

Kristin DeLeon

Dec 3, 2023

Description of Planned Construct 3 Game Implementation

What part of your game design you are working on demonstrating in the Construct 3 game engine?

I am going to demonstrate a sample level that allows the player to perform the main game loop. Players will be able to move their character around the map in a tile movement by using the direction pad on their keyboard. Once they identify hazards, they can use their mouse click to interact with objects and select the appropriate response. I am also working on demonstrating the risk meter scoring system. The score works in reverse, starting with a high number. As players select safety hazards and earn points by mitigating them, they cause the number to lower. This causes the "win state" as having the lowest score possible.

Explain and list which tutorials, resources, and templates you have explored to assist with your prototyping.

- **Beginner's Guide to Construct 3**

The first tutorial I used to learn the capabilities of Construct 3 and how to use it.

<https://www.construct.net/en/tutorials/beginners-guide-to-construct-3-1>

- **How to Make a Platformer Game**

This tutorial taught be the process of how to make a platformer game with collectables and enemies. This was a valuable tool to learn about animation and the event sheet.

<https://www.construct.net/en/tutorials/platformer-game-2329>

- **Construct 3's Barebones Tile Movement Template**

This was how I learned what a tile movement game was in Construct 3, and how to make one. I played around in the template and experimented with a few of the settings and events. Then, I was able to use it as a guide while setting up my own game.

- **ScirraVideos on Youtube**

These videos helped me learn to navigate the Construct 3 UI, how to set up and save files, and other important processes.

<https://www.youtube.com/@construct>

- **Construct's Game Asset Store**

This was were I was able to find a good variety of reliable assets for the theme of my

game with the Japan Collection: Office Interior Game Assets pack and the JRPG Characters pack
<https://www.construct.net/en/game-assets/graphics/asset-packs/japan-collection-office-1402>

<https://www.construct.net/en/game-assets/graphics/asset-packs/japan-collection-jrpg-1381>

Screenshots

Sample of Events sheet:

→ System	On start of layout	Player...	Pin Pin to Player_Box (Position only)
		+ Add action	
Player...	TileMovement is moving Left	Player...	Set Direction to "Left"
		+ Add action	
Player...	TileMovement is moving Up	Player...	Set Direction to "Up"
		+ Add action	
Player...	TileMovement is moving Right	Player...	Set Direction to "Right"
		+ Add action	
Player...	TileMovement is moving Down	Player...	Set Direction to "Down"
		+ Add action	
Player...	TileMovement is moving	Player...	Set animation to "Walk_" & Self.Direction (play from current frame)
		+ Add action	
Player...	TileMovement is moving	Player...	Set animation to "Idle_" & Self.Direction (play from current frame)
		+ Add action	
→ Mouse	On Left button Clicked on Employee1	Emple...	Set visibility Toggle
		Emple...	Set Y to Employee1Voiceline.BBoxMidY
		Emple...	Set X to Employee1Voiceline.BBoxMidX
		+ Add action	

Sample Game Screenshots:



