Andhra Pradesh State Skill Development Corporation

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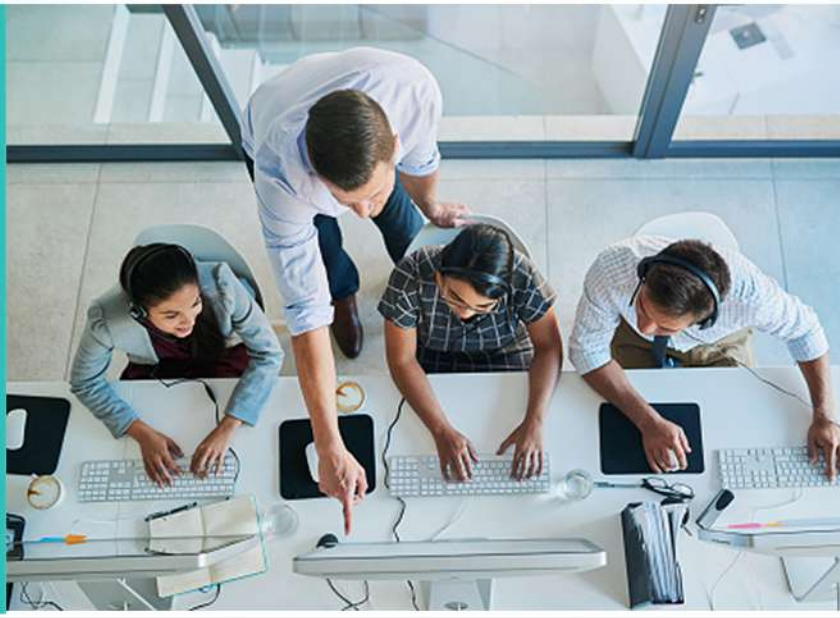


Game Development Using Buildbox

Object Designing

Objects:

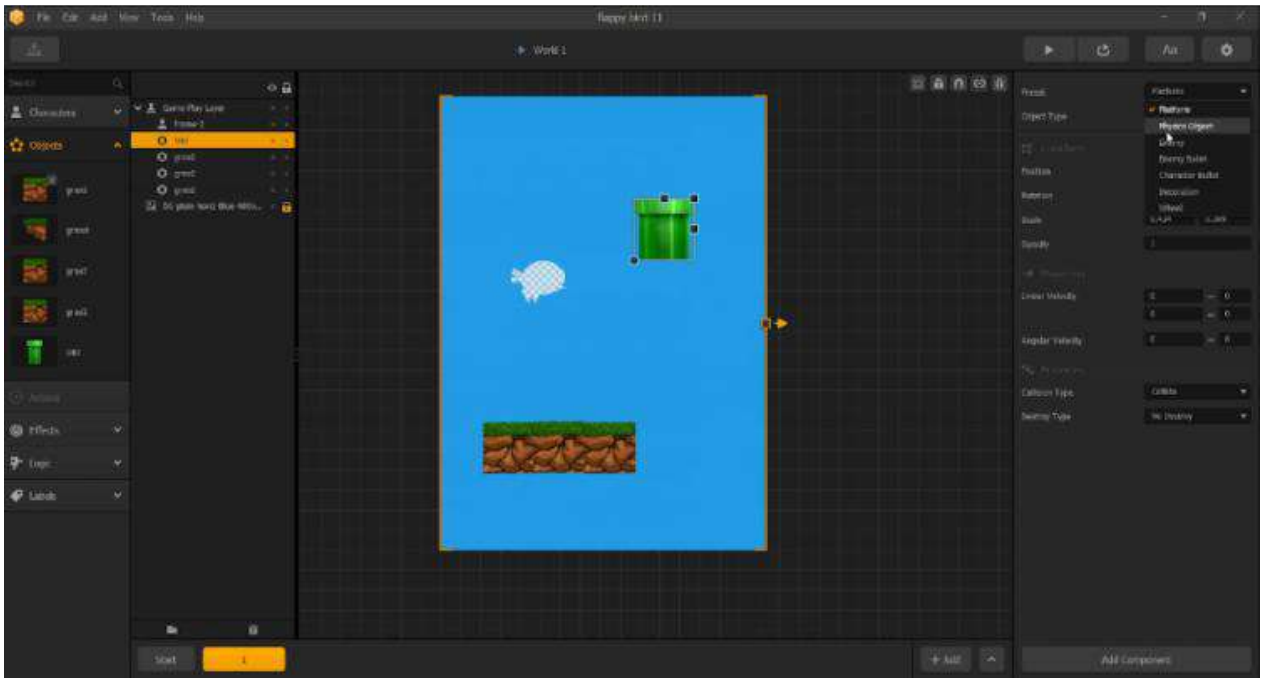
The Flappy Bird game contains pipes to unlock the levels. Here using a key to unlock pipes. Firstly, import the pipe and check the object presets.

1. Platform:

This is a non moving object that is often used as a platform for the character or any other objects to walk on or stand on. Here, in settings we observe the preset and object type.

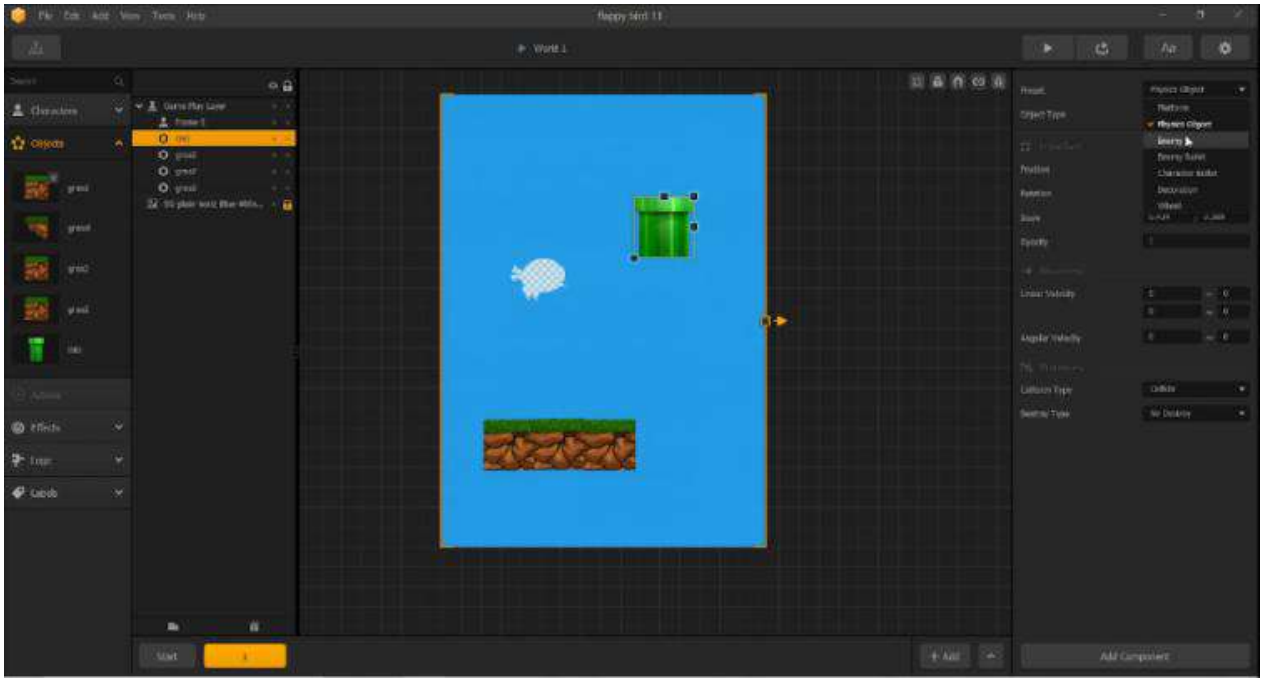
2. Physics object:

This is for an object that you want to obey the laws of game physics. It will move around, bounce, etc and respond to forces acting on it. Here, in settings we observe the preset and object type.



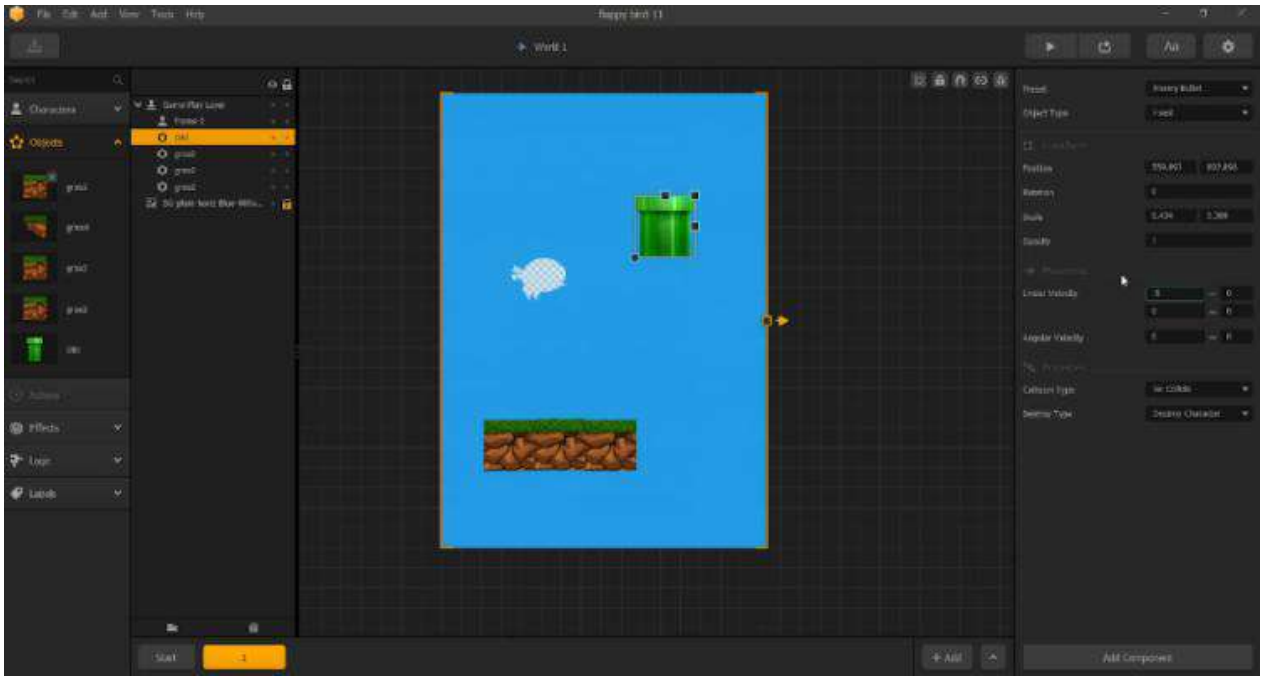
3. Enemy:

This is an object that will kill the character on contact, and can be killed by attacking it



4. Enemy Bullet:

Similar to the above, this will spawn copies of itself at intervals

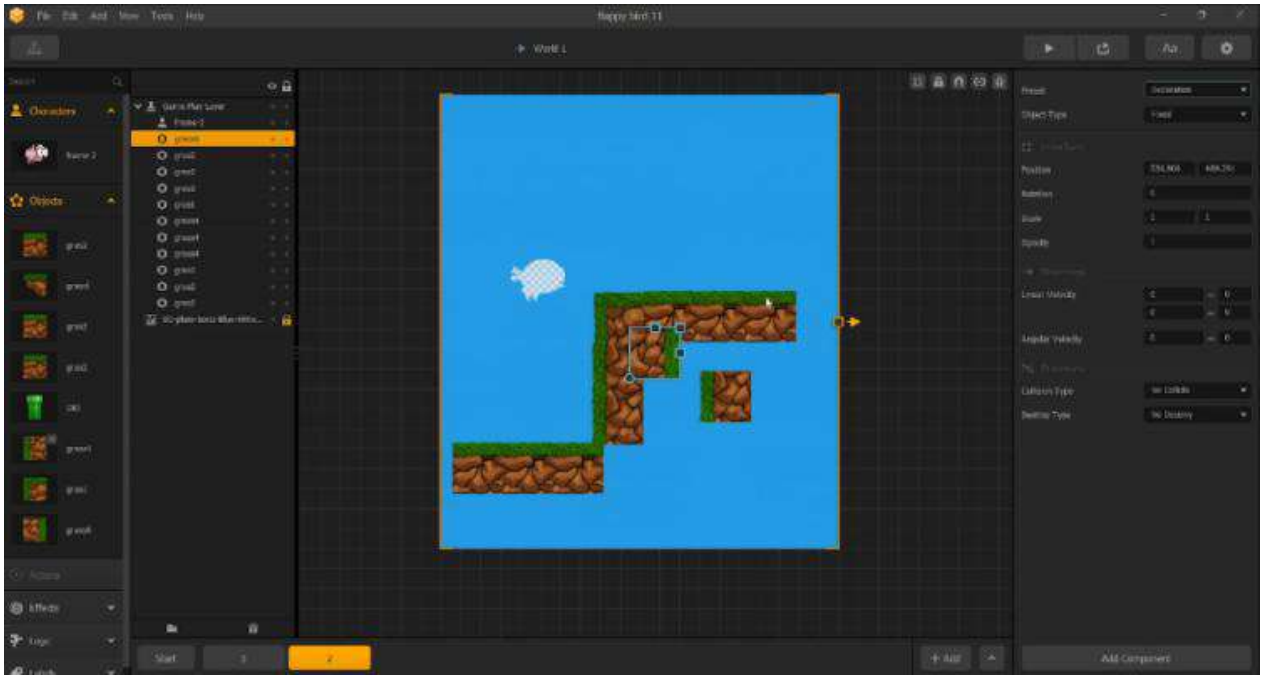


5. Character Bullet:

This will spawn copies of itself at intervals. All copies produced will kill the character on contact.

6. Decoration:

This is used for scenery. It affects nothing, is affected by nothing. Its job is to look good.

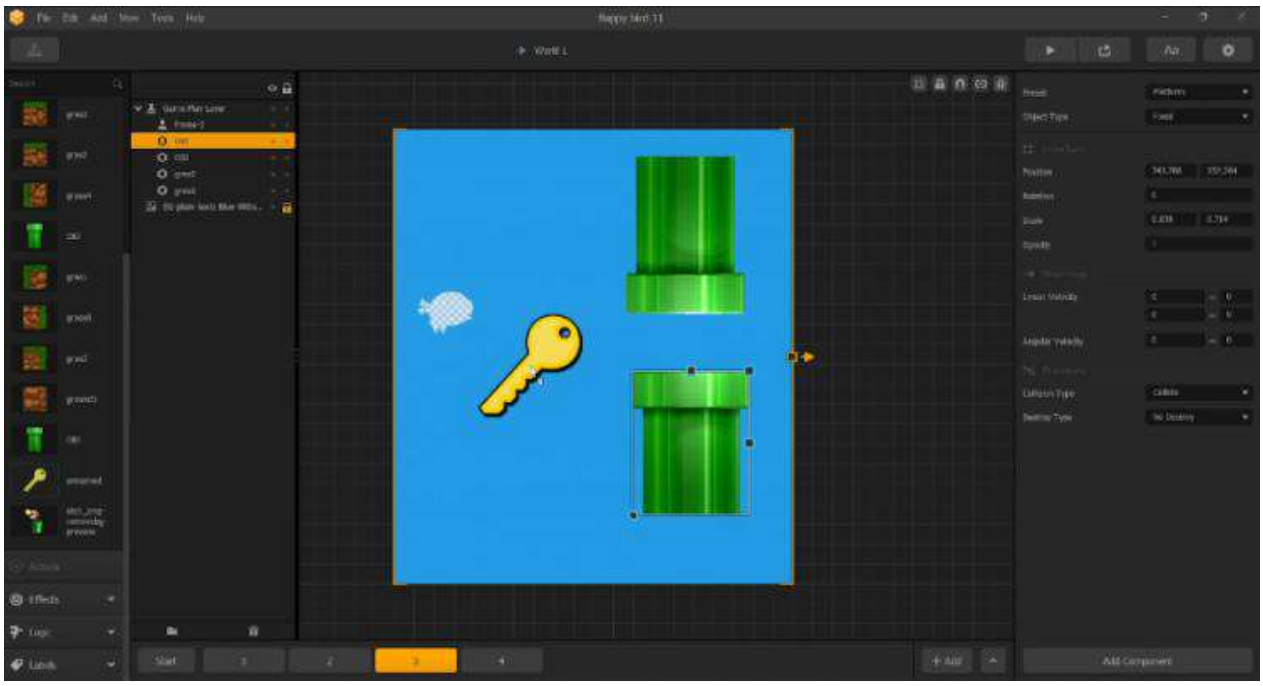


7. Wheel:

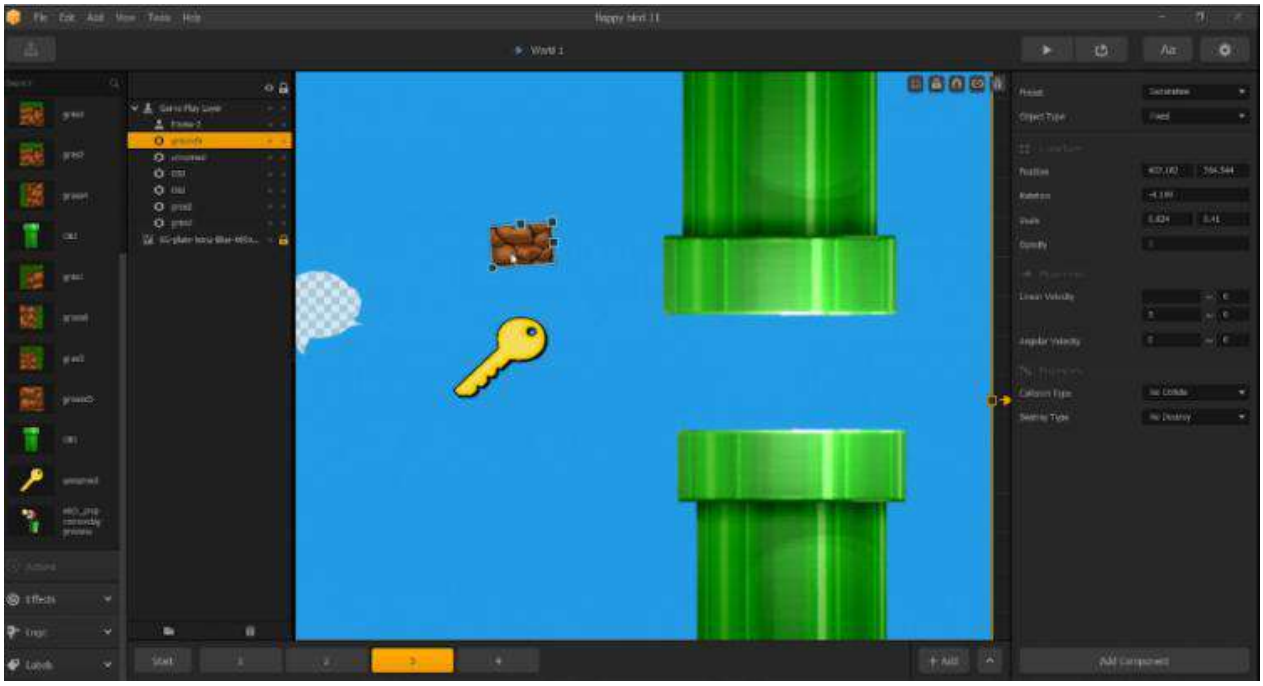
As it sounds. Used for wheels including wheels attached to the character

Objects with Activate Connection Mode and Components:

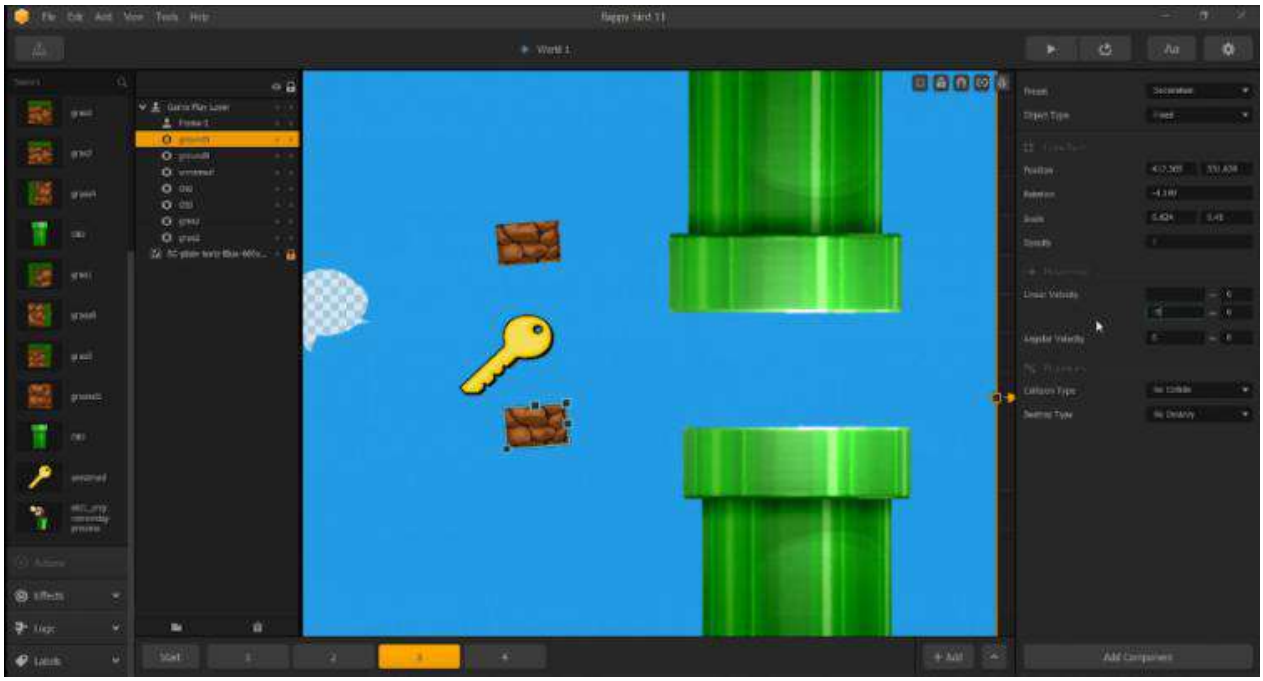
After inserting one pipe, duplicate it to set like below and insert one key to open the pipes upward and downward.



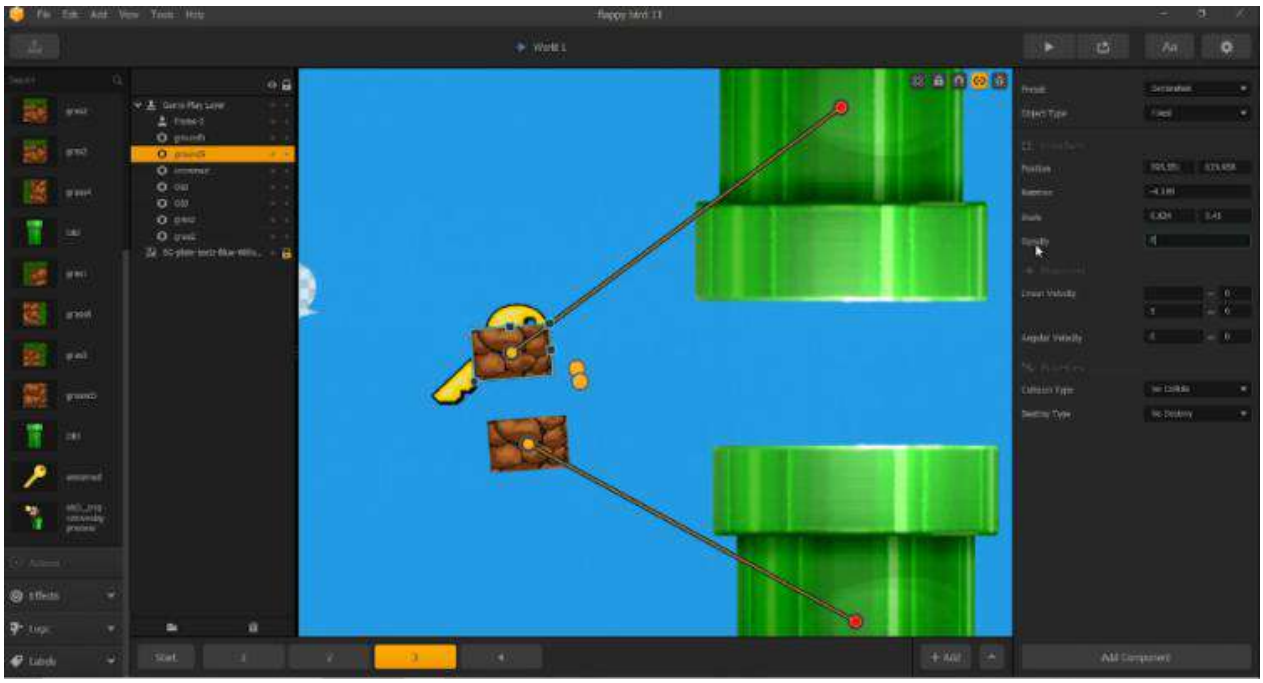
Now insert two invisible objects and set to decoration. For upward invisible objects give linear velocity as in y- axis is positive value.



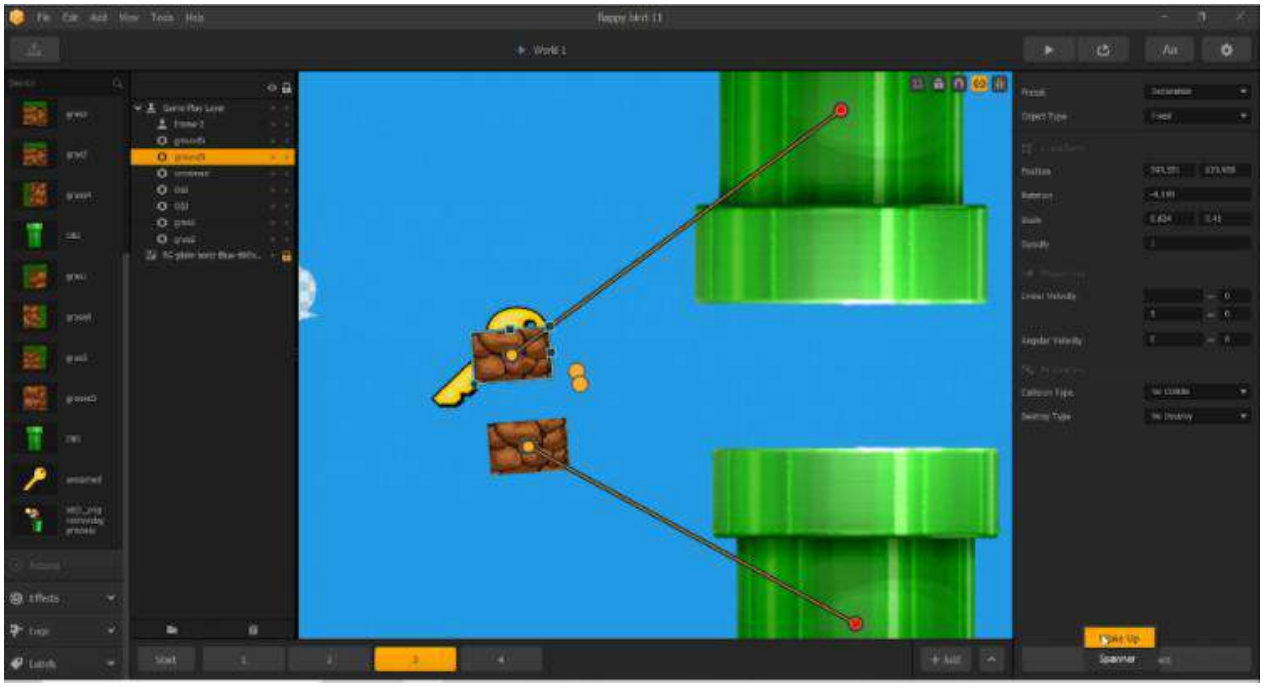
For downward invisible objects give linear velocity as in y- axis is negative value.

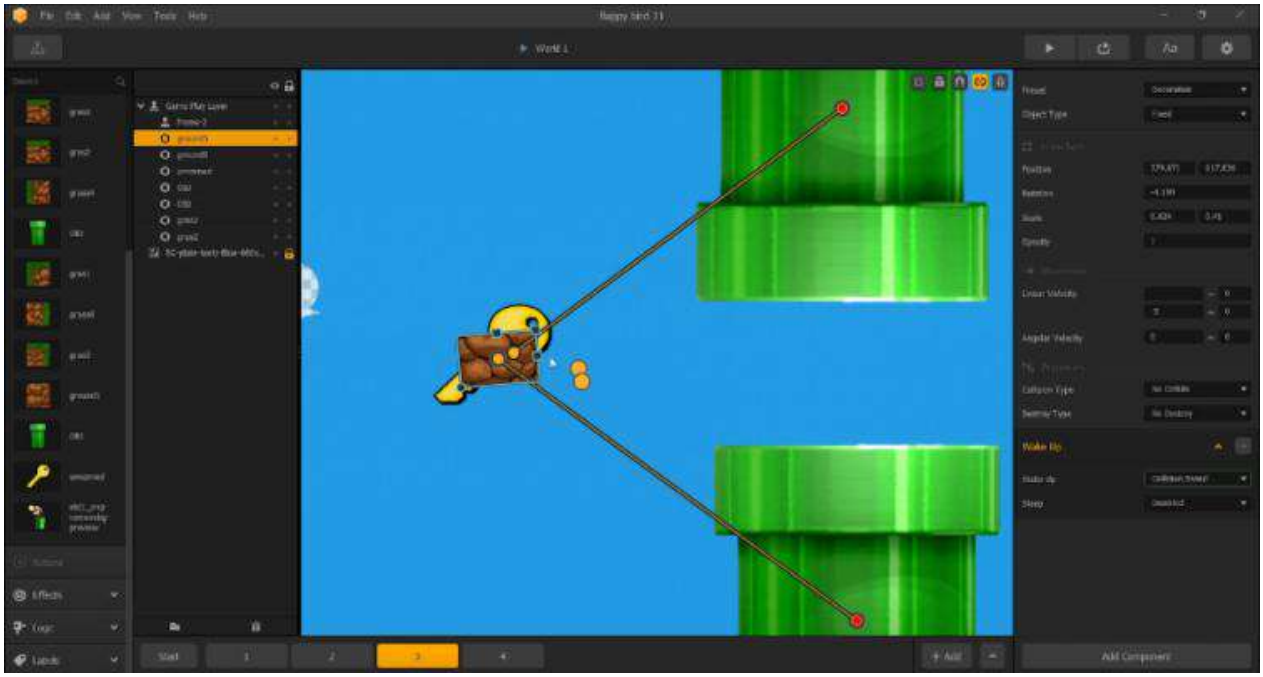


Using Activate Connection mode, give connection from invisible objects to pipes. Here, invisible objects are parents and pipes are children's.



Now invisible objects has custom component is wake up. Add wake up to both invisible objects and set it to collision based mode.





Now, objects placed in the same position are invisible. For invisible objects, give opacity is set to 0.