## **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. <a href="https://www.construct.net/en/tutorials/platformer-game-2329">https://www.construct.net/en/tutorials/platformer-game-2329</a>

### 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

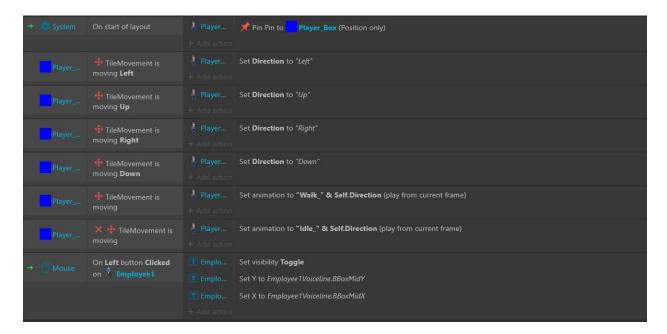
game with the Japan Collection: Office Interior Game Assets pack and the JRPG Characters pack

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:



## Sample Game Screenshots:

