



Andhra Pradesh State Skill Development Corporation

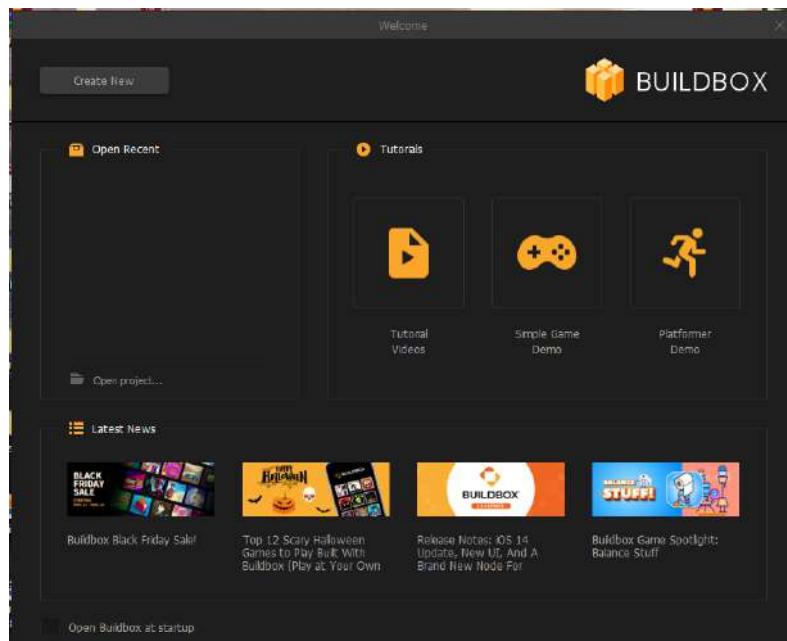


Game Development Using Buildbox

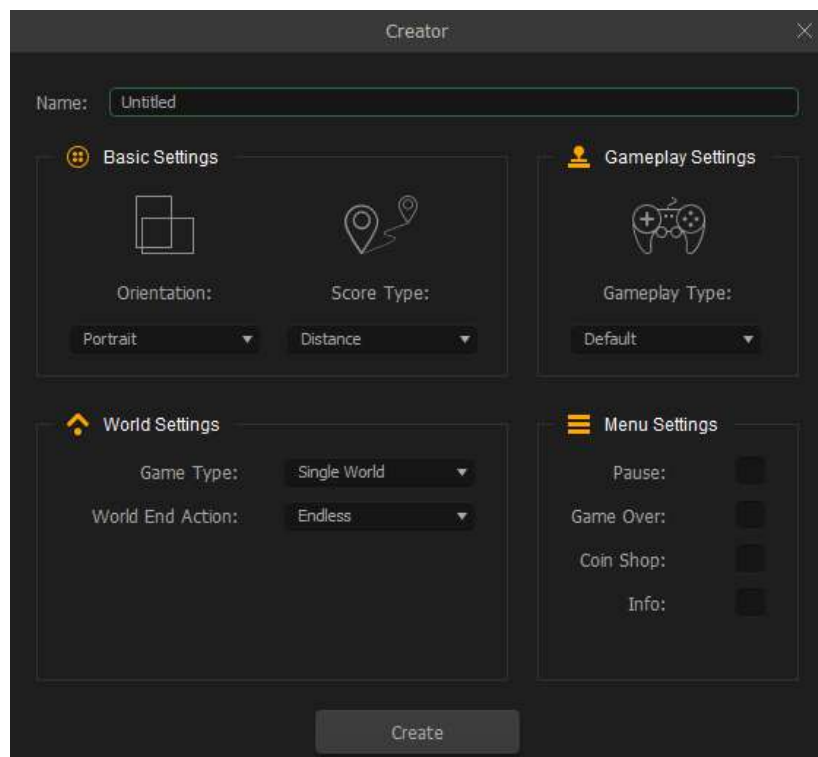
Introduction to Gaming - Part 2

Introduction to Creating a Portrait game:

Open Buildbox by clicking on the icon on your desktop.



Click on create new option as shown in above, now creator window is opened:

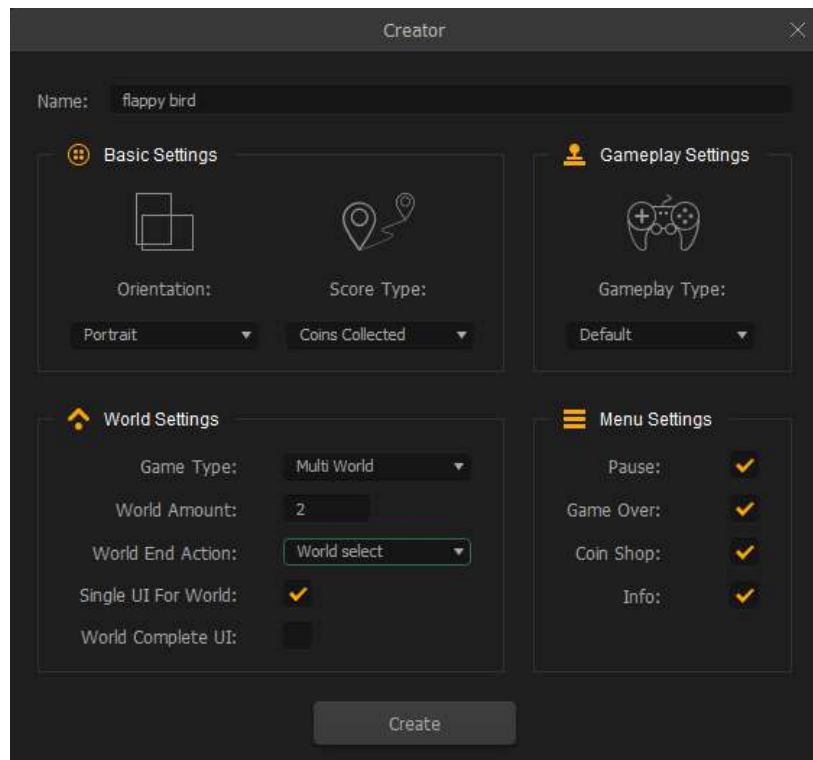


- **Name:** Name of the project. Give the name as Flappy Bird.
- **Basic Settings:**
 - **Orientation:** Select portrait mode.



- **Score Type:**
 - **Coins Collected:** Score based on coins collected.
- **Gameplay Settings:** The following presets are available – they will be used for physics settings on every World when the project is created.
 - **Default:** Choose default game.
- **World Settings:**
 - **Multi World:** More than a single game world to select and/or move through.
 - **World Amount:** Will only appear if Multi World selected. The number of worlds to create. Values 1 to 10.
 - **World End Action:**
 - **World Select:** (only if Multi world selected) Take user to screen to select next world to play.
 - **Single UI for World:** (only if Multi World selected) Tick for a single UI, or leave unticked for a separate screen for each World.
- **Menu Settings:** screens to create in your initial game
 - **Pause Menu:** shows when game is paused.
 - **Game Over:** shows when a player dies.
 - **Coin Shop:** allows purchase of in game currency.
 - **Info Screen:** to show information about the game – like instructions.

After settings up the creator is shown like below:



Now the game is created and opened.

