

Jungle Run - HTML5 Game Kit

by Andreas Klein

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Thank you for purchasing Jungle Run – HTML5 Game Kit Version 1.0. If you have any questions that are beyond the scope of this help file, please feel free to email via my user contact form [here](#). Thanks!

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Introduction

The Jungle Run – HTML5 Game Kit is a pure HTML 5/Javascript game / Template Kit. It is compatible with all HTML 5 browsers.

Installation

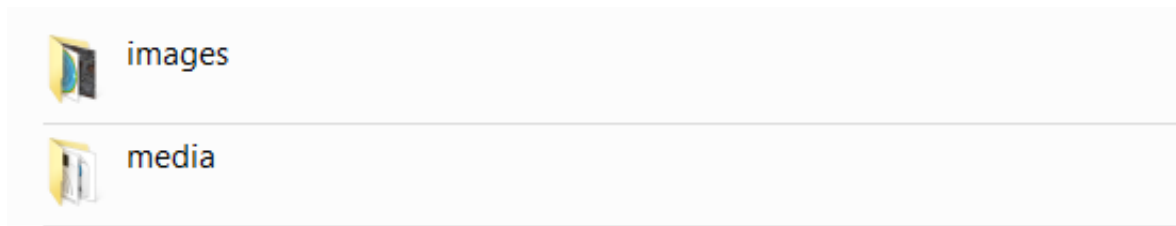
Your game includes one html file titled **index.html**. You do not need to change anything in this file. This file is the "home page" for your game. You can play your game right now by opening the index.html file from its current location in an html 5 compatible browser. This file relies on several other files in order to function correctly. Think of the package that contains your game as a self contained website/application. You can rename the html page title by changing the title in the head section of the index.html file.

Images and Media

The media (sound) and image files (mostly animation sprite sheets) are contained in the media and image files included with your game. **These** folders must remain in the same directory as the index.html file.

Images Folder

The images folder contains all of the graphics and animation sprite sheet files for your game. You can swap out any graphics for the game as you see fit. Please note that the game was designed with this specific set of graphics in mind, so you should make sure any replacements are very similar. You may opt to keep the graphics files as is, because most of the graphics are contained in animation sheets.



The image below shows a sample of how the image files might look. As you see, most of the files are sprite sheets, not meant for human editing.



If you do not hear sound after you deploy the game to your web host, make sure the correct mime type (.m4a) is set with your web hosting account. More info on MIME types [here](#).

All of the music and sounds required for the game are contained in the media folder. Do not modify any of these files. When adding or replacing files, you should do so from within Construct 2, which is the software used to modify the source file for the game.

Javascript/jQuery/AJAX

Folder: scripts contains 2 individual javascript files.

JQuery

JQuery is required for the game to function. The script will automatically call JQuery from a CDN and will default to the local script if the CDN call fails.

Game Engine

C2runtime.js contains the core mechanics for the game. Do not modify this script.

Modifying the Game

There are two folders included in the package, the **game** folder and the **source** folder. The *game* folder is what you will deploy to your webhost. The *source* folder is where you can make modifications to the game code.

Construct 2 [Required for modifying the game]

The source file for the game is Construct 2. This game was created in under 100 events, so it is compatible with the [Free Edition of Construct 2](#). **Before modifying the game in Cosntruct 2 you should learn the fundamentals of using the program.**

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Installing Construct 2 – Step 1

Before you open any files for modification, you need to install Construct 2 by following the steps outlined at the link above.

Installing Construct 2 – Step 2

Next, you need to add a couple of plugins to the Construct 2 program. Plugins for Construct 2 are components that extend the functionality of the software. **Jungle Run** requires the following additional plugin for Construct 2:

Plugin 'Clay.io'

[Download](#)

[Installation Instructions](#)

Installing Construct 2 – Step 3

Once you complete the steps above, you can open the game file. All **Construct 2** source files end with the .caproj file extension. The source file for this game is titled **Jungle Run.caproj**. Double-click on this file to open it in Construct 2.

Achievements and Leaderboards

Achievements and Leaderboard configuration require a basic understanding of Construct 2 and the Clay.IO plugin for Construct 2 (See plugins section above). The game is already set up to trigger leaderboards and achievement information, but you will need to set up a Clay.IO account and set up your leaderboard and achievement information. The actual process is beyond the scope of this help file, but you can learn the specifics at <http://clay.io/docs/scirra>. [Here](#) you can find a tutorial how to Setup Clay.io for Construct2.

Deployment / Uploading to Webhost

To deploy your game to a live web host simply keep all of the files (excluding the .psd files) in their current directory and copy the entire directory to a specified location on your web server. You can then rename the containing folder whatever you like.

Sources and Credits

All graphics and media files are properly licensed for use in your game. All of the media files retain their original source naming convention. The actual sounds in your version of the game may differ from the sales page due to licensing restrictions. All of the sound files in your version of the game are free and properly licensed for use in the game.

Updates

You are entitled to free updates. Check my profile frequently or follow my profile to be notified when new updates are available.