

# Super Platformer

The game is written in Java on top of LibGDX framework. Levels were designed using Tile Map Editor

## Inside the ZIP

- a ZIP file contains 4 eclipse projects

### **SuperPlatformer**

this is the main projects, all game logics are here

### **SuperPlatformer-Desktop**

desktop launcher, the game can be run as Java Application

### **SuperPlatformer-Android**

The android projects, everything regarding Android goes here

### **google-play-services\_lib**

Google library for Admob

- Source graphics in SVG format  
All graphics on vector format, Created using Inkscape
- This Help File

## How To Setup

### Requirement

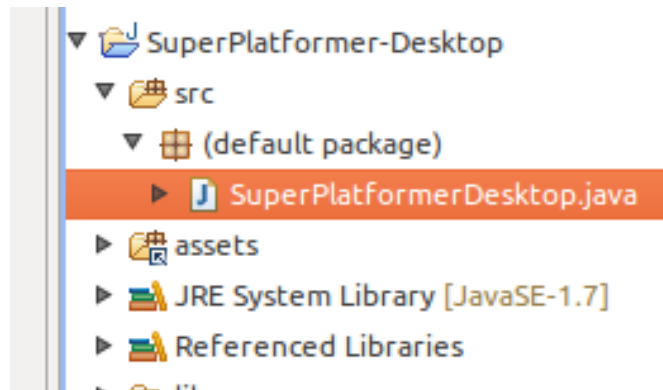
- Eclipse with ADT installed

### Steps

- Put the **super-platformer.zip** into some location (the file naming may contain version number)
- Run your eclipse
- Import the **super-platformer.zip** with this step
  - File → Import → General → Existing Projects into Workspace
  - Select Archive file
  - Locate and select the **super-platformer.zip**
  - Select all 4 projects
  - Finish
- Make sure there are no errors on those 4 projects, clean projects if necessary
- TIPS: the SuperPlatformer-Android may need to be closed and re-opened if there is any error.
- If the Android sdk/platform/build tools version is too old, you'll be better to upgrade it.

## Test

- Rightclick on SuperPlatformer-Desktop/src/(Default package)/SuperPlatformerDesktop.java
- Run as Java Application



- If the game launched, congratulation... you have successfully setup the projects on your system
- in desktop mode, you can use A & D as the direction and K & L for fire and jump

## Admob

Edit the res/values/strings.xml under Android project, change the admob id with your id. Leave the values blank if you are not using Admob.

## Modification

### Game Code

All the game logic is under project SuperPlatformer. However code that regarding Android is under SuperPlatformer-Android. For example loading, hiding and showing ads are in that project.

### Assets

#### Sounds and fonts

Sound and fonts are located under Android projects, go to assets folder. There are fonts and sounds folder. Replace anything you want to change. But please take a note, many texts in the game are images, You may also change the image text. Follow the next steps.

#### Images

The game is using pack images, it means many images packed into a large image. The GPU will work faster using this technique.

See the packed images under folder assets/images in Android project.

To change that packed image, follow these steps

1. Using file explorer, open SuperPlatformer/raw\_images

2. That folder contains all individual images before it will be packed
3. Replace the image with your new image (png)
4. Run "packer.java" in  
SuperPlatformer/src/com.boontaran.games.superplatformer/Packer.java
5. Check the pack images under Android project
6. If your new images are added into the pack, congratulation, you have successfully pack the images
7. **Refresh** the desktop project and launch the desktop game, the game should using the new images now
8. Attention!!.. if you intend to change the project name, you must edit the Packer.java to point the new location

```
TexturePacker.process(settings, "raw_images", "../SuperPlatformer-Android/assets/images", "pack");
```

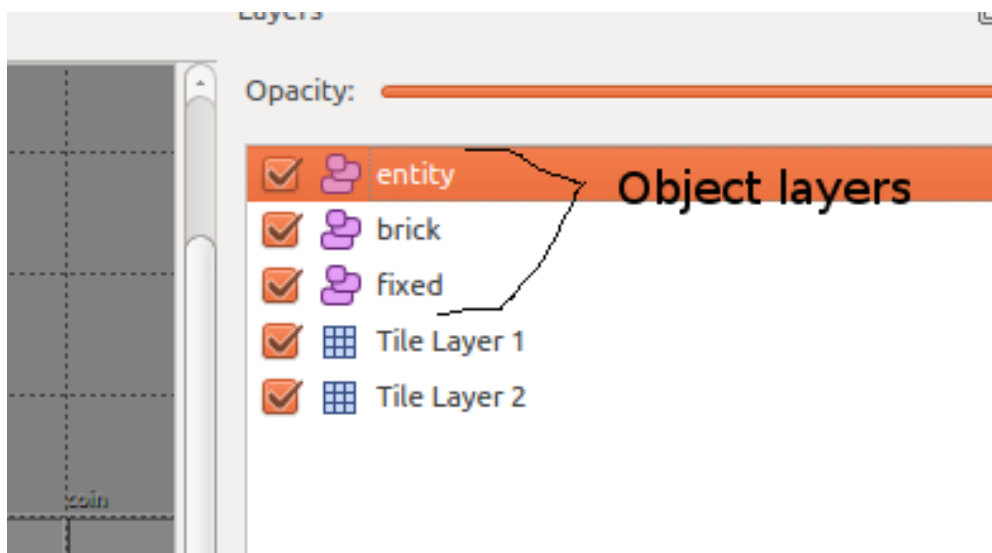
## Edit The Level

Level was designed using Tiled Map Editor, you can get it for free at <http://www.mapeditor.org/>  
Open the TMX files under Android project in folder assets/tiled

Each TMX consists of some layers, there are Object layer and Tile layer.

Tile Layer is where the you design the level view, while Object layer is represent the game objects

Here is the Object layer naming :



Note : All object in object layers are a rectangle object

fixed

The object will be converted to the fix platform where the player and enemy walk

brick

The object will be converted to brick that can be destroyed by hero

entity

Here is the all game item, hero, enemy, coin, flag, etc....

The objects classified by the name

Before perform any editing, I suggest to play around with this program to make it familiar.

If you found an error after modify the TMX here is checklist to troubleshoot

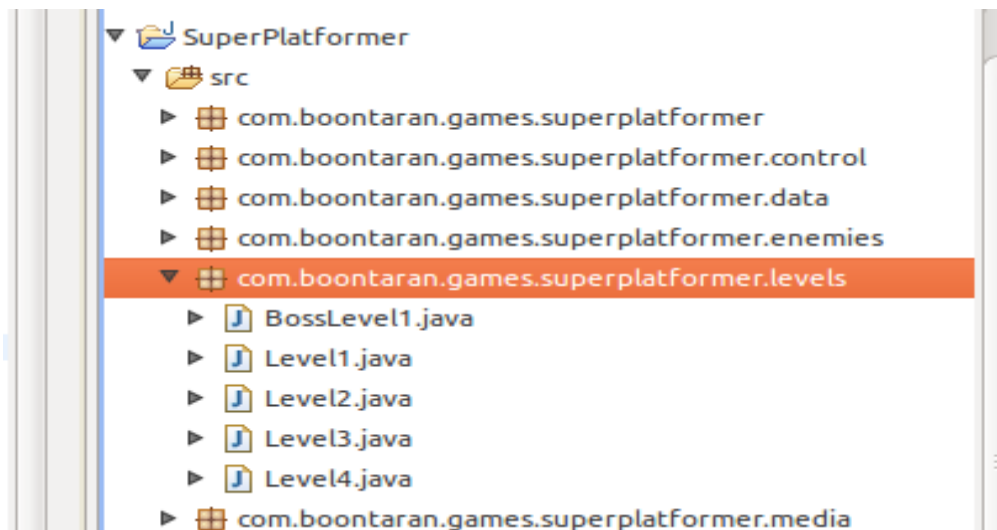
- Make sure you put the object (rectangle) into the correct layer.
- The fixed objects can overlap each other, but entity and brick should not

To edit the tile, replace the tiled1.png with your png, it should be 64x64 grid

## Add New Level

Here is the steps if you want to make a new level and insert it into the game

1. Create a new TMX file, name it level5.tmx
2. Make sure you have add 'hero' object and 'flag' object in entity layer
3. Goto eclipse, right click on  
SuperPlatformer/src/com.boontaran.games.superplatformer.levels
4. Select "new → class"
5. Name it Level6 extend Level class, see the other Level class for the example
- 6.



7. Open **LevelMap.java** to register the level icon  
(SuperPlatformer/src/com.boontaran.games.superplatformer.screens/LevelMap.java)
8. Go to line ~45, I have put instruction there
9. Open SuperPlatformer.java  
(SuperPlatformer/src/com.boontaran.games.superplatformer/SuperPlatformer.java)
10. Go to line 190, I have put instruction how to register the new level.

*If you're happy with this game template, please rate the file. Otherwise please send me a feedback through private message to make improvements.*

<http://codecanyon.net/item/super-platformer/8106062>