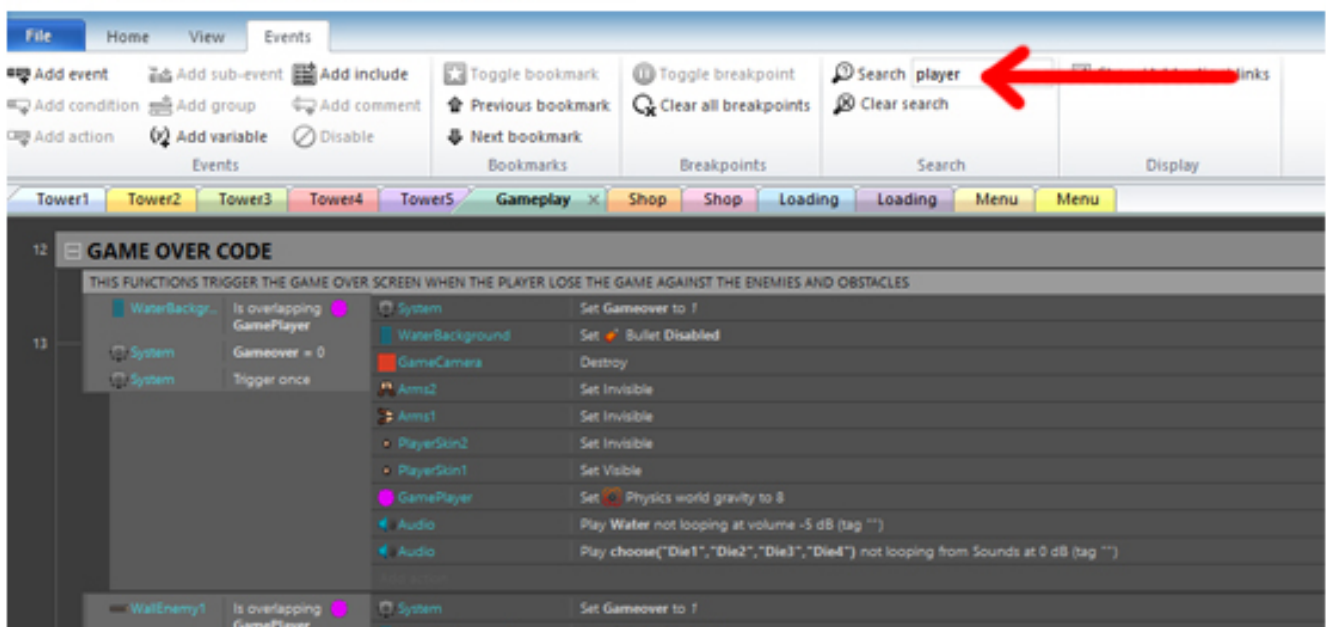
**All events placed in functional groups with detailed comments.**

**For working with game events see event-sheet "Menu"**

Project has 3 event-sheets, for Menu, Shop, Gameplay and Loading



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

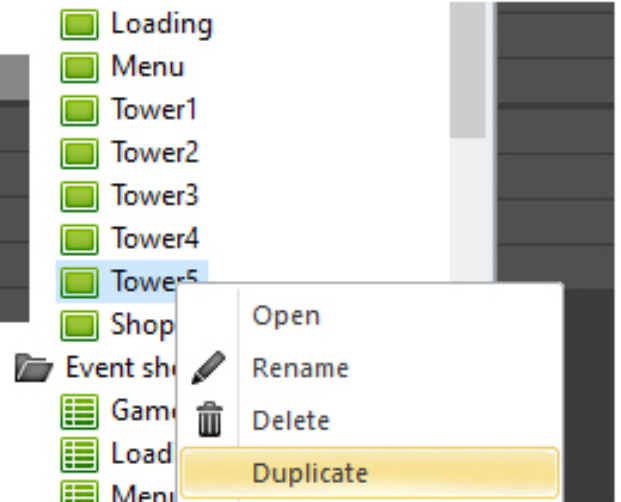




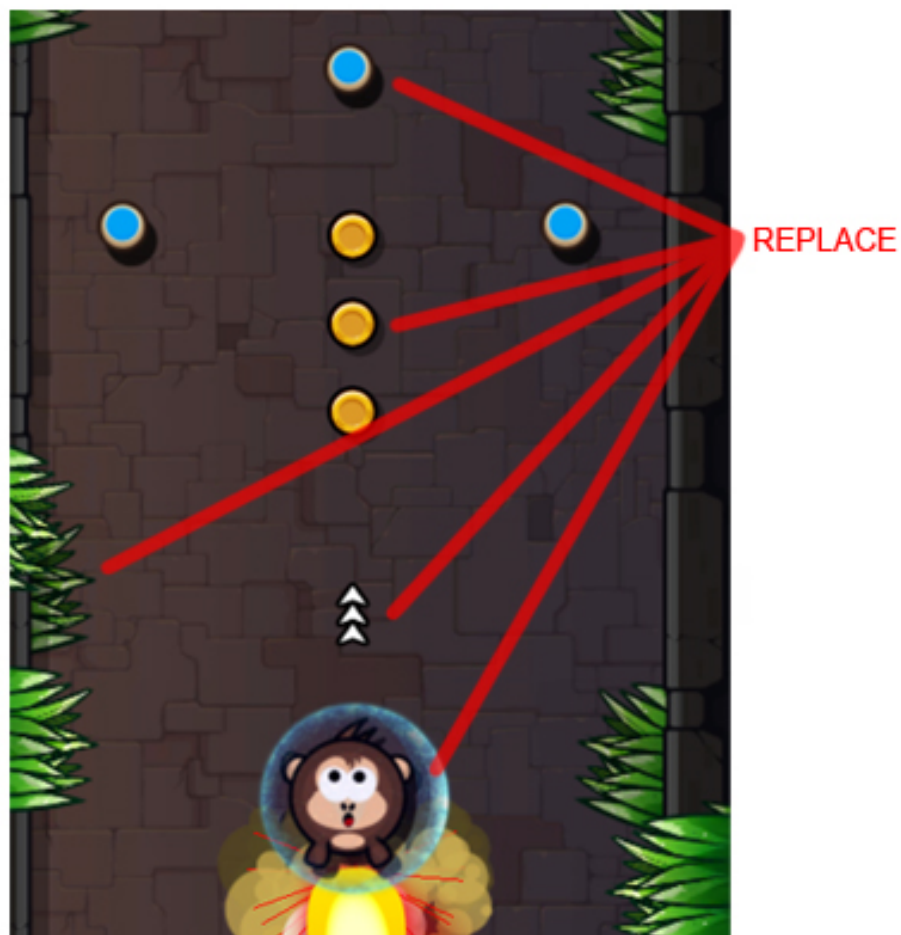
### Add More Levels to the game.

The game contain 5 Premade Levels to play and you can add as you want. First duplicate one and edit as you want, then add the new level in the code then its ready for use.

```
Play Gamebuttons not looping at volume 0 dB (tag "")
Wait 0.1 seconds
Go to layout choose("Tower1","Tower2","Tower3","Tower4","Tower5")
Set Rewards to choose(0,1,2)
```



once you create the new level, open the level and replace what you want.

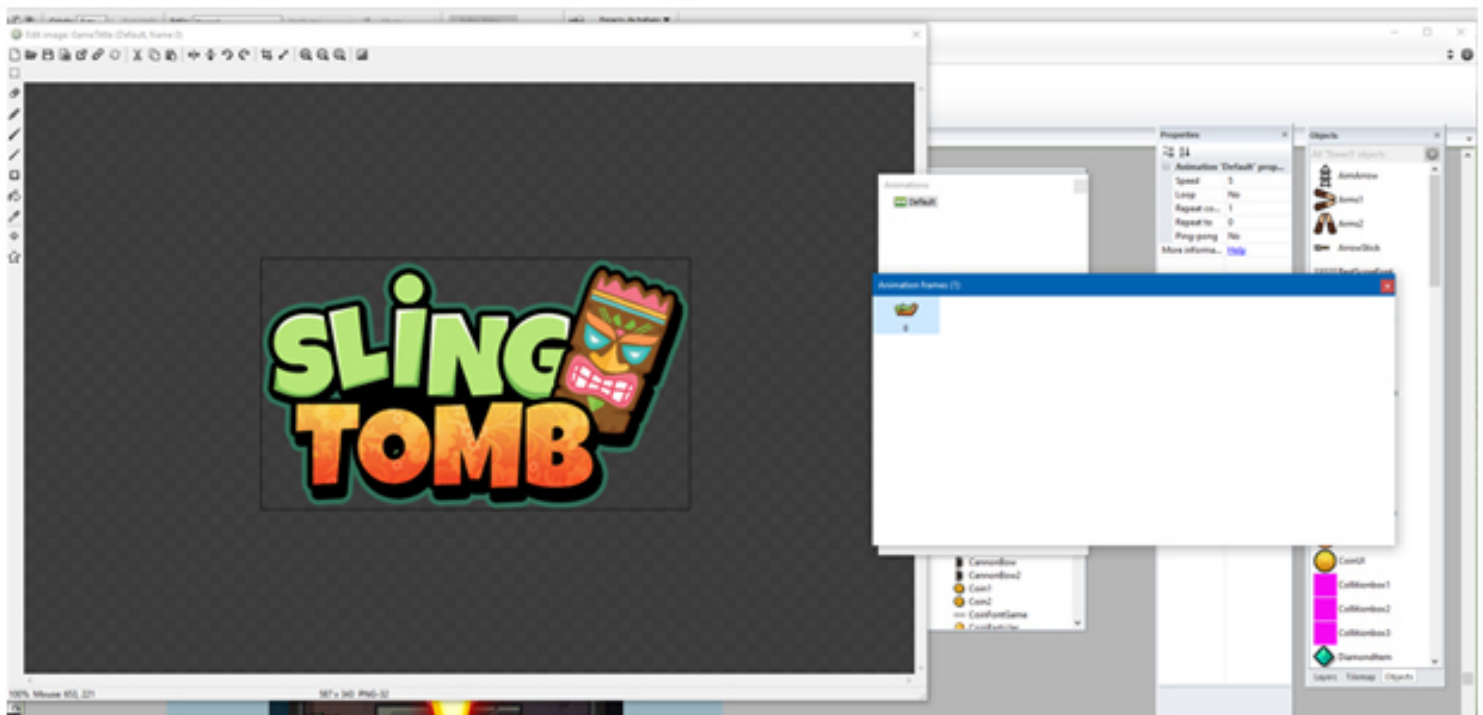






## 2. Re-skin game.

1. Just find the object you want edit and double click on sprite
2. In opened sprite editor window, you can replace image



## 3. Simple gameplay customize.

You can easy setup gameplay just search the thing you want to change and edit from double click.

For example if you want to add more coins to the coin object or more speed to the game find the coin variable or gamespeed variable and edit with the values you want

COLLECTIBLE CODE

THIS CODE IS USED TO COLLECT COINS AND DIAMONDS ADDING COINS AND DIAMONDS WHEN PLAYER PICKS AND POWER UPS

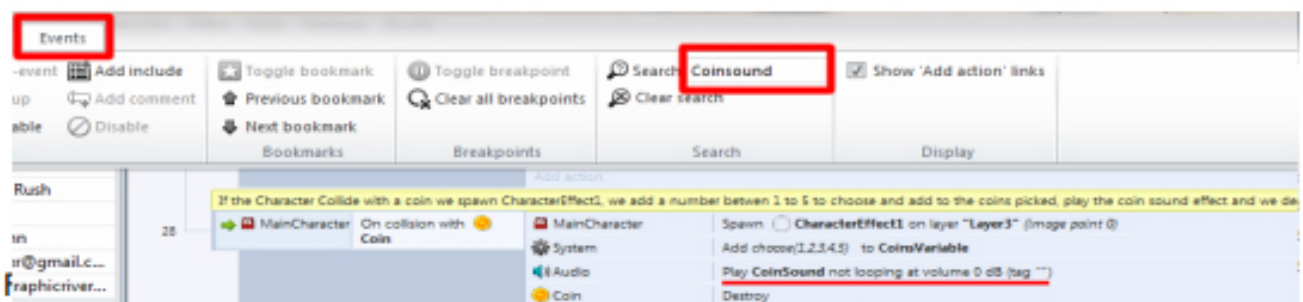
PlayerSkin1	Is overlapping Coin1	Coin1	Destroy
System	GameOver = 0	System	Add choose(1,2) to Coins
		Coin1	Spawn CoinParticles on layer "Layer 3" (image point 0)
		Audio	Play Coin not looping at volume 0 dB (tag "")
Add action			

For example When you pick a coin you get 1 coin, you can change this variable to the value you want. See the image for more information.



## 4. Sounds

If you want to change sounds. First you upload the new sound in WAV. and then you search where that sound is played, like before in events, search



When you upload the WAV sound, Construct2 convert that WAV to ogg and m4a for Work on Browser and mobiles, so keep both files.

## 5. Game Layers

The Game contain 6 Layers so you can put the objects in diferent layers for example the Game buttons are in front of the background, other objects infront Buttons,etc





## 7.Export to Mobile platforms

If you want to export the game to android follow the next steps, and dont forget to read the Lesson in the follosing links

### 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>

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

Project settings	
First layout	Game
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	<a href="#">Help</a>

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>



## 8 .Export to HTML5

Very simple export for game!

Make project settings like:

First layout	Game
Use loader layout	No
Pixel rounding	Off
Preview effects	Yes
Window Size	1280, 720
Configuration Settings	
Preview browser	Firefox
Fullscreen in browser	Letterbox scale
Fullscreen scaling	High quality
Use high-DPI display	Yes
Orientations	Any
Enable WebGL	On
Sampling	Linear
Downscaling	Medium quality
Physics engine	Box2D web
Loader style	Percentage text
Preload sounds	Yes
Pause on unfocus	No
Clear background	Yes

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

Choose in export window HTML 5 export.

