
Kotake Studio LLC.

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Birdy Bird

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About

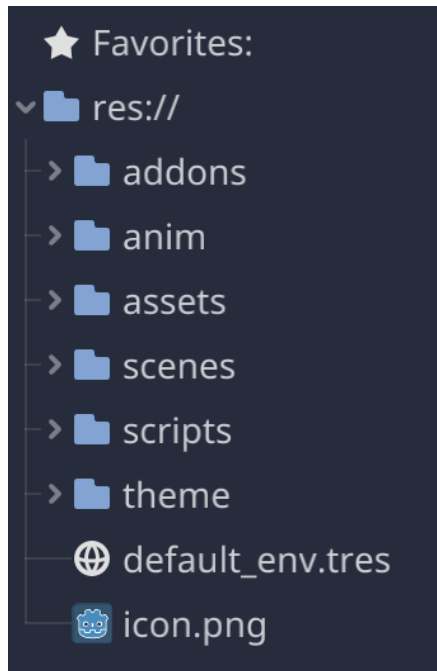
Thank you for purchasing my game. If you have any questions that are beyond the scope of this help file, please feel free to email via my user page contact form [here](#). Thanks so much!

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Source code Structure

The program is written in Godot, an open-source game engine that is widely used around the world. It can output to HTML5, iOS, Android, and more. It is similar to Unity, but in Godot's case, everything is free. <https://godotengine.org/>



addons

The directory containing the addons used by Godot.

anim

The directory that contains the logic for animations.

assets

A directory containing asset files such as images, fonts, and audio files.

scenes

This directory contains the scenes of the game. In Godot, games are created by combining Scenes. For more information about Godot, please click here.

<https://docs.godotengine.org/en/stable/index.html>

scripts

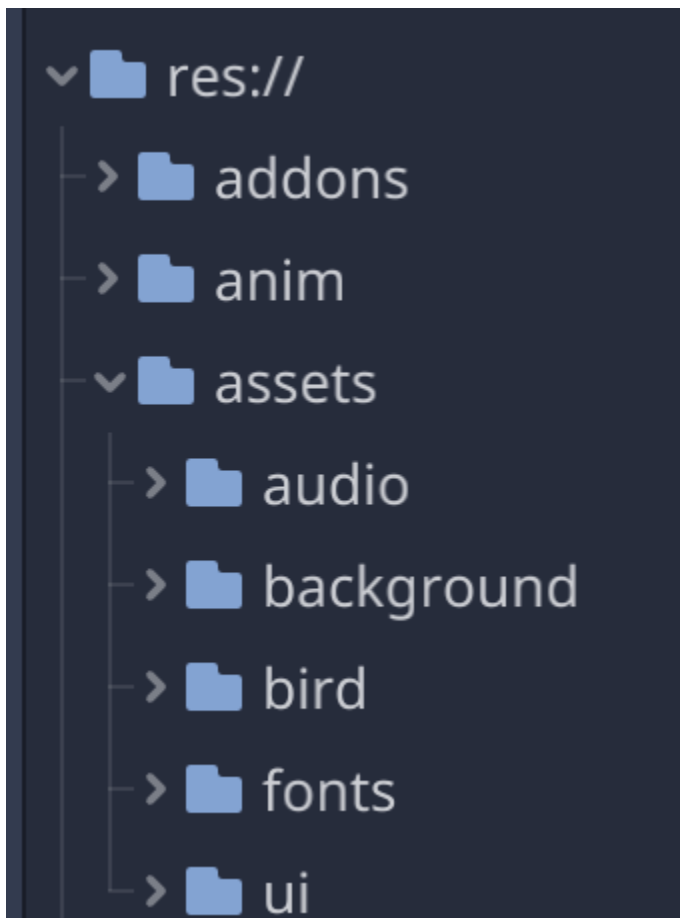
A directory containing GD scripts that contain shared logic other than Scenes.

theme

A directory containing themes for common use.

Assets Structure

Images, audios and fonts are in the assets directory.



We use a tool called TexturePacker to combine the images into a single file for use in the game.

TexturePacker <https://www.codeandweb.com/texturepacker>

This tool will create a png file and a *.tpsheel file in one place. In order to use TexturePacker from Godot, I use an addon, addons/codeandweb.texturepacker

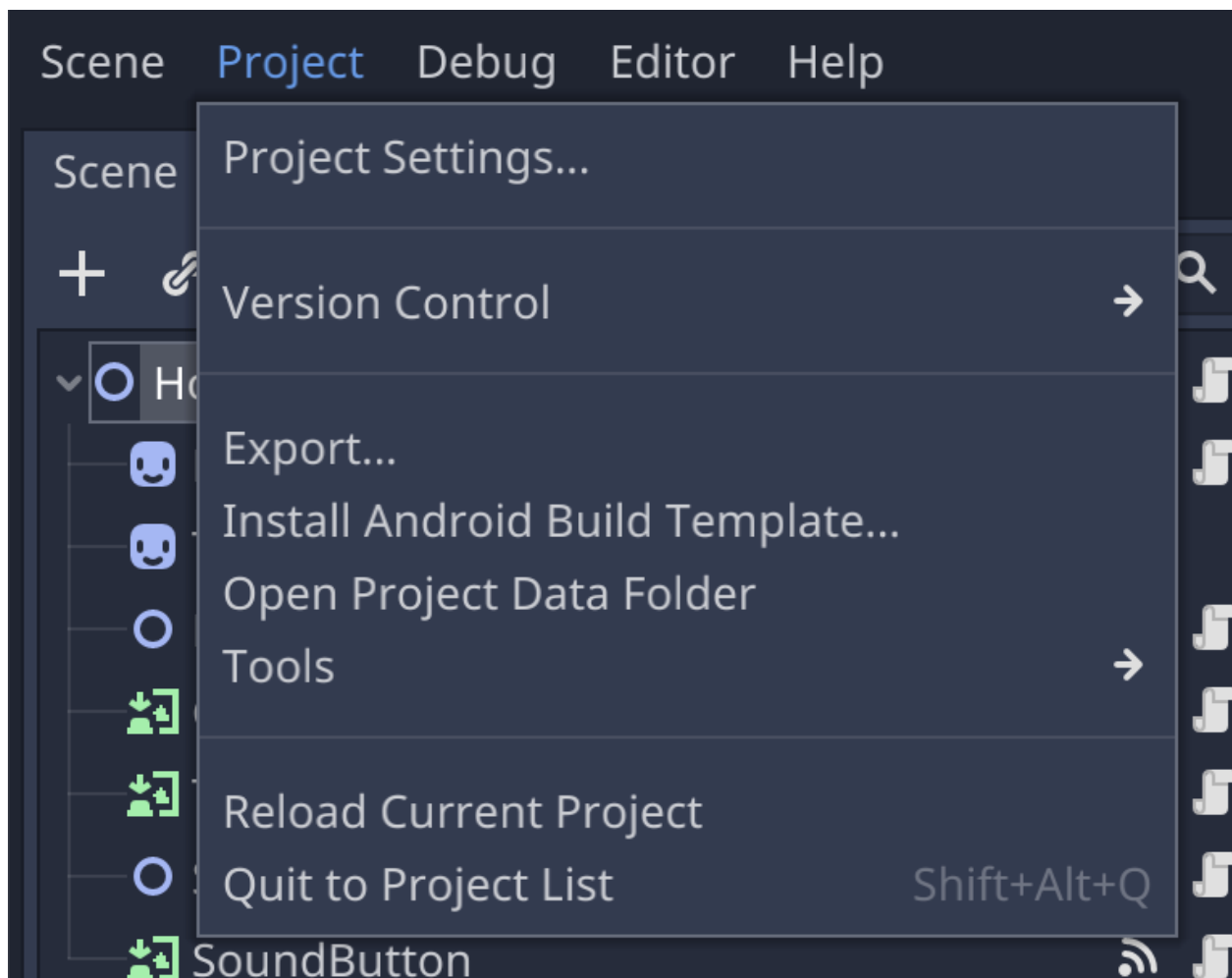
If you want to change the images, you can use TexturePacker to create a png or tpsheet file and overwrite the current one.

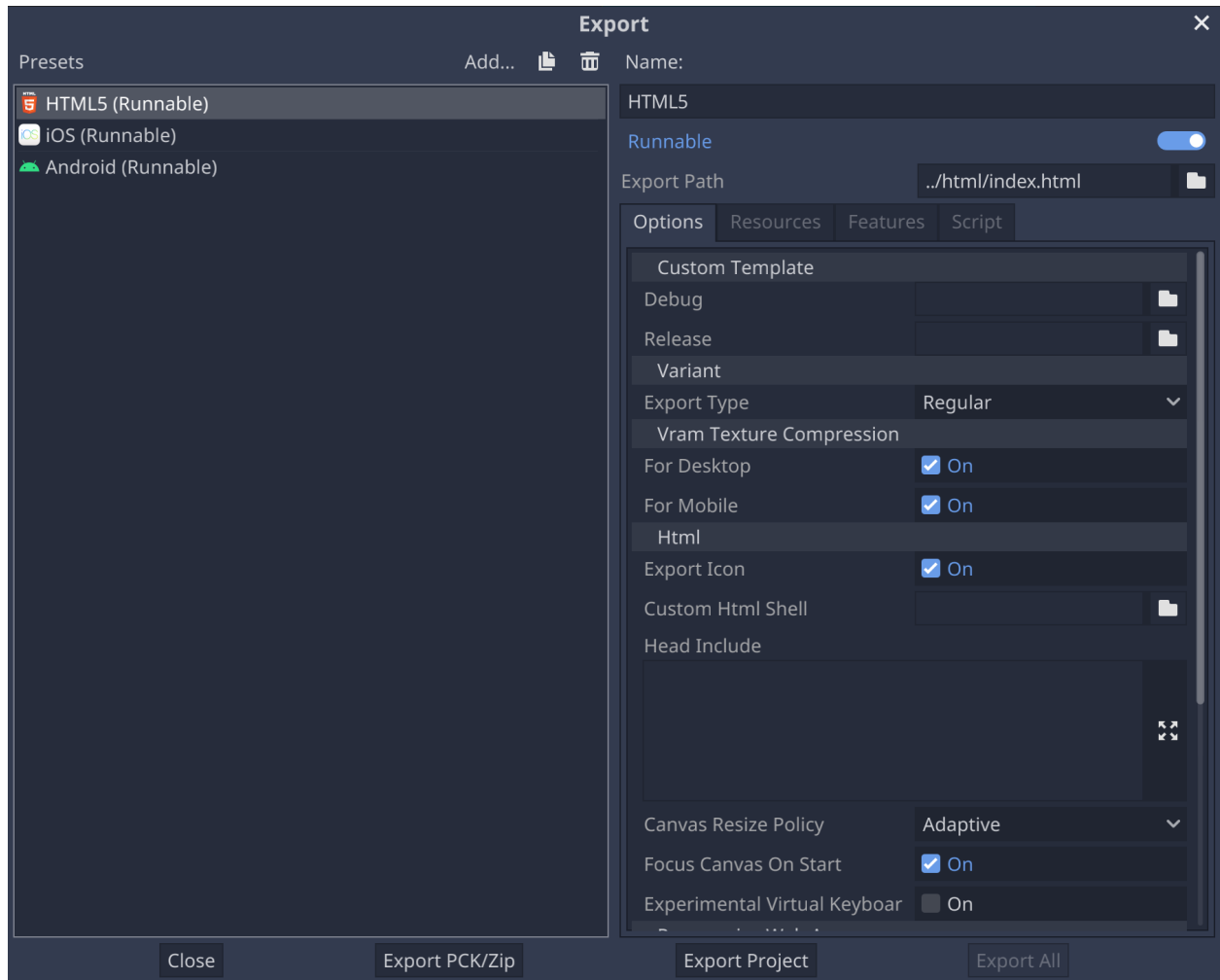
You can also change the images without TexturePacker. In that case, please change the part of the program that refers to the image.

Export HTML5, iOS and Android

Here is how to modify the program and output it for HTML5, iOS, and Android.

Project > Export.





Select the appropriate item to export. For more details, please refer to the Godot documentation.

https://docs.godotengine.org/en/stable/tutorials/export/exporting_for_web.html#

https://docs.godotengine.org/en/stable/tutorials/export/exporting_for_ios.html

https://docs.godotengine.org/en/stable/tutorials/export/exporting_for_android.htm

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