

Web Games

Week 5 - Platform Games





Objectives

- Explore key features for making platform games
- Understand how tilemaps work
- Build a platform game in 90 seconds
- Undertake the Platform game challenge



1. Platform Games

Platform Games



- Constructs features means it's incredibly easy to create a platform game.
 - Platform movement
 - Solid objects
 - Jump through objects
 - Bullet
 - Fade and Sine
- There are numerous tutorials and examples that can offer a great starting point

Platform Game Resources



- Ultra video tutorial
- Examples Browser
 - Numerous demos and templates can be found by searching 'platformer'
- [How to make a platform game](#)
- [Platform Behaviour Documentation](#)
- [A Beginner's Guide to Construct](#)

**Can we make a
platform game in 90
seconds?**



Platform Game Demo



On Ultra you will find a video tutorial demonstrating how to create a platform game. This demo shows how to create the first level of the game where the player must collect 10 coins before finding the checkpoint. The demo introduces the following concepts:

- Drawing platforms / terrain with tilemaps
- Moving objects with the sine behaviour
- Using the solid behaviour to create platforms
- Using the platform movement behaviour to control the player
- Adding multiple enemies
- Alter player animations based on movement

Tilemaps

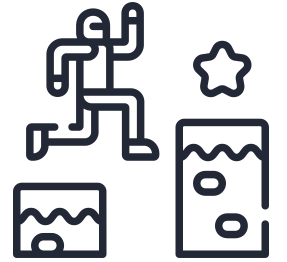


Tilemaps are a object type in Construct 3 used to build tile-based levels or environments efficiently. They allow developers to draw game worlds using a grid of tiles from a single image called a tileset.

- Enhanced Performance
- Easy Editing
- Custom Collision Handling
- Tile IDs



Platform Game Challenge



Work individually or in a small team (2–3 people) to design and build a short platformer using the features and resources introduced in class.

Your game should include:

- A collectible item that must be obtained to complete the level.
- At least one enemy that restarts the level upon collision with the player.

We will playtest each game at the end of the session

Up Next...

Introduction to Multiplayer