



# Andhra Pradesh State Skill Development Corporation



## Game Development Using Buildbox Character Designing

## Introduction to Character Designing:

Character is one of the main assets of a game. For this game, using opengameart.org to download a character. Open browser and go to opengameart.org website, search birds on the website.

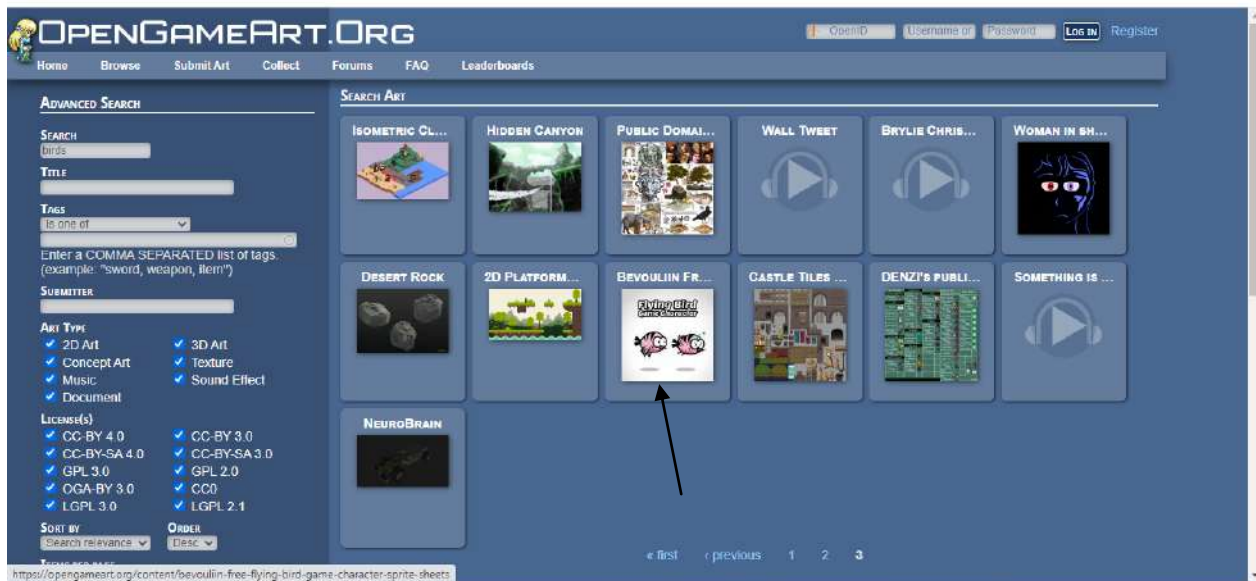


Scroll down the page and click next or click 3 as marked below:





In the 3<sup>rd</sup> page of website choose the character for the game and download it.



By choosing Flying Bird Character, click on the zip file to download it.



After downloading a zip file, extract the file and import it into the game scene.



Drag and drop the selected two characters into character in a scene.

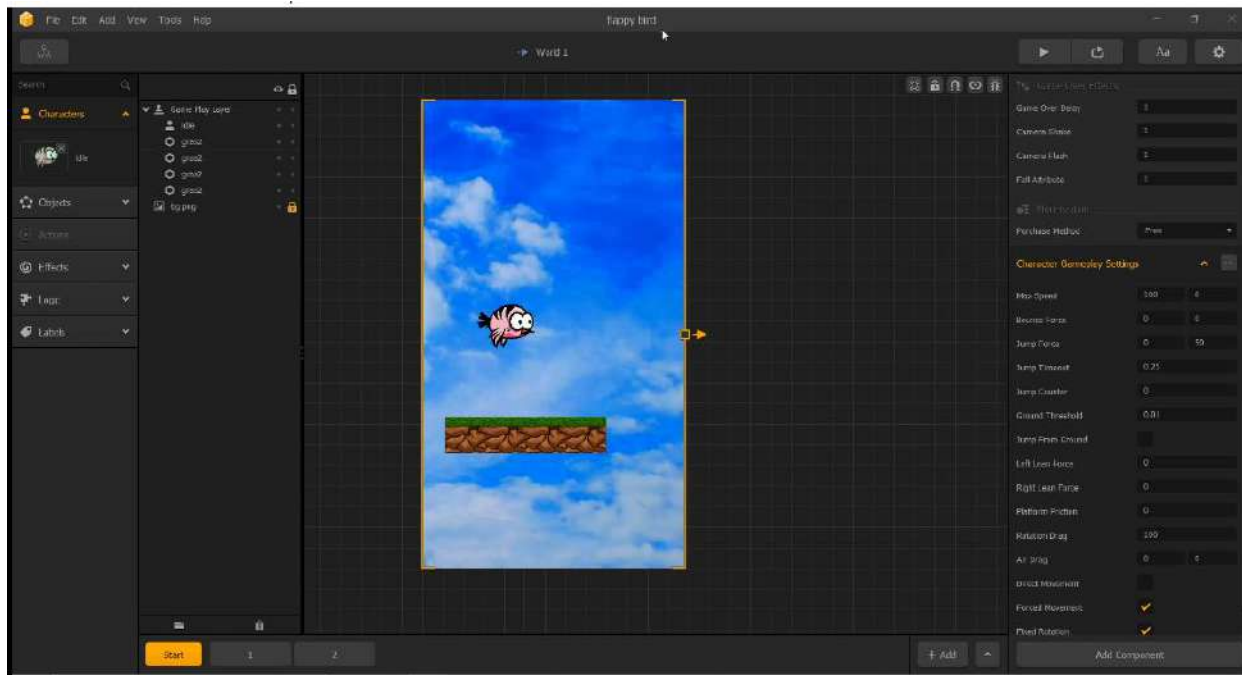


**Name:** Give the name 'idle' after importing a character.

**Collision Shape:** Click on the Edit option to set the collision to the character. Choose 'circle' shape.



Give the values to set the character should fly.

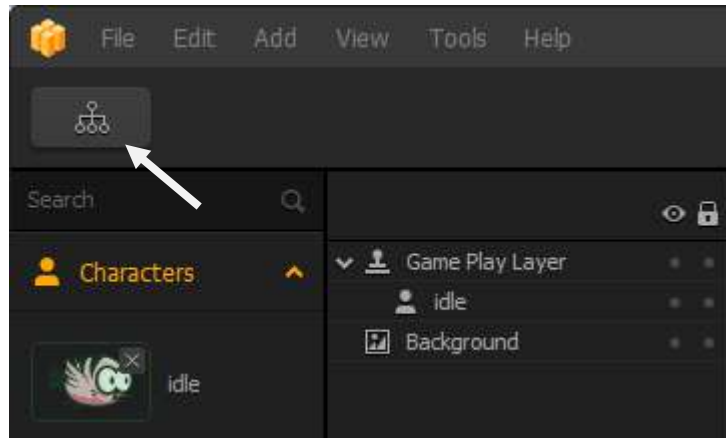


## Character Gameplay Settings:

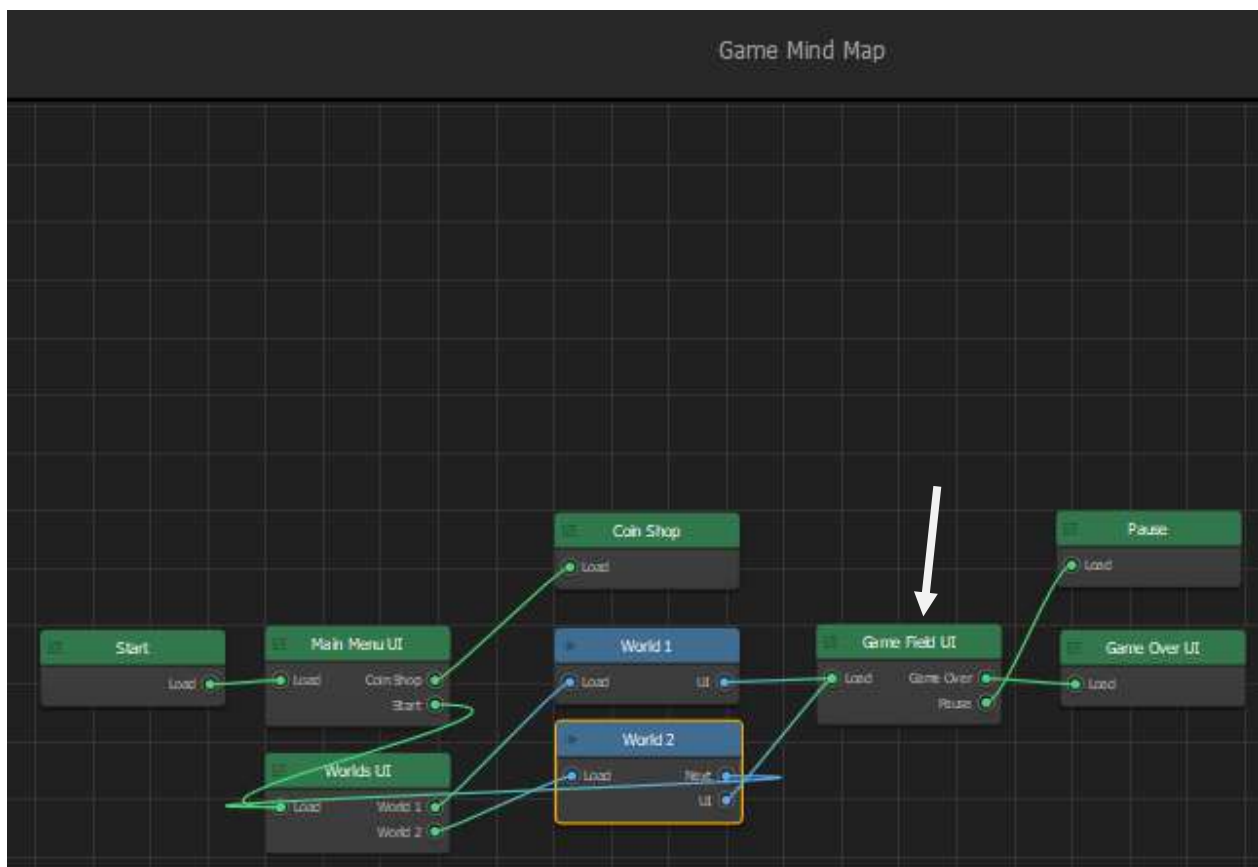
Character Gameplay Settings		
Max Speed	100	0
Bounce Force	0	0
Jump Force	0	50
Jump Timeout	0.25	
Jump Counter	0	
Ground Threshold	0.01	
Jump From Ground	<input type="checkbox"/>	
Left Lean Force	0	
Right Lean Force	0	
Platform Friction	0	
Rotation Drag	100	
Air Drag	0	0
Direct Movement	<input type="checkbox"/>	
Forced Movement	<input checked="" type="checkbox"/>	
Fixed Rotation	<input checked="" type="checkbox"/>	
Image Direction	<input type="checkbox"/>	

## Controlling with Button:

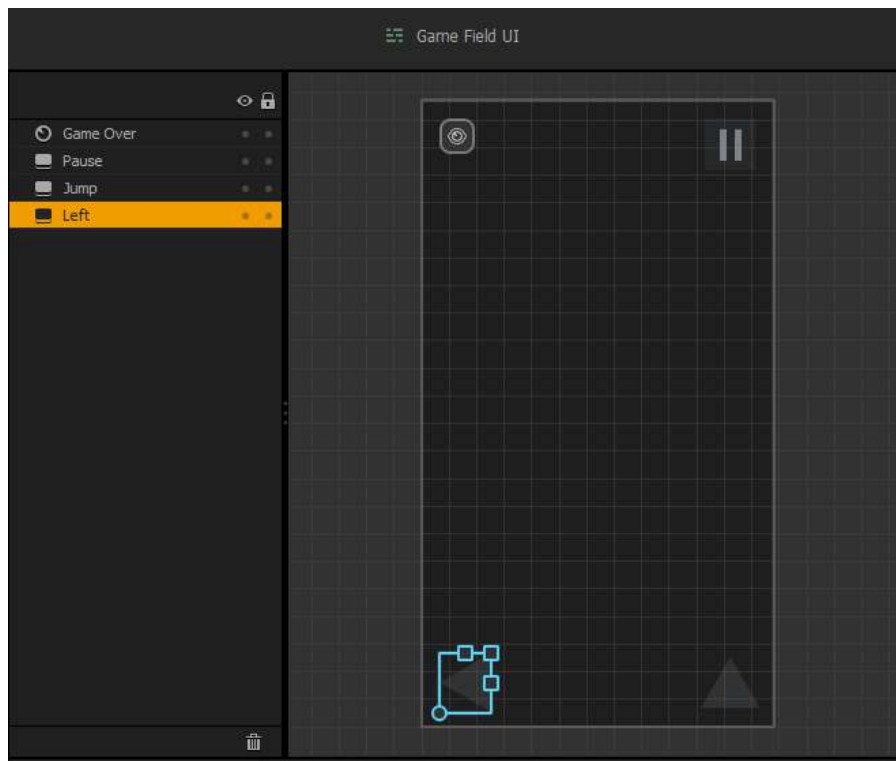
Go to mind map by clicking on the menu editor



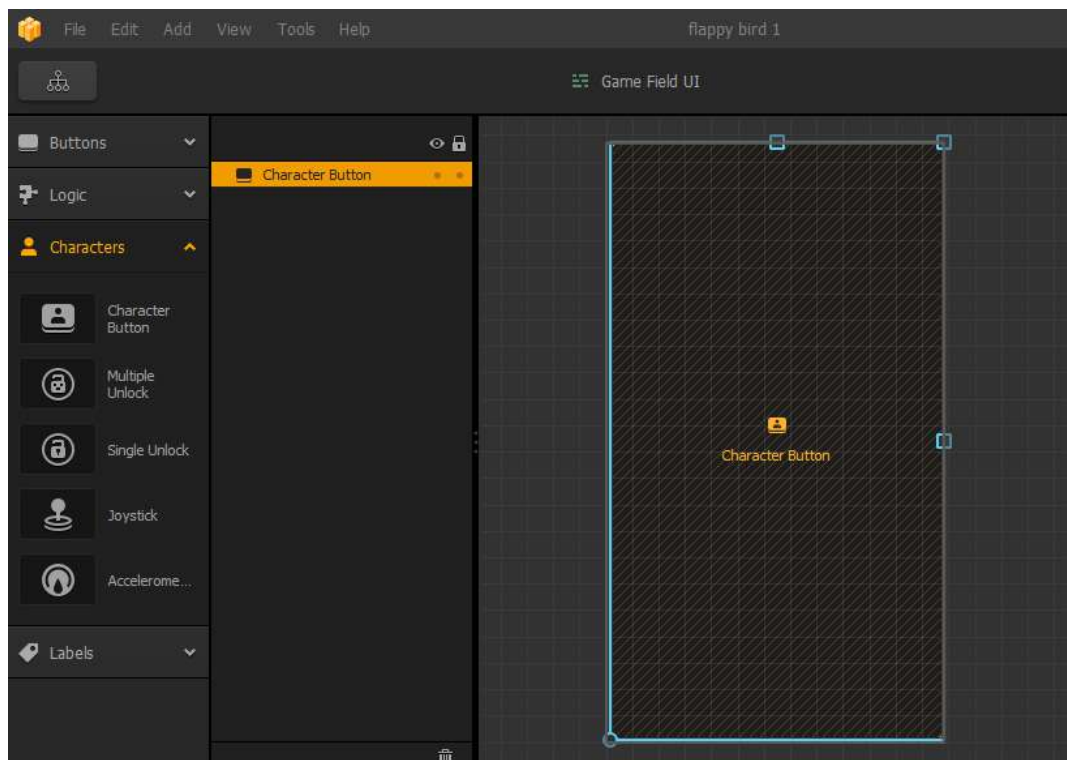
Select Game Filed UI to set controller of a character.



In Game Field UI, delete all the default keys as given in game.

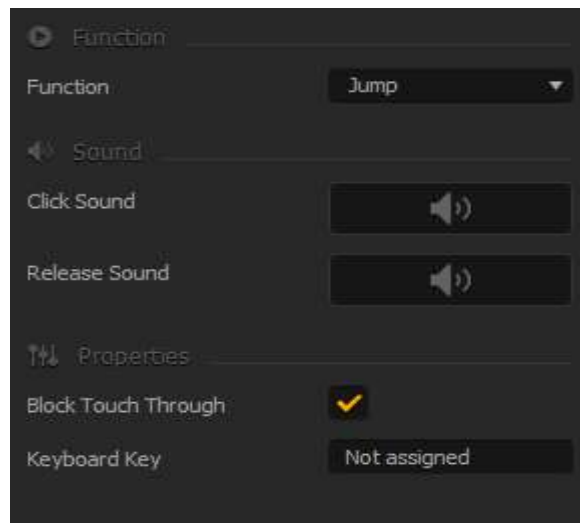


After deleting all the controls, now drag and drop the character button to the scene and set the button to the entire scene by increasing scale.

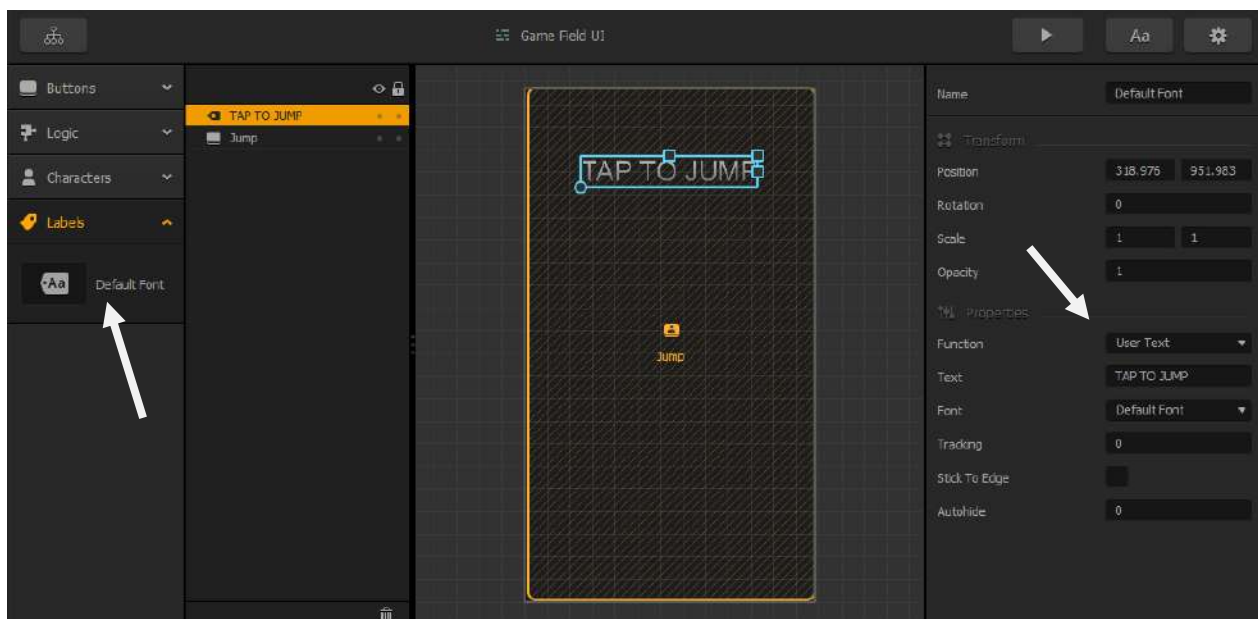




Now rename the character button to Jump and set function also Jump.



Give the text to the button, choose default font and set function to user text.



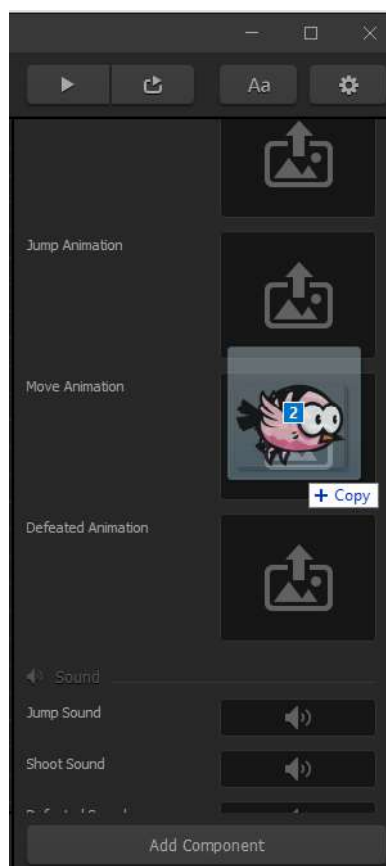


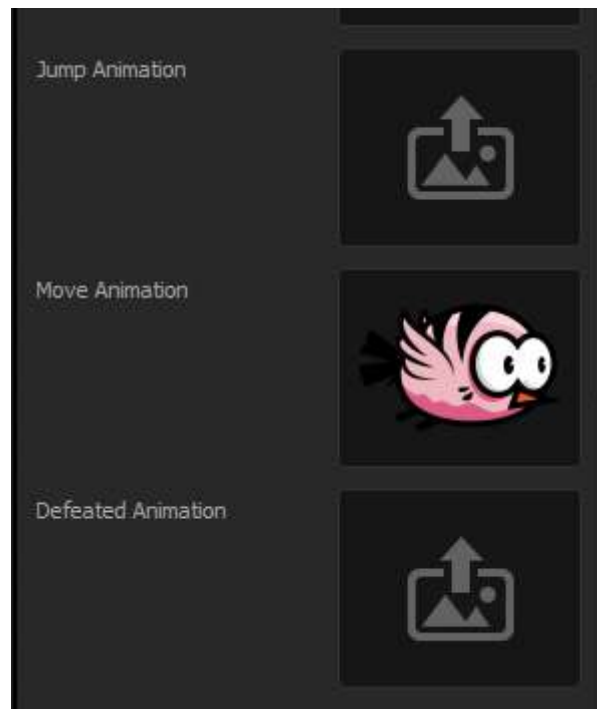
Click on preview to show the output



## Adding Animations:

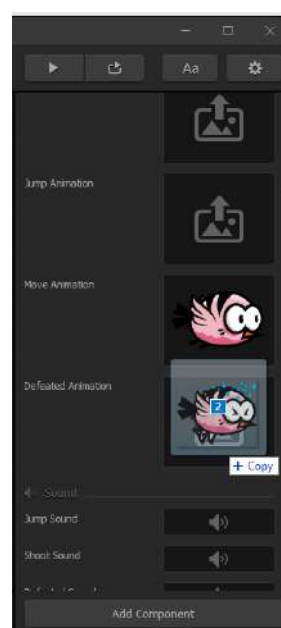
**Move animation:** Select fly image sprites from system. Drag and drop the fly images into move animation.

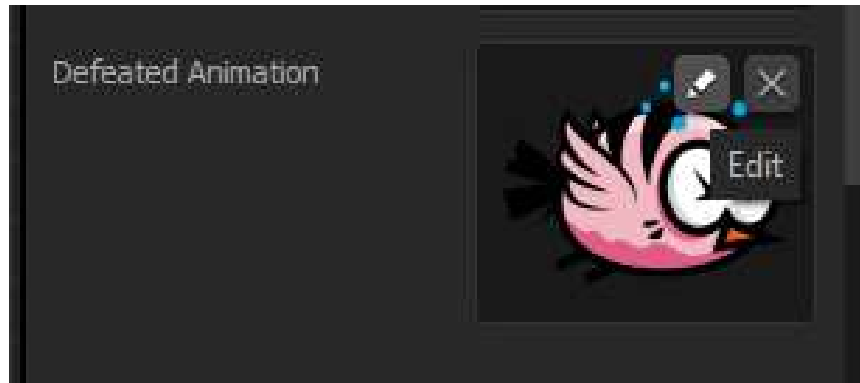




**Defeated animation:** Select got hit animation from the got hit folder to place into the defeated animation.

ring bird game character sprite sheets > transparent PNG	
Name	Date modified
fly	25-02-2015 04:28
got hit	25-02-2015 04:27

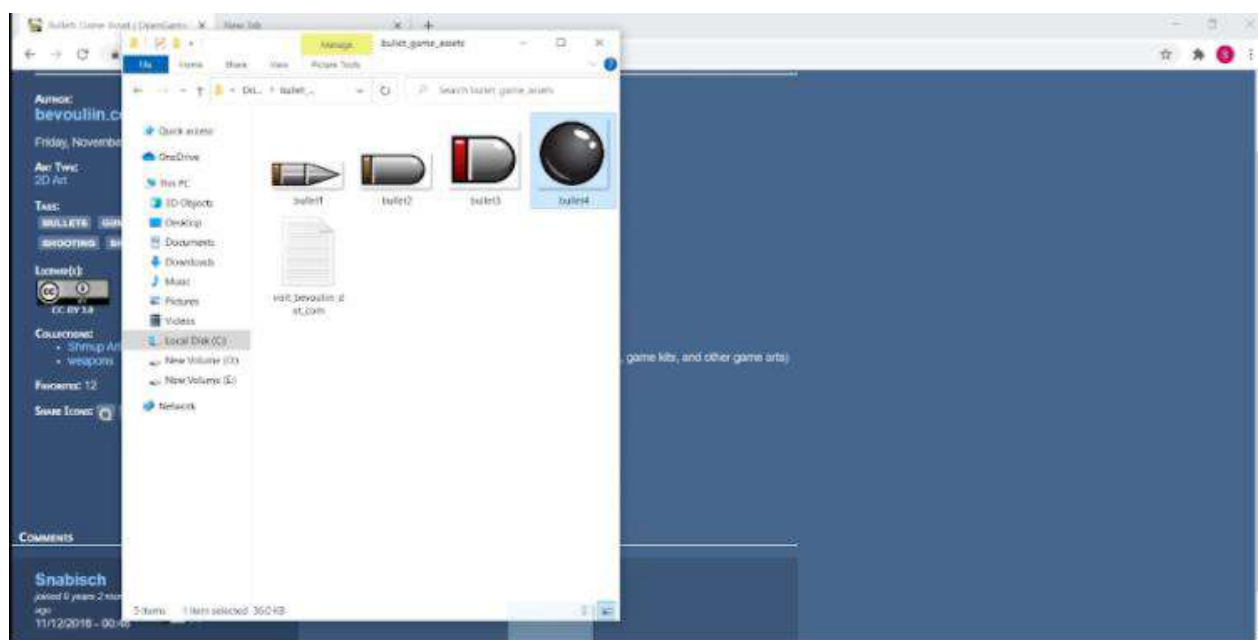




**Bullet Animation:** For bullet animation, download bullets from [opengameart.org](http://opengameart.org).



Select bullets game asset from website and download the asset.

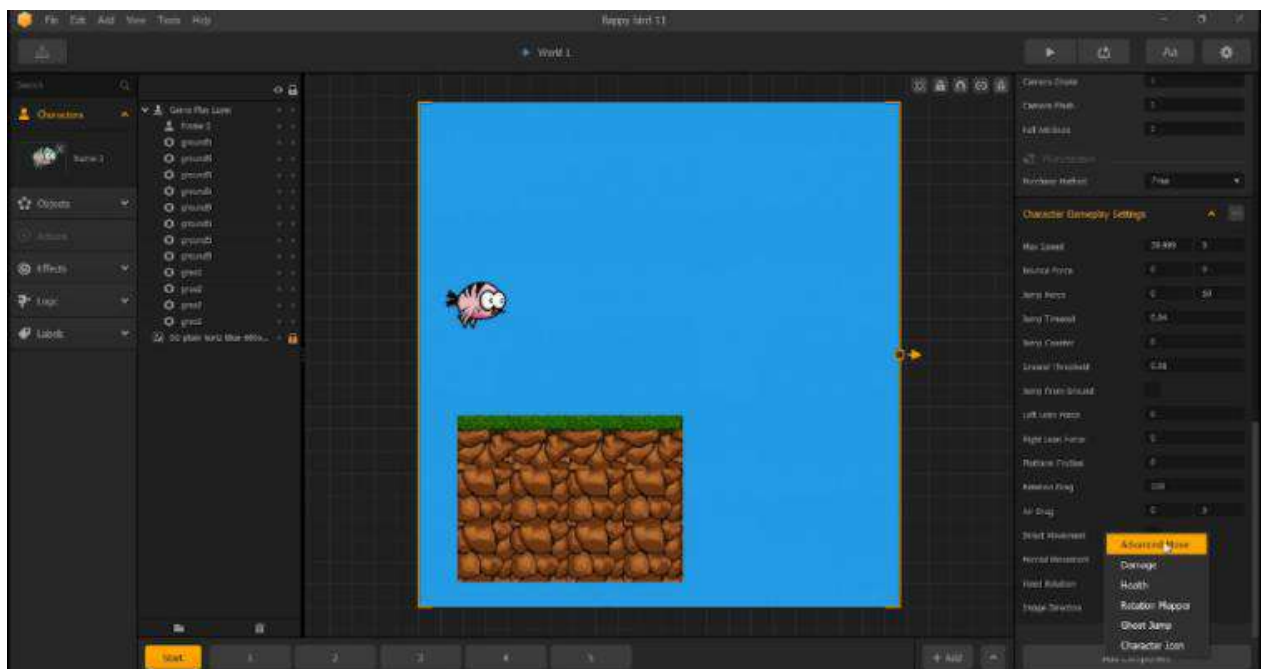


By drag and drop bullet into bullet animation and preview the game. Pressing space bar to release bullets in preview mode.



## Character Custom Components:

**Advanced Move:** Select advanced move component from character properties.



Adding this component to play with another character in a game in a certain time period. Download a new character from [opengameart.org](http://opengameart.org). Search birds on website and select game characters – flying birds.

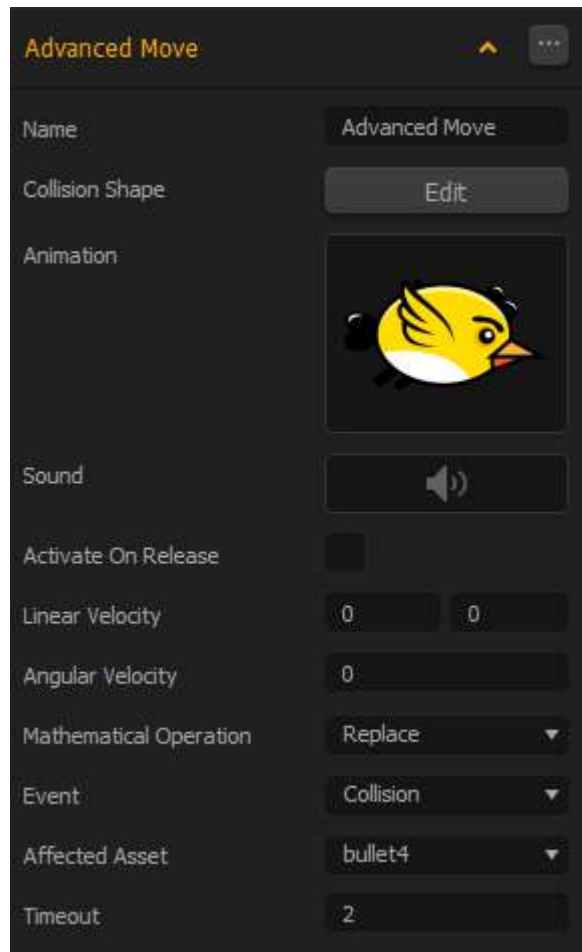




After download the file extract it select the character you want to import and drag and drop into scene



After placing the character into animation, the event is collision and the affected asset is object name i.e. bullet4 and gives timeout as 2 seconds.



In preview, the character is changed for 2 seconds when it collide the bullet4 object in the game.

