Andhra Pradesh State Skill Development Corporation

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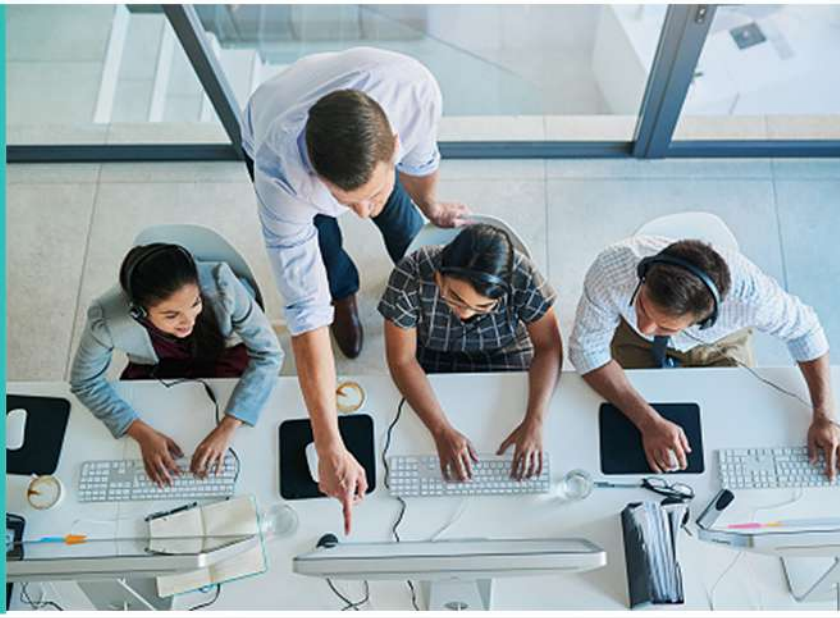
Learn Anytime Anywhere
Andhra Pradesh State Skill Development Corporation



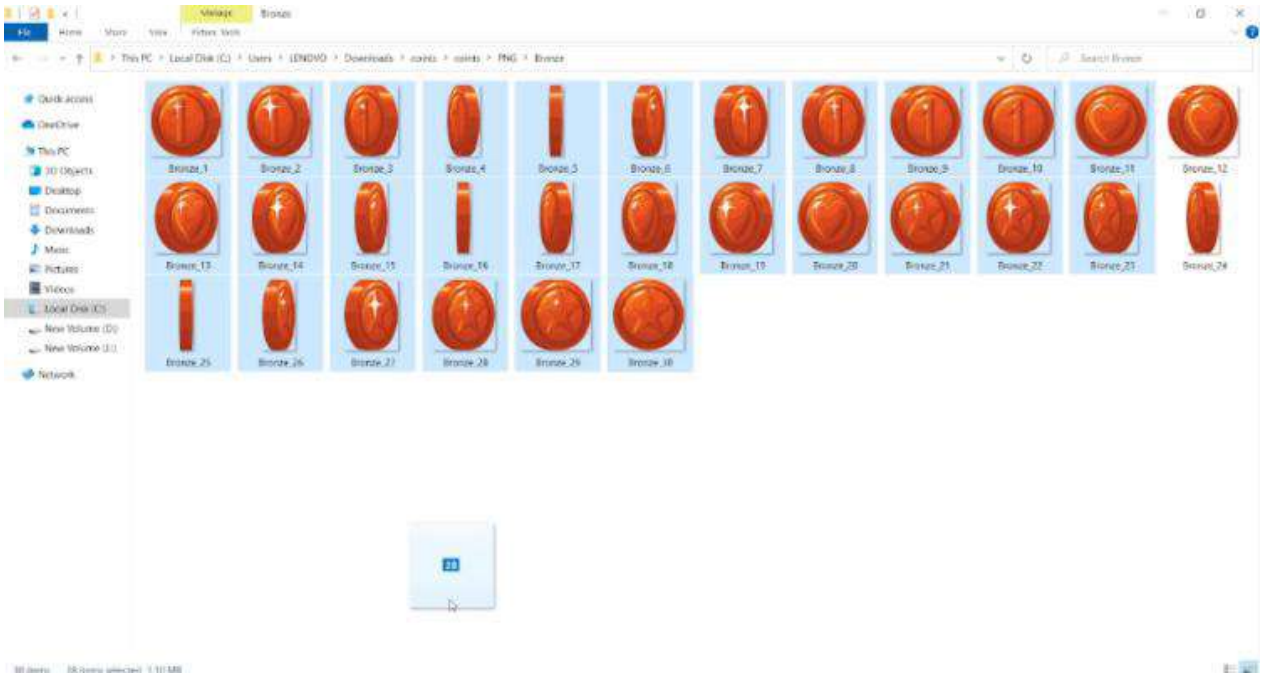
Game Development Using Buildbox

Actions

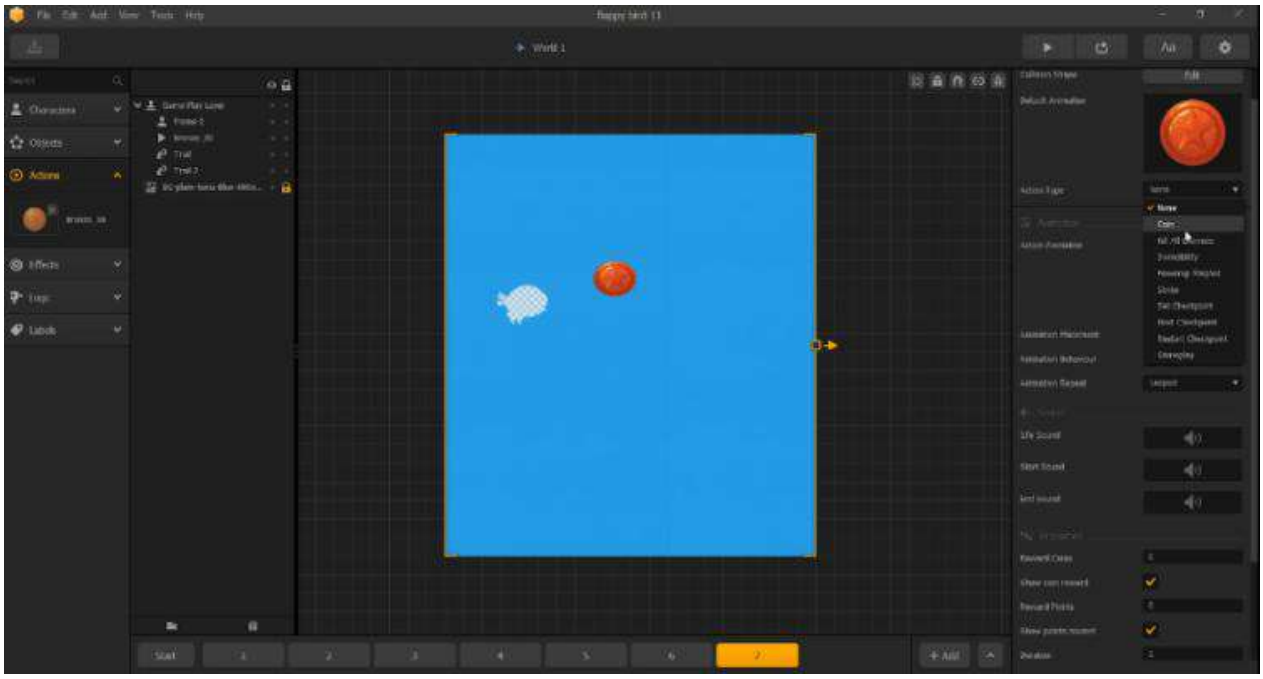
Actions:

Coin:

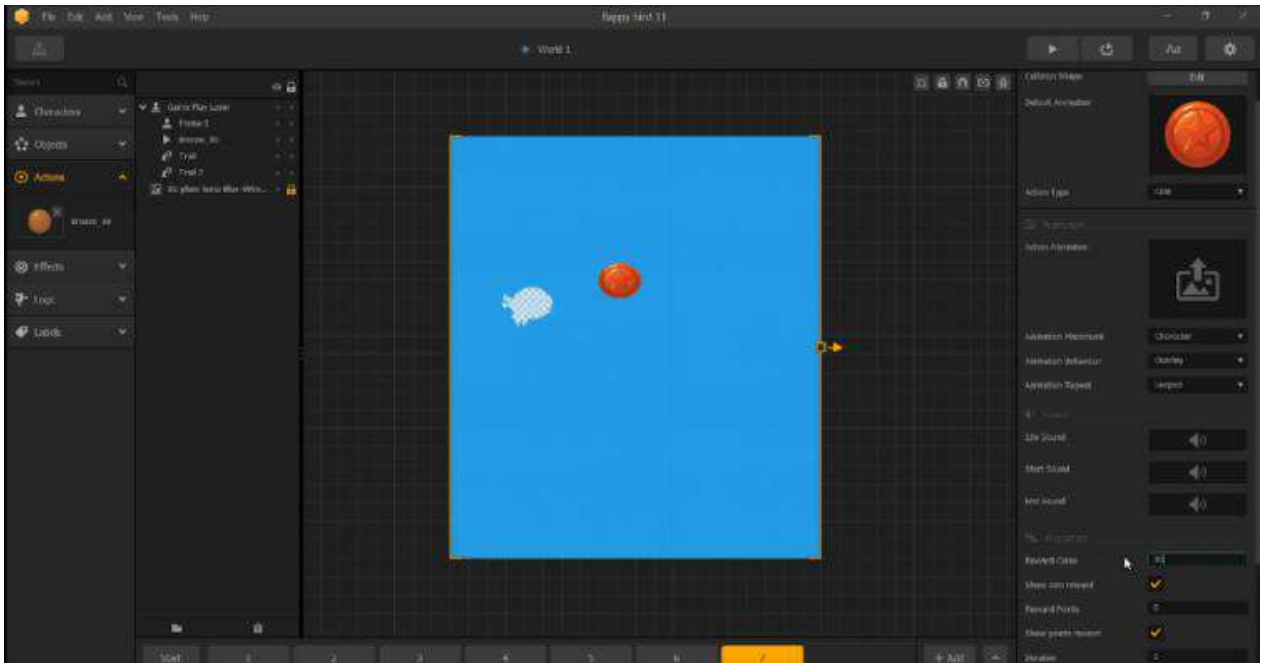
The advantage of the coin based game is you can use it for in game currency. You can lock characters and levels and unlock it using coins collected. I dragged a coin animation in the Action portion of the Buildbox wheel.



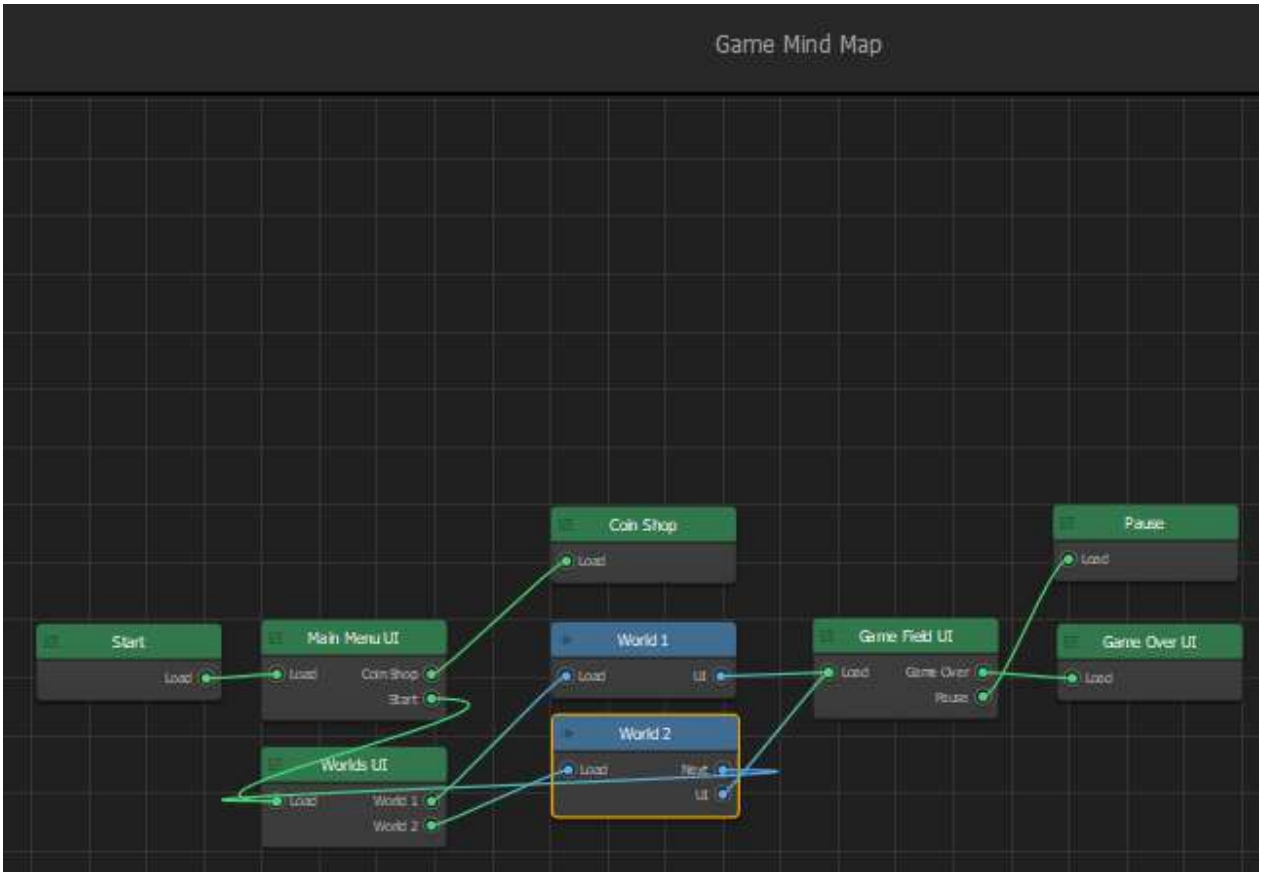
Now set the action type as a coin.



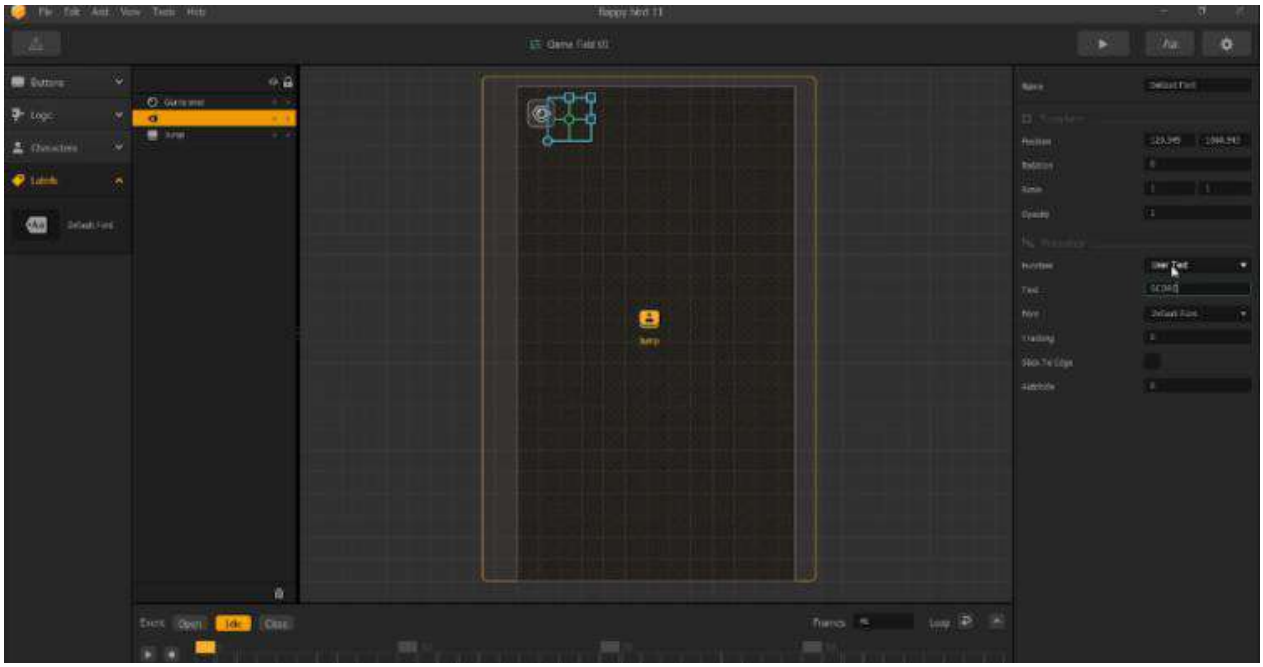
And give reward coins



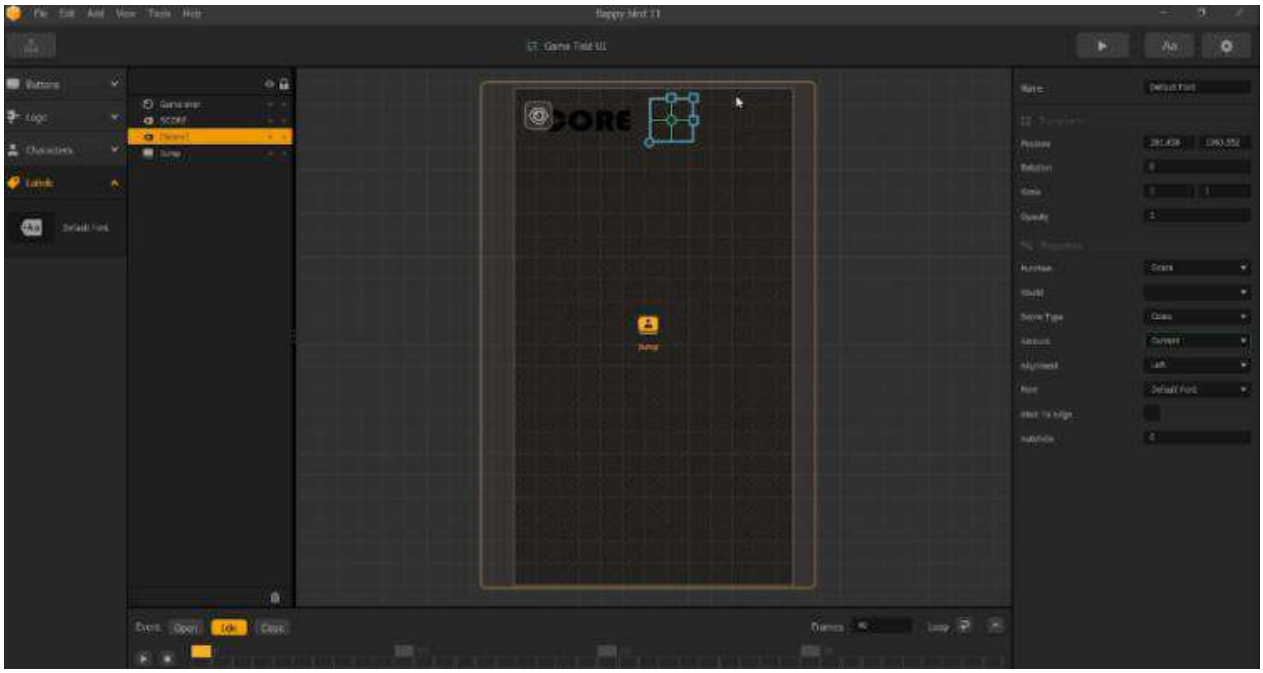
Now go to the mind map and select the Game Field UI to display the score.



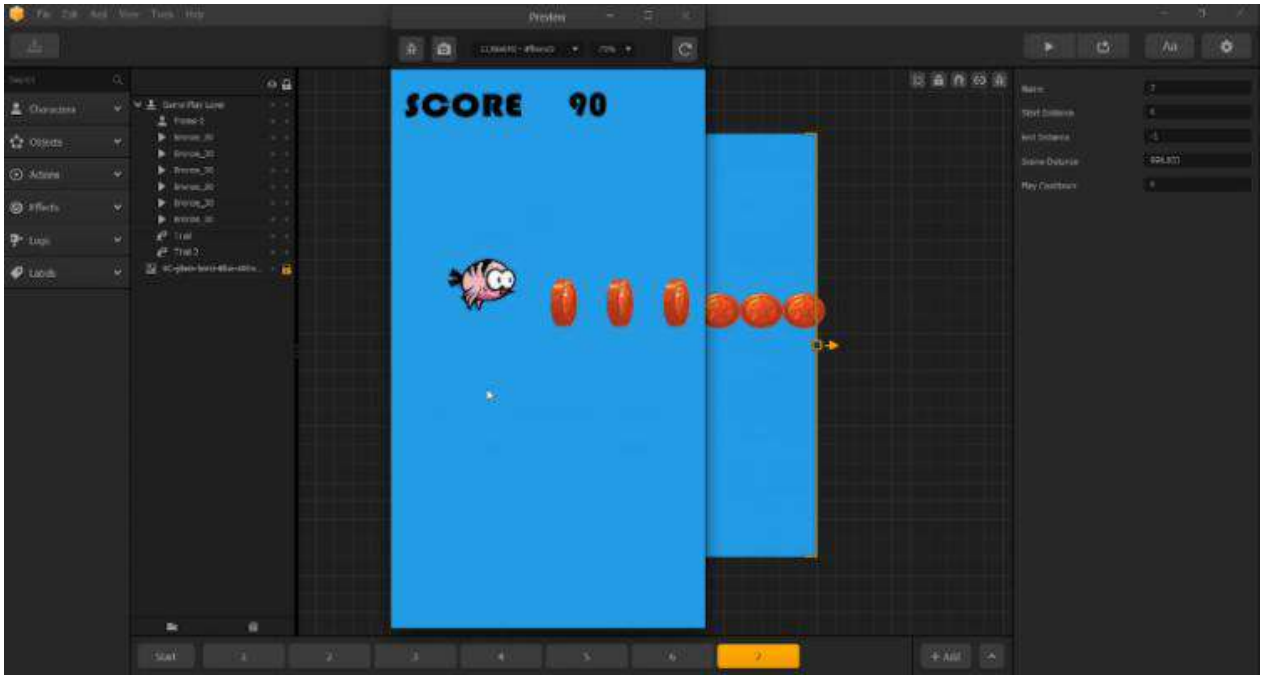
Drag and drop the default font and give text as score.



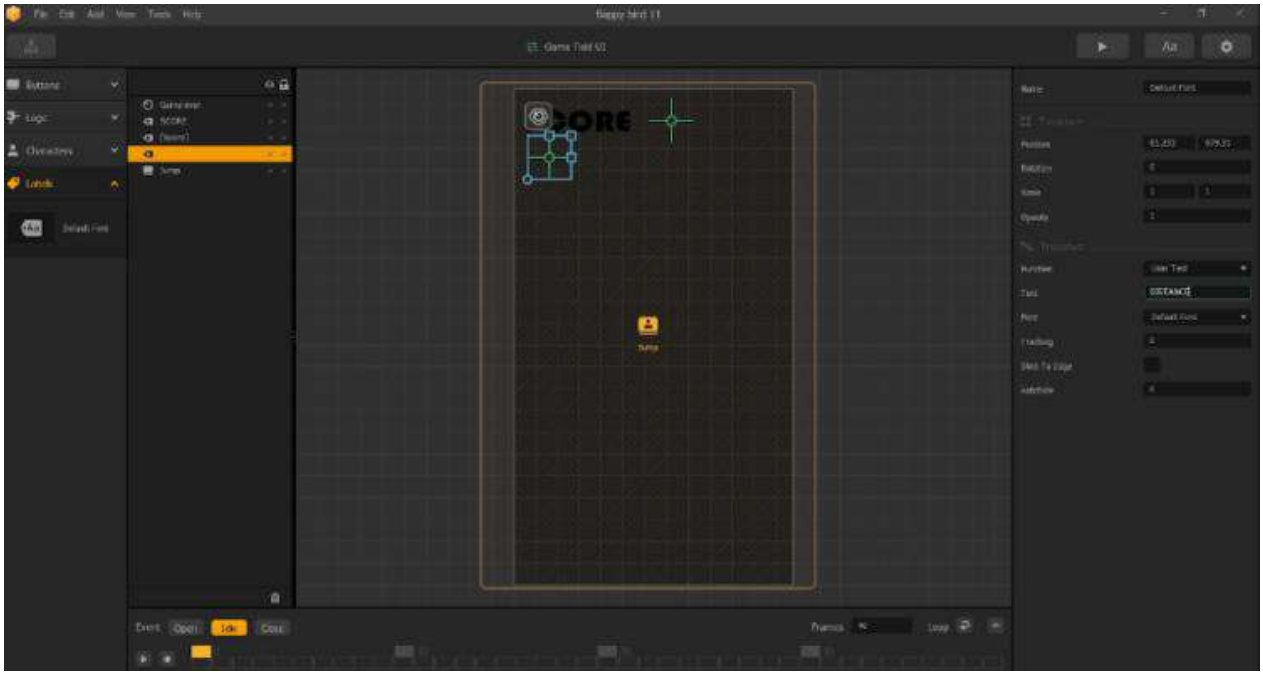
Take another Default font and set function to score, score type: coins, Amount: Current.



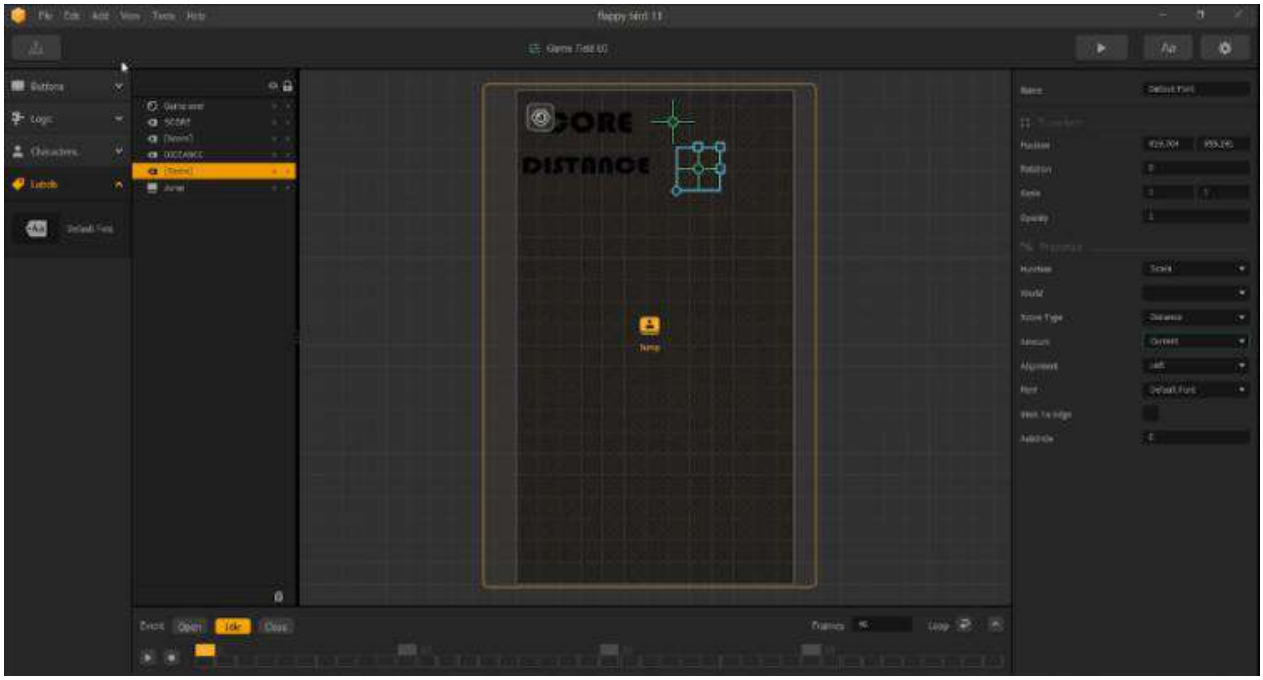
Now preview the game



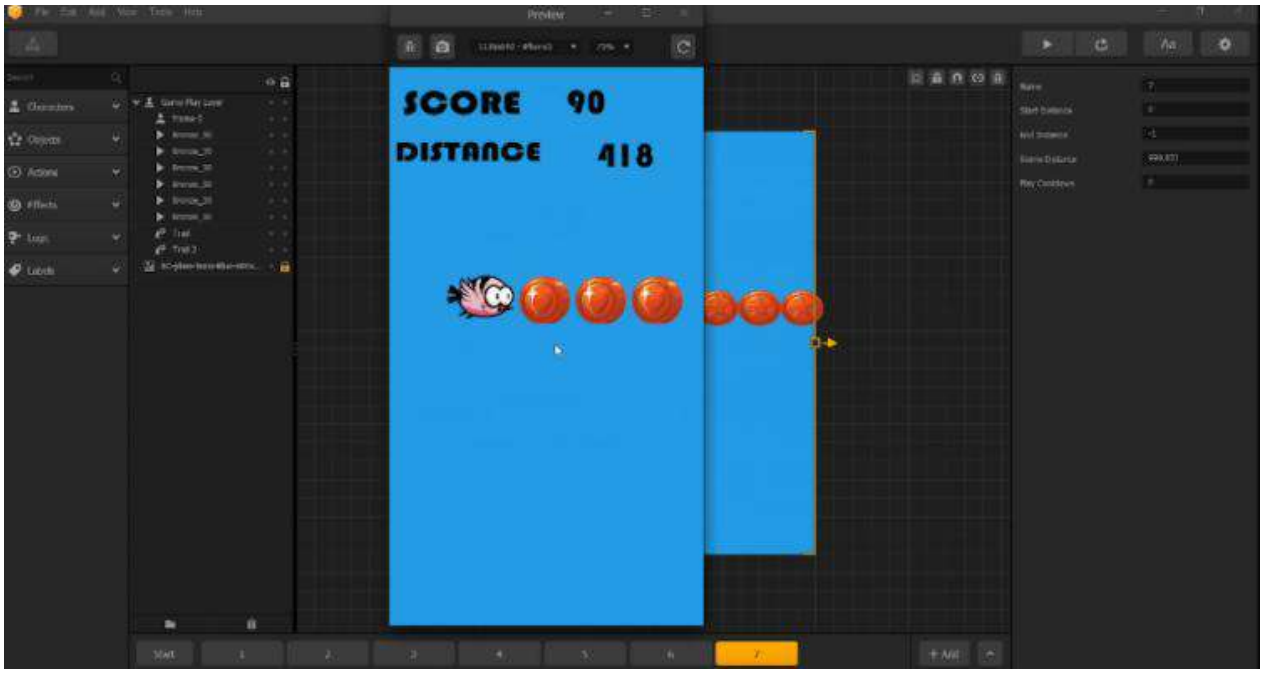
Again For printing distance score go to mind map and select Game Field UI. Now give the function as text and text is Distance.



Take another Default font and set function to score, score type: Distance, Amount: Current.

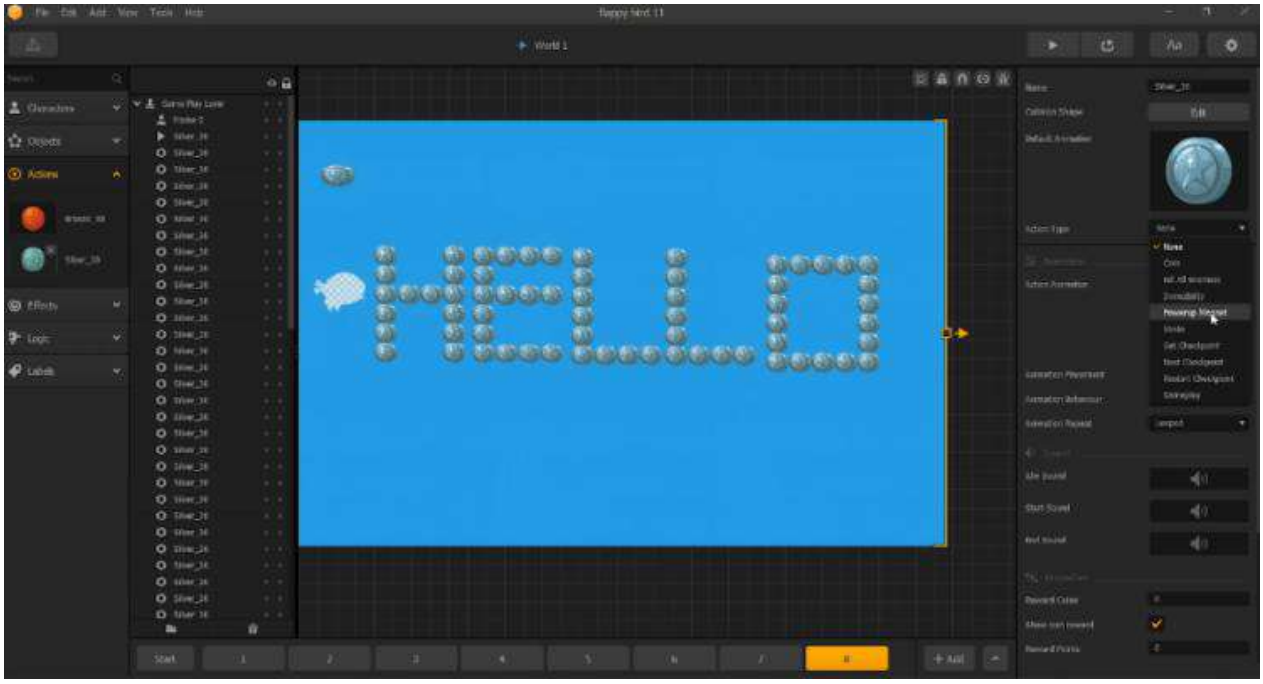


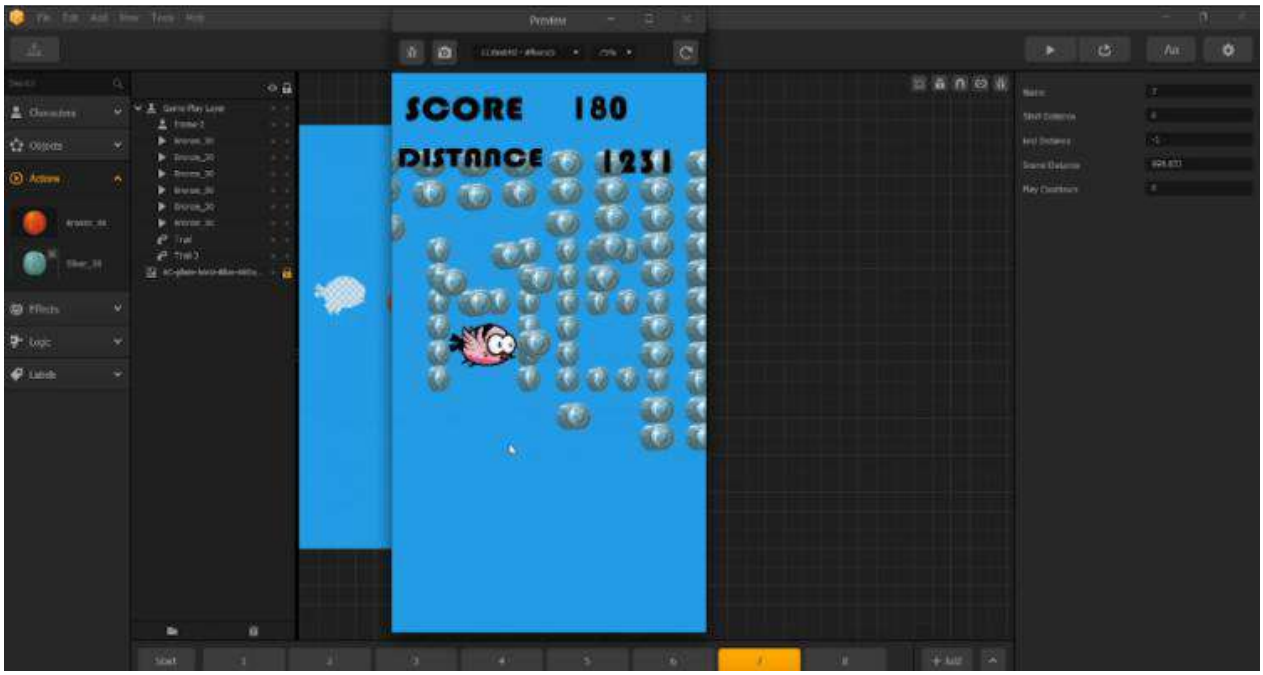
Preview the game and observe the scores



Powerup Magnet:

It absorbs the powerup Actions (such as coins and abilities, but excluding Checkpoints) toward the character while active. Place the actions as shown below and fill the remaining space with actions. Set the action type is powerup magnets.




SCORE 180
DISTANCE 1231