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Andhra Pradesh State Skill Development Corporation

Game Development Using Buildbox

Introduction to Assets

Introduction to Assets:

Game assets include everything that can go into a game, including 3D models, sprites, sound effects, music, code snippets and modules, and even complete projects that can be used by a game engine. Here's a list of examples:

2D/3D Design:

- Characters
- Objects
- Environments
- Vehicles

GUI:

- HUD
- Icons

Scripting:

- AI
- Special effects
- Networking
- Physics

Audio:

- Background music
- Sound effects

We have to download assets from different websites. They are, Opengameart.org, gameart2d.com, itch.io, etc. For this game, we are using to download assets from opengameart.org.
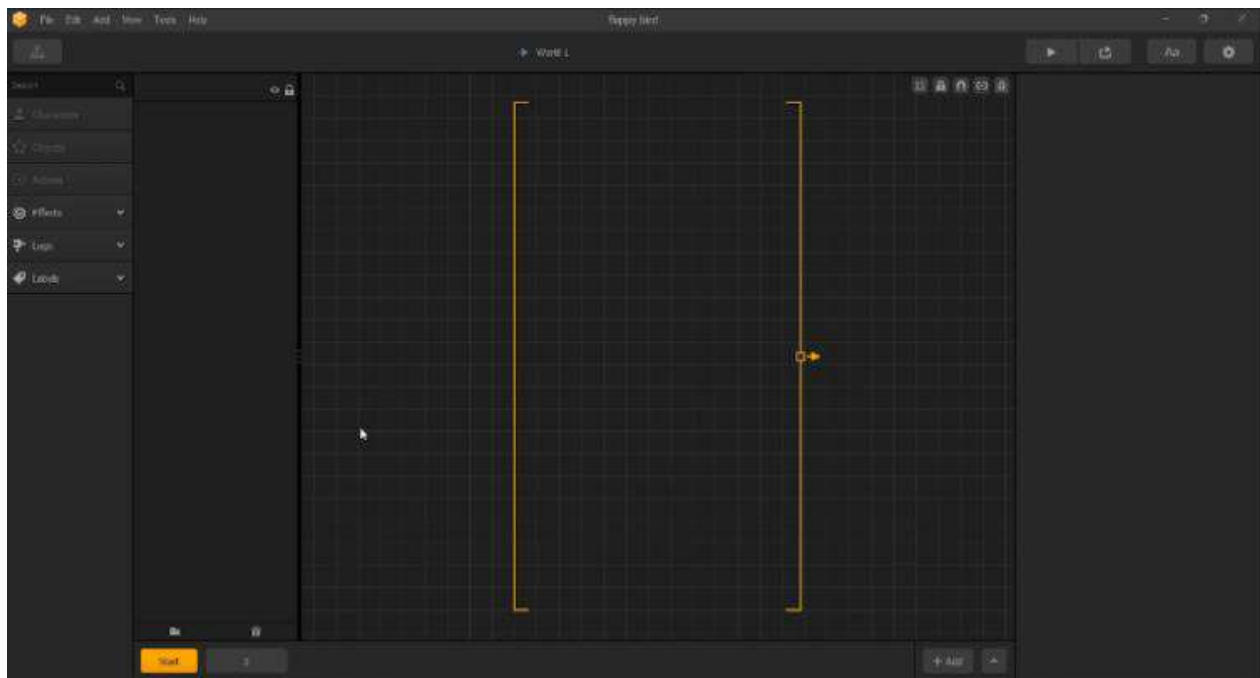
Importing Assets:

In the previous module, we have created a portrait game as a default gameplay type. Now, open the game and import new assets and also delete default assets that are given.
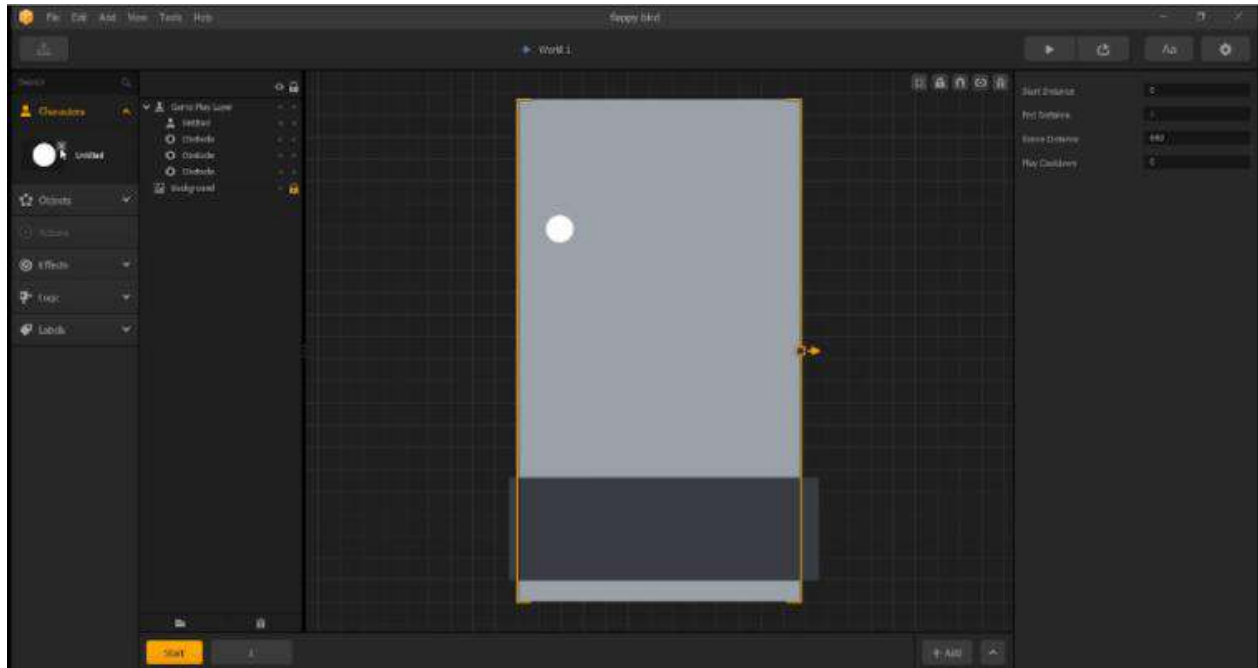

Delete assets.
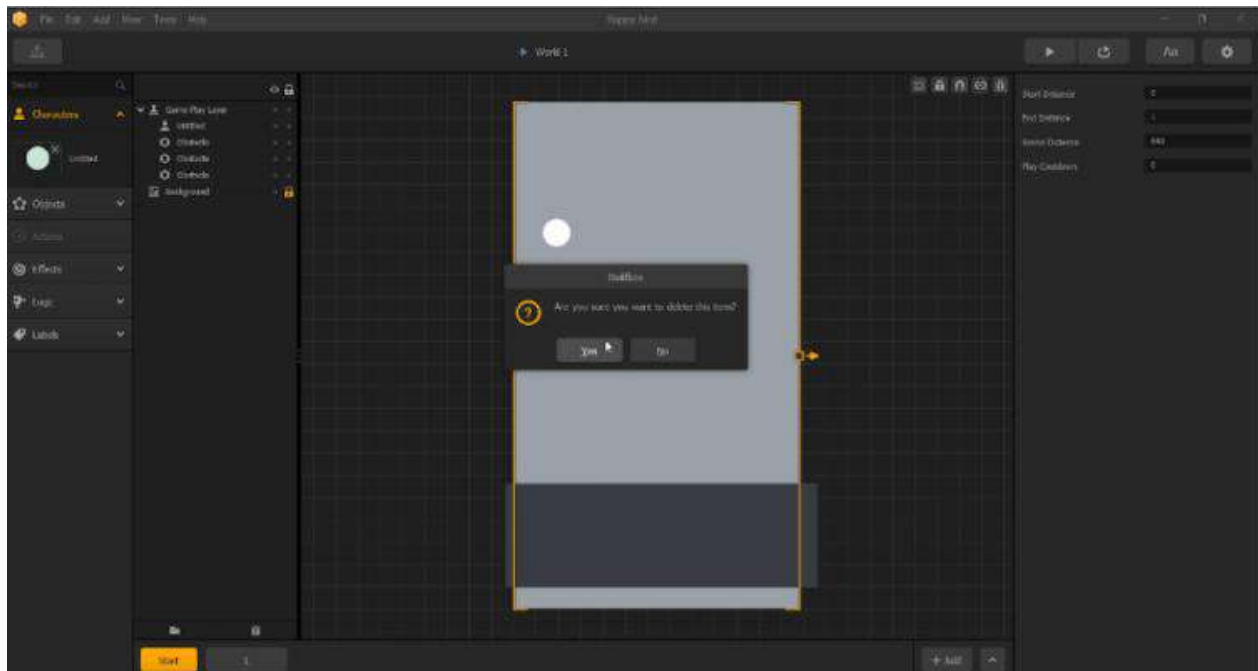
After deleting all assets in game, the scene is shown like below:

Now, insert the background and platform like as discussed before in the Platformer game.

Converting Image from .jpeg to .png:

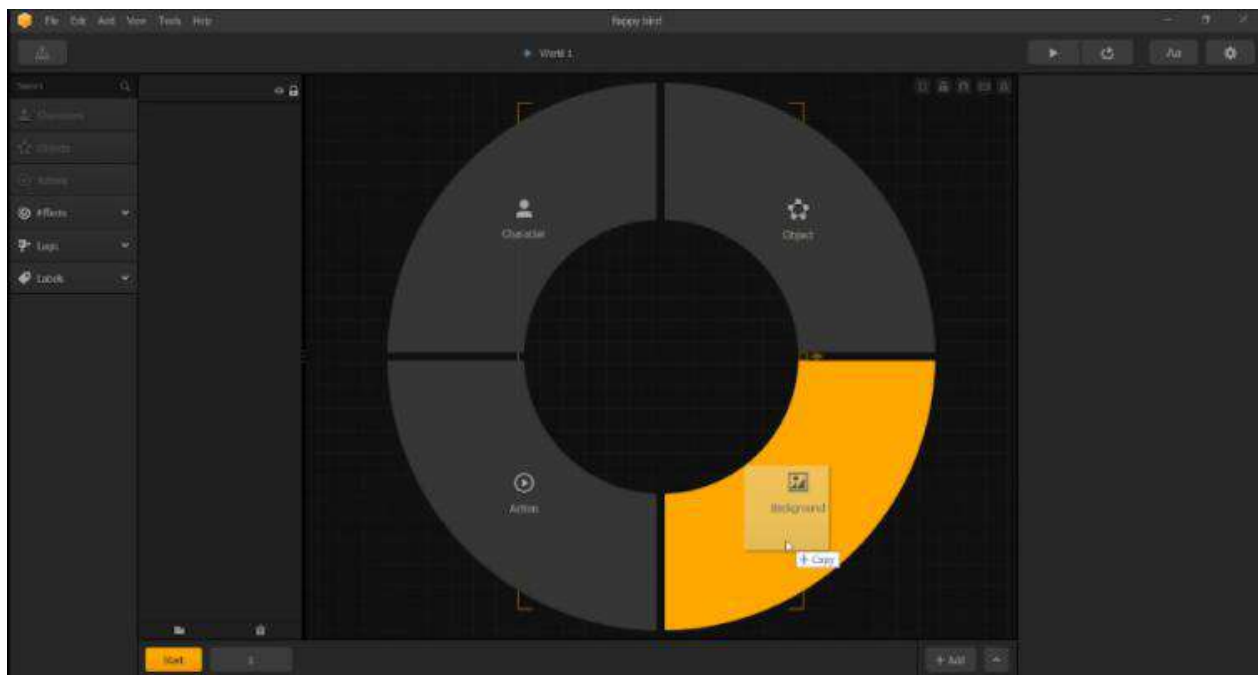Right Click on the image you want to convert from jpeg to png, and then select open with→Paint or rightclick on image and then select edit option. By clicking, the image will be opened in Paint to edit/modify.
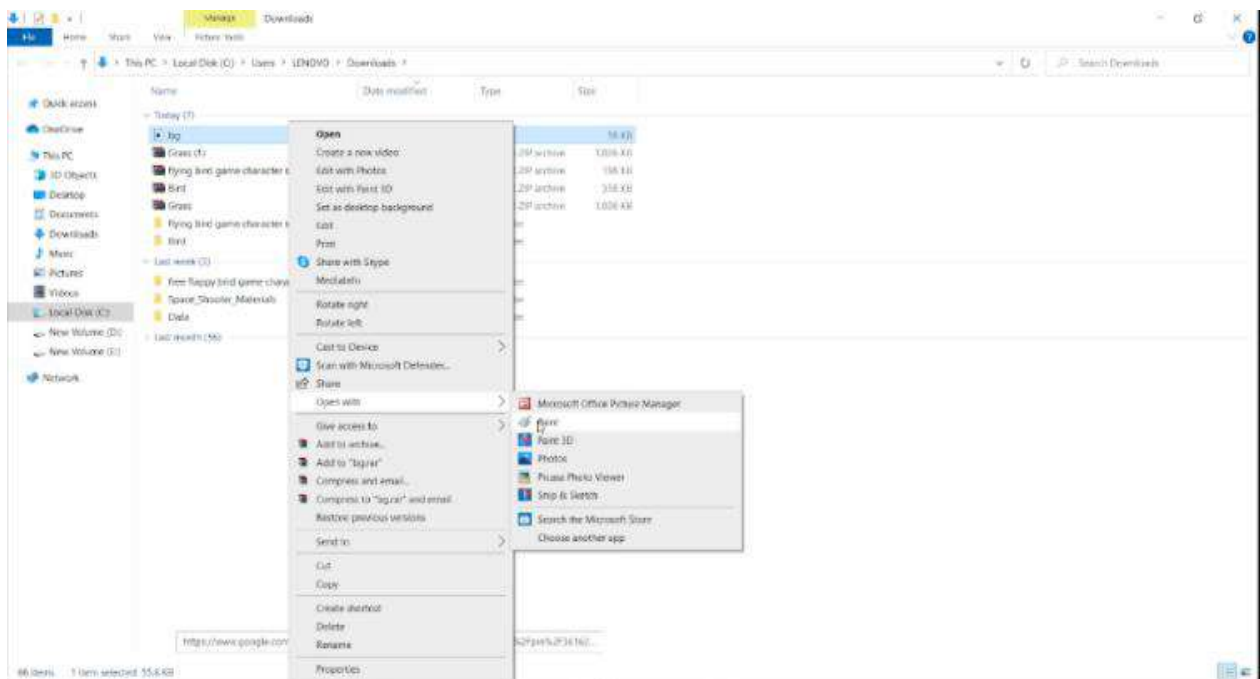
Click on File and select save as →png in Paint.
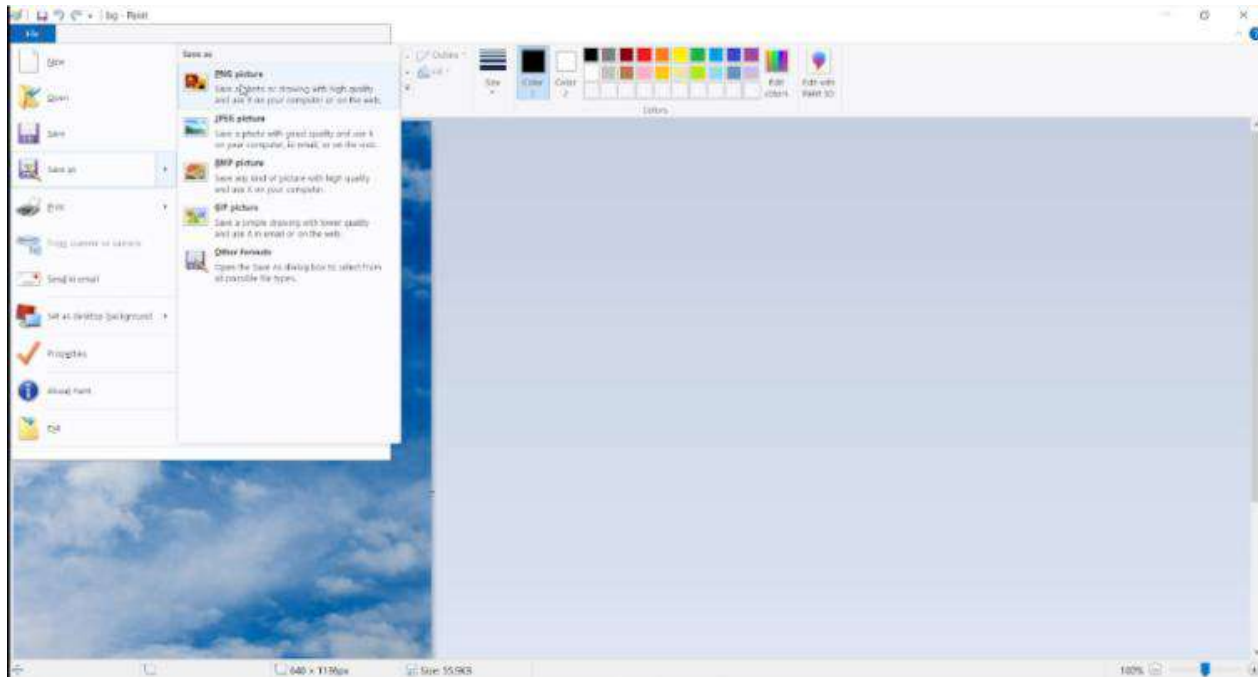
Now Background image is a png image. Let's drag and drop the image into scene overlay.

Importing a Platform:

Download platform tiles from opengameart.org. Search 'grass' on opengameart.org website.
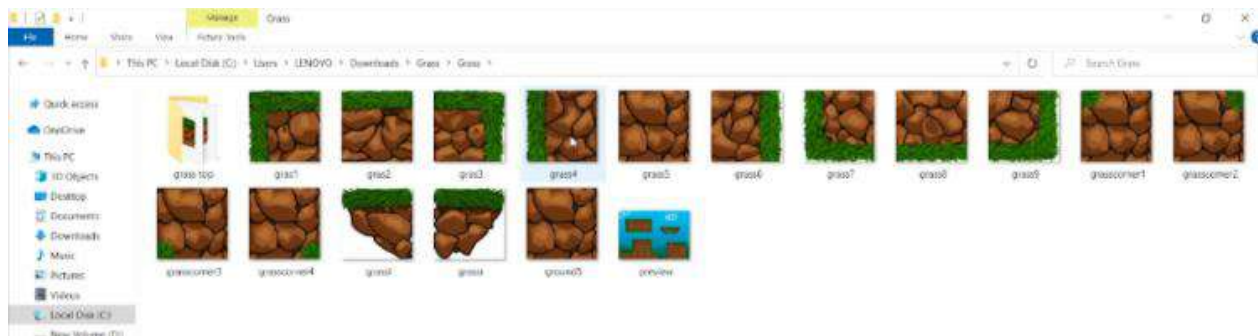

Select a grass image and download file. Click on the Grass.zip to download the file.


After downloading the zip file, extract the file i.e., right click on zip file and select extract files.

Now, the file is extracted.

Now select any one of the tile to drag and drop into scene. After drag and drop tile into objects, the tile is placed under objects as shown in leftside of the panel. By duplicating use A, S, D, W for left,down,right,up objects in the scene. Using Activate Connection Mode, joining different tiles into one tile for moving all tiles at a time and copying tiles at a time.

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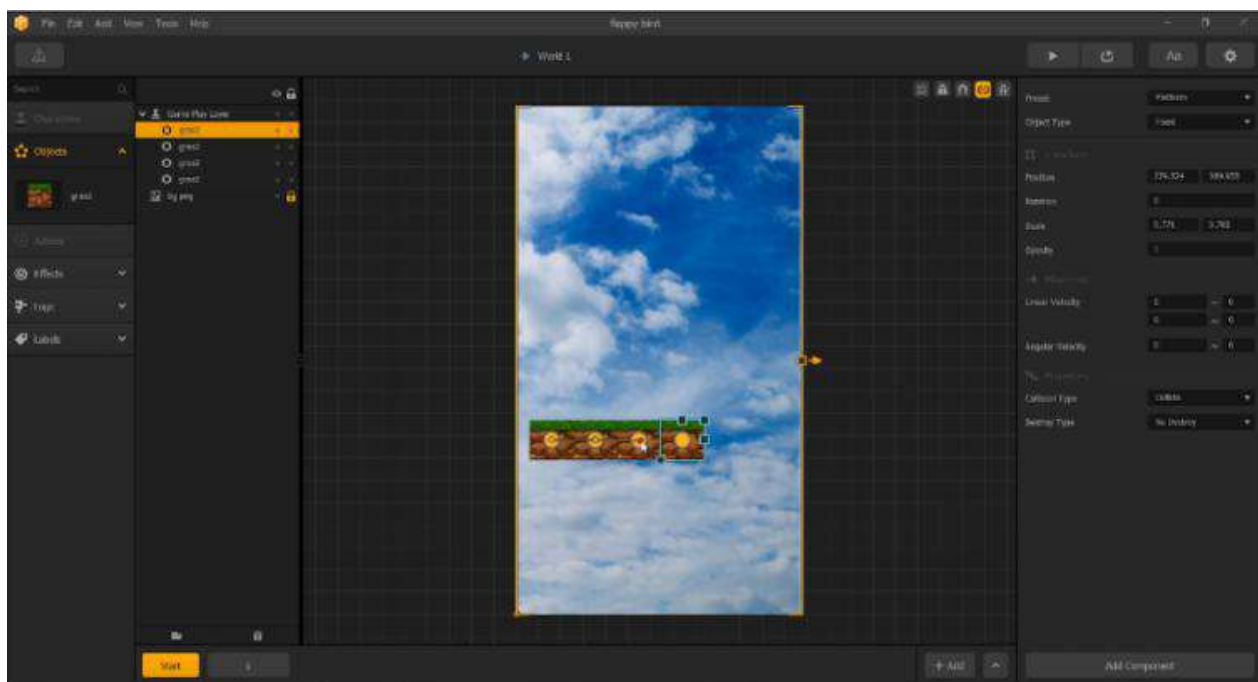
**Insert Different Backgrounds:**

For every scene in a game we have to import different backgrounds by drag and drop the background images into objects.


Now, the background is imported in the scene as an object. Click on the image in scene it displays properties of objects in rightside of the panel, select preset as decoration.
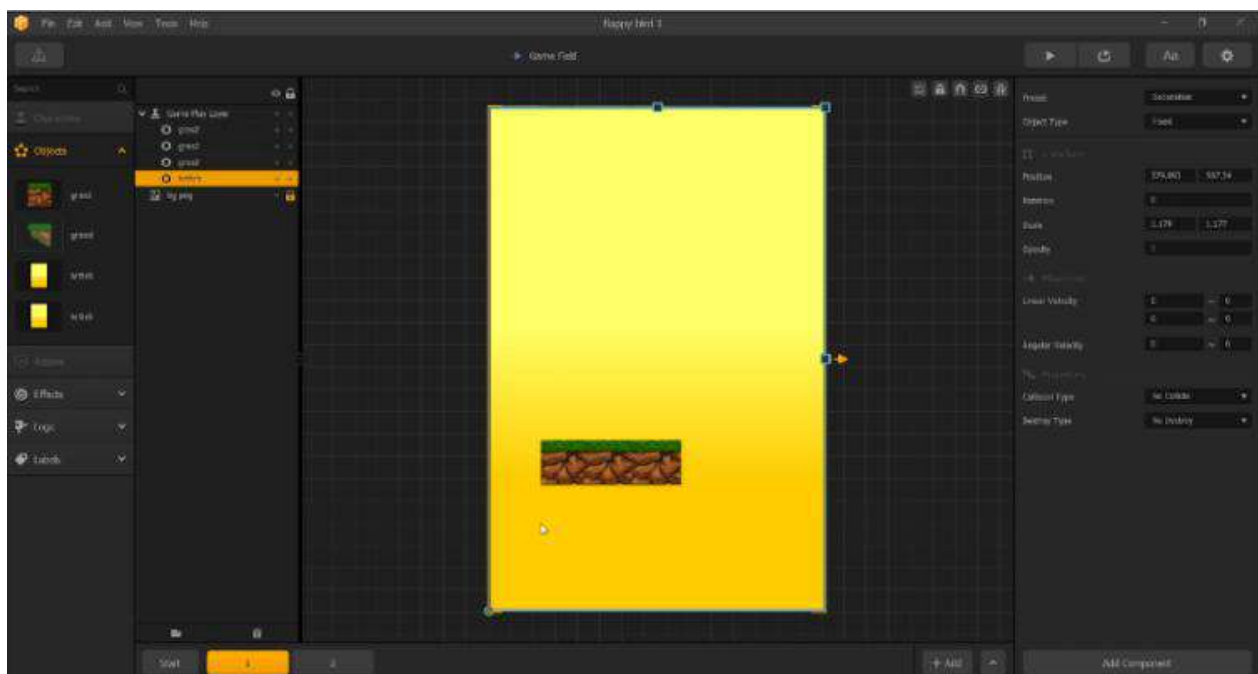
Same as drag and drop another background image into another scene as shown below:
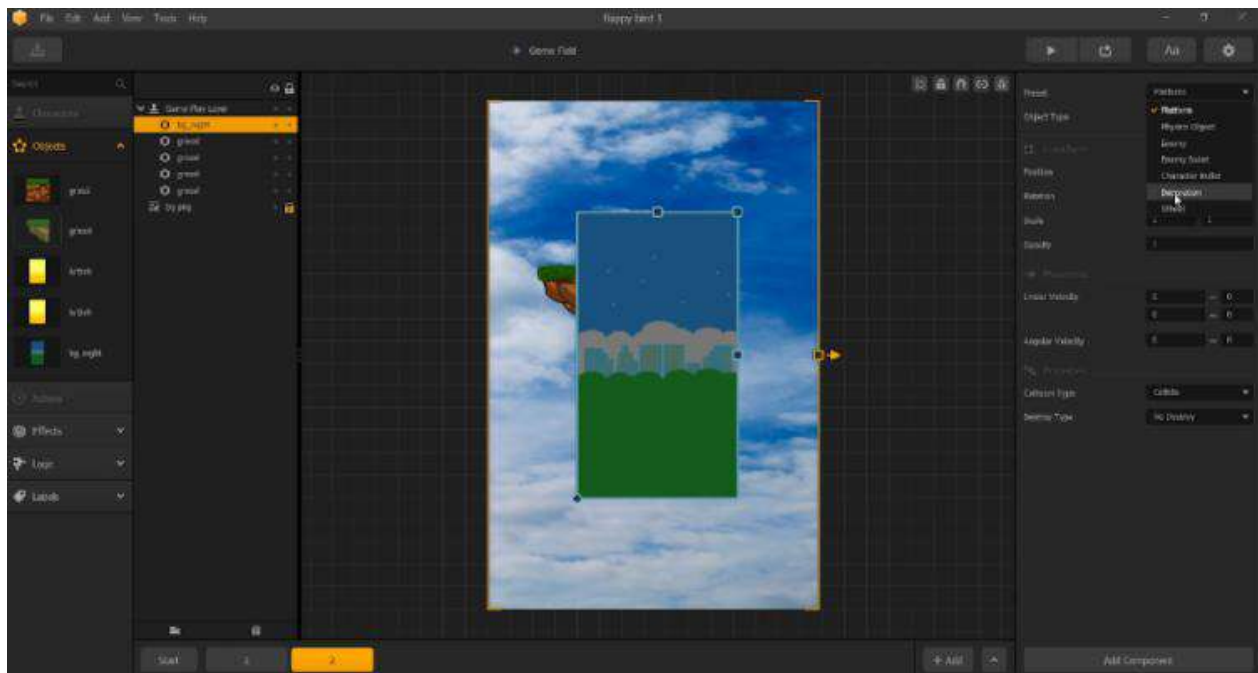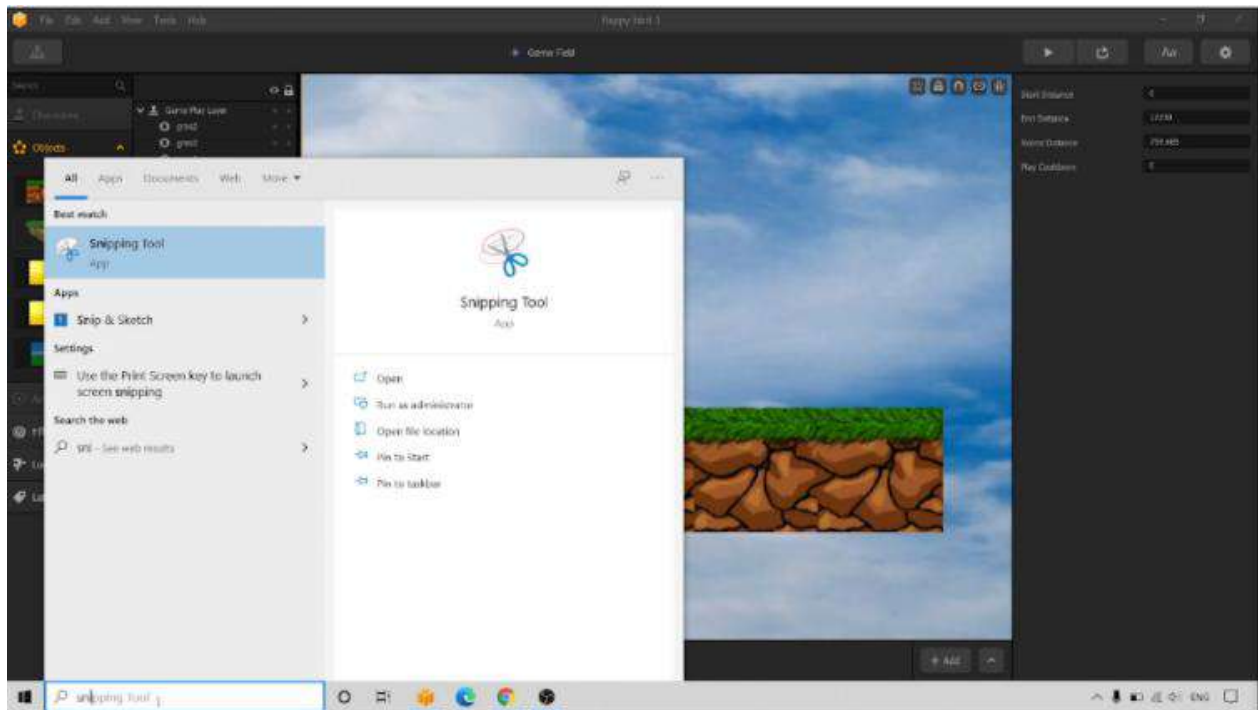

By placing the background image, objects are not displayed in front of the new background image. Let's drag and drop the background image from top to bottom in gameplay layer like shown below:
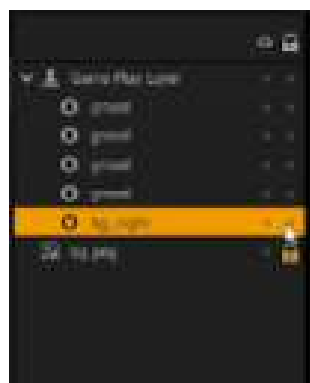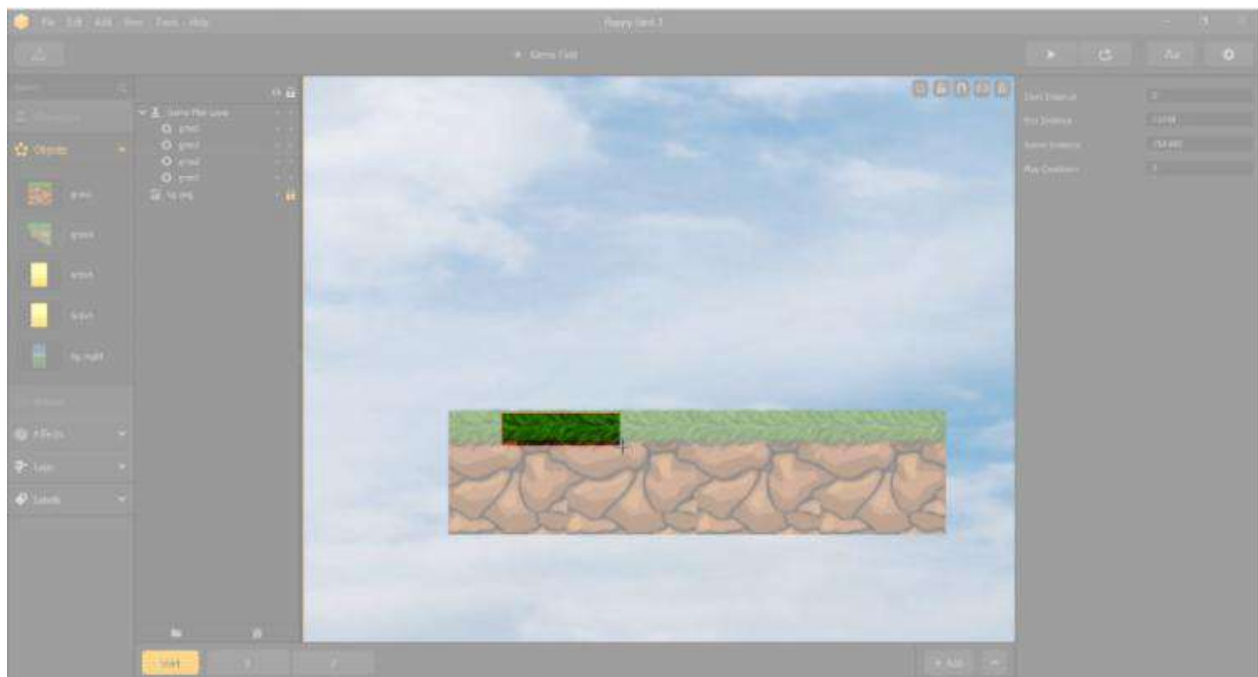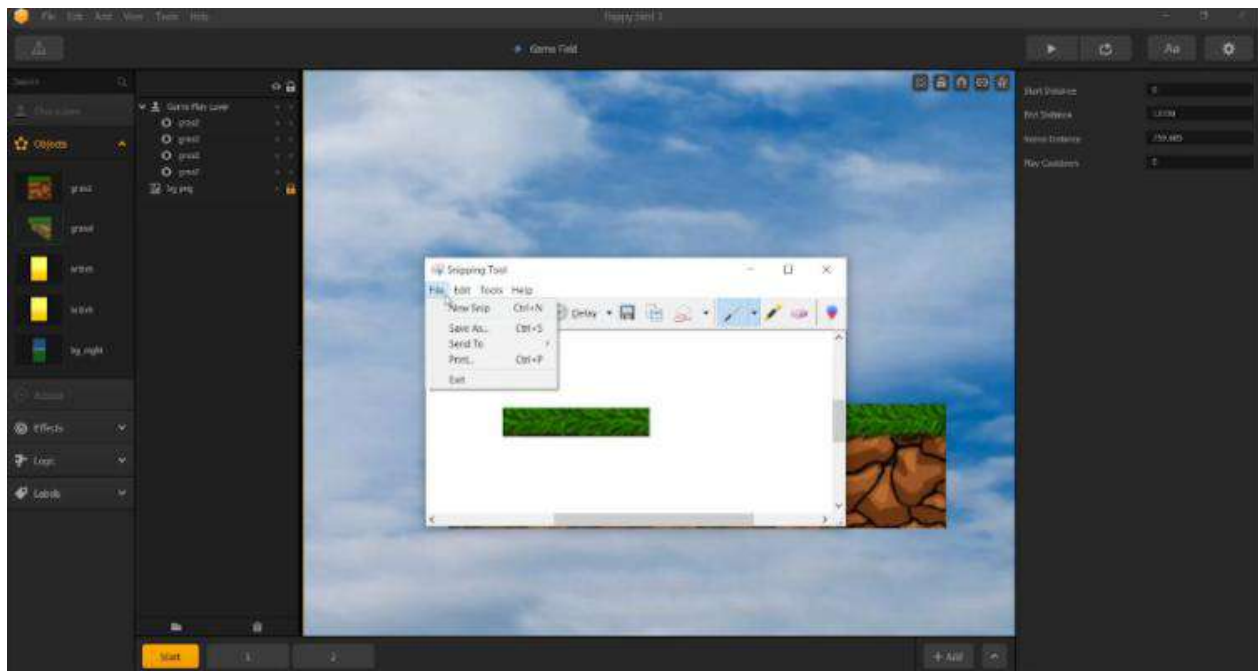
Images using Snipping Tool:

Search snipping tool from system.

Select particular part of an image from actual image using snipping tool like below:

Now the part of an image is selected and saved.

Drag and drop the saved image into scene and duplicate grass wherever you want to place like shown below: