



Andhra Pradesh State Skill Development Corporation



Game Development Using Buildbox

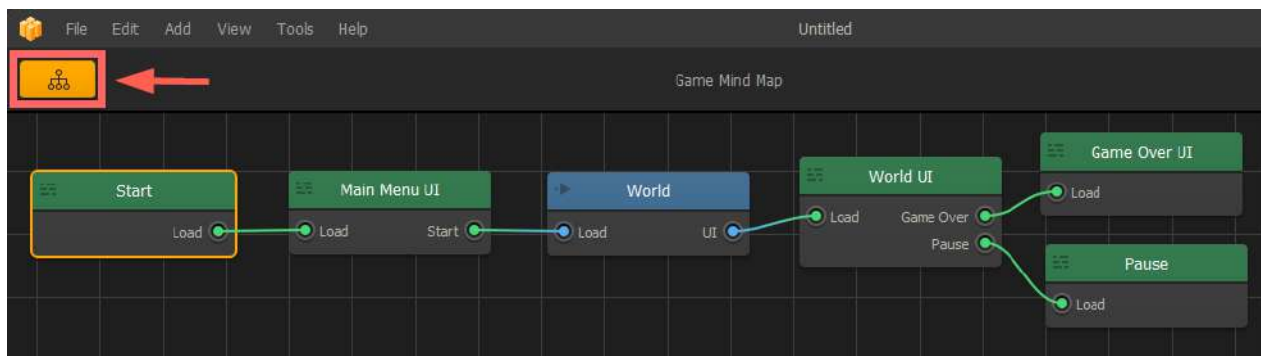
Game Mind Map

Mind Map:

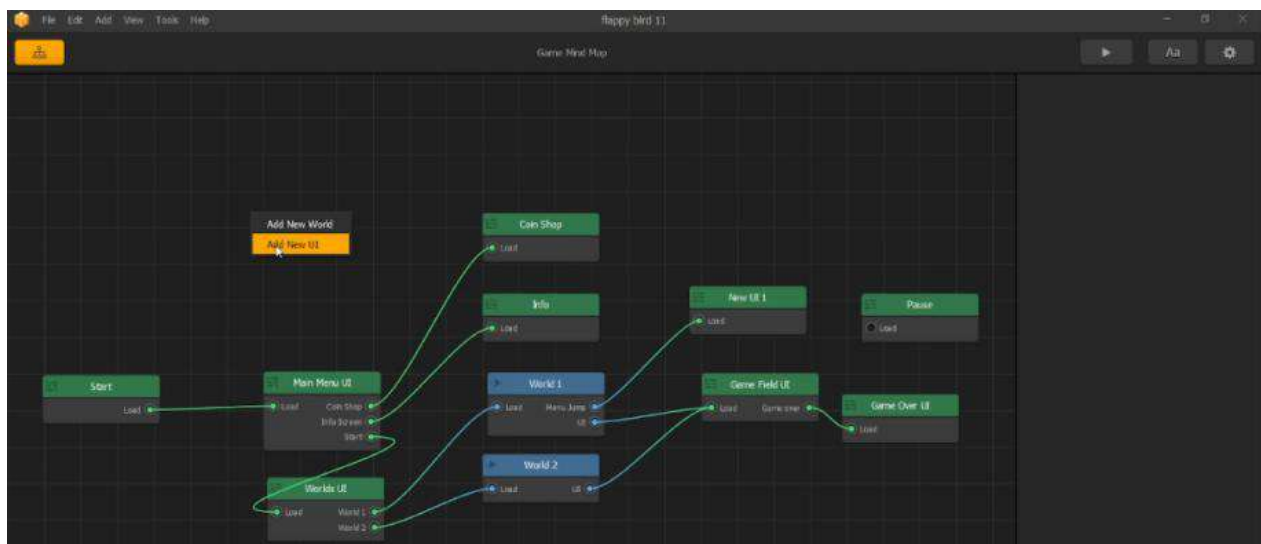
The Mind Map is the very first screen you see when you open a game project or a template. As its name suggests, the Mind Map allows you to map and organize the flow of your game. It is a graphical representation of the game with visual connections between its nodes, such as UI screens and 2D/3D Worlds, indicating their relationships.

Adding/Deleting Nodes:

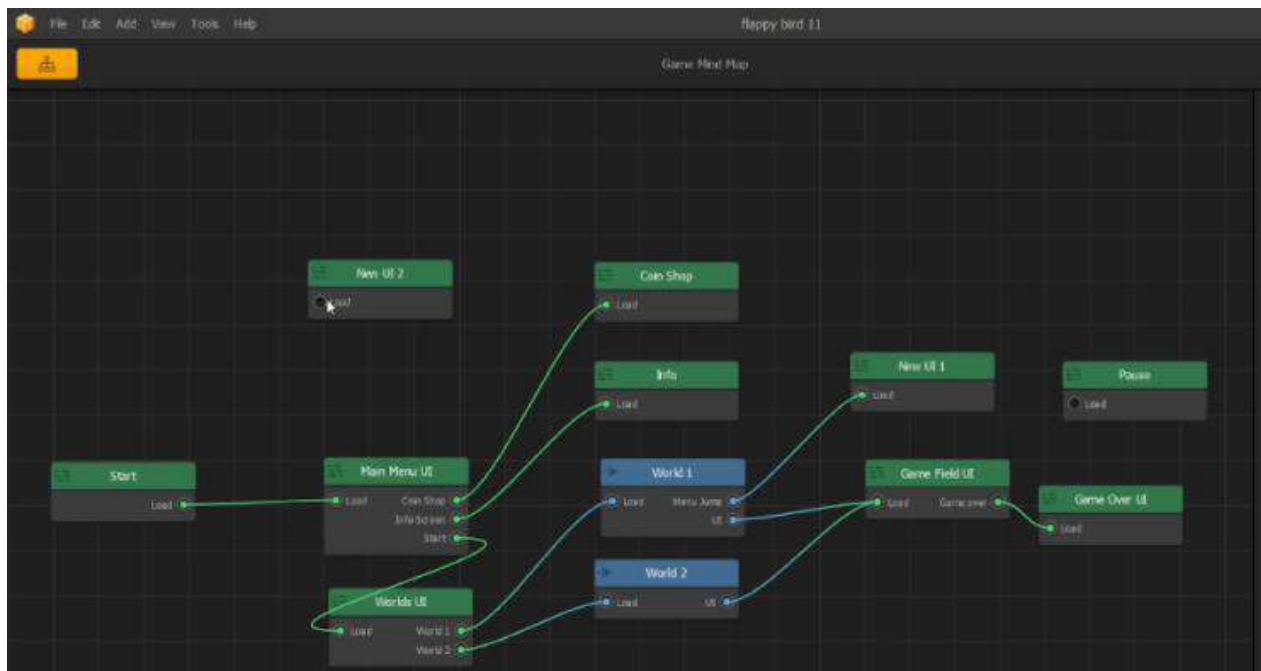
Now let us go to the Game Mind Map by clicking the Menu Editor Button on the upper left hand side. Once on the Mind Map, you will see green and blue nodes.



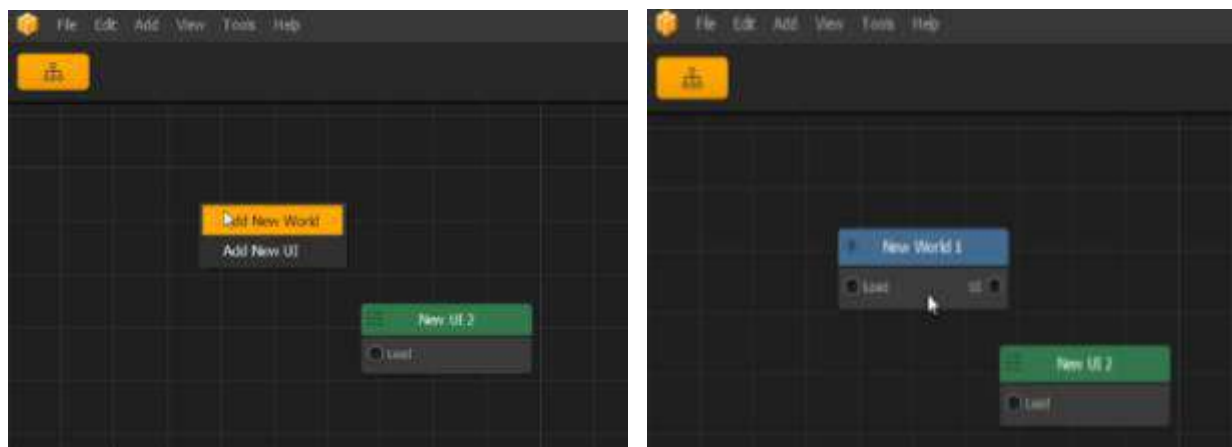
Right-click anywhere on the Mind Map grid and select **Add New World** or **Add New UI** respectively or Duplicate and existing node—select the node and press D on your keyboard.



Selecting add a new UI to create a new node.



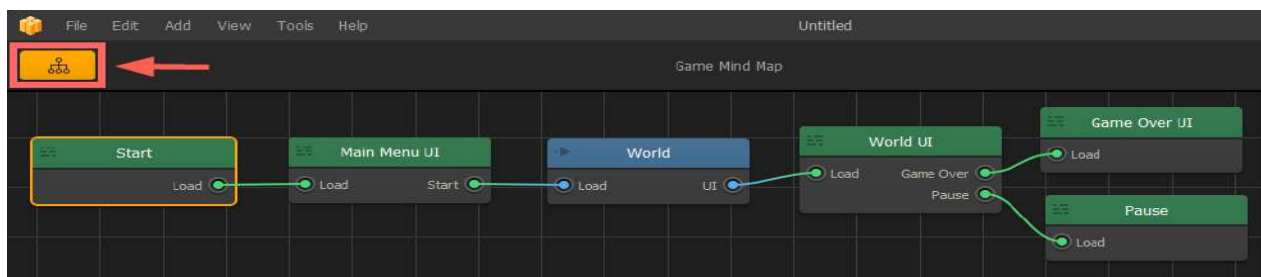
Same as, we can create a new world also. Right click on grid to create a new world



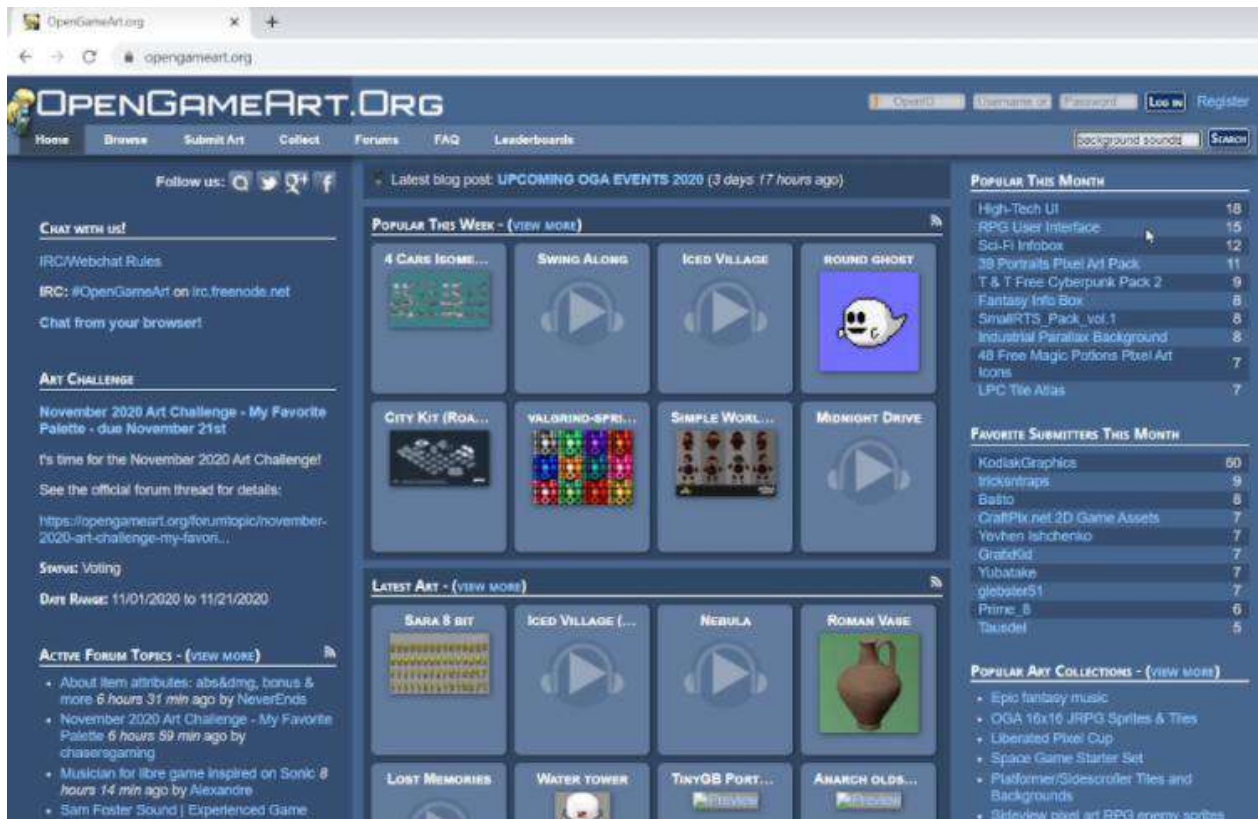
To delete a node, select the node and press **Delete** on the keyboard.

Adding Music:

Now let us go to the Game Mind Map by clicking the Menu Editor Button on the upper left hand side. To hear music in the game, all we need to do is to drag an MP3 file in the options panel when we select the user interfaces (green nodes).



Before placing music, we need to download the music from opengameart.org. search background sound on the website.

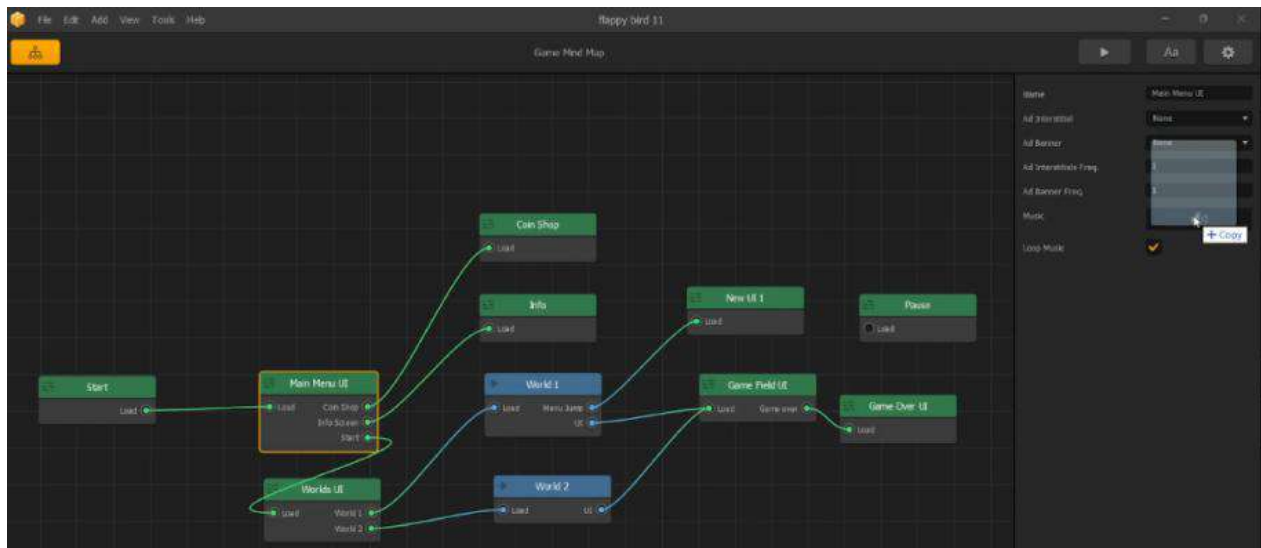


Select music you want to download.





Now you want to put background music when you start your game all you need to do is to click the Start node/Main menu UI and drag an MP3 to the music portion of the options panel.



Working with Nodes:

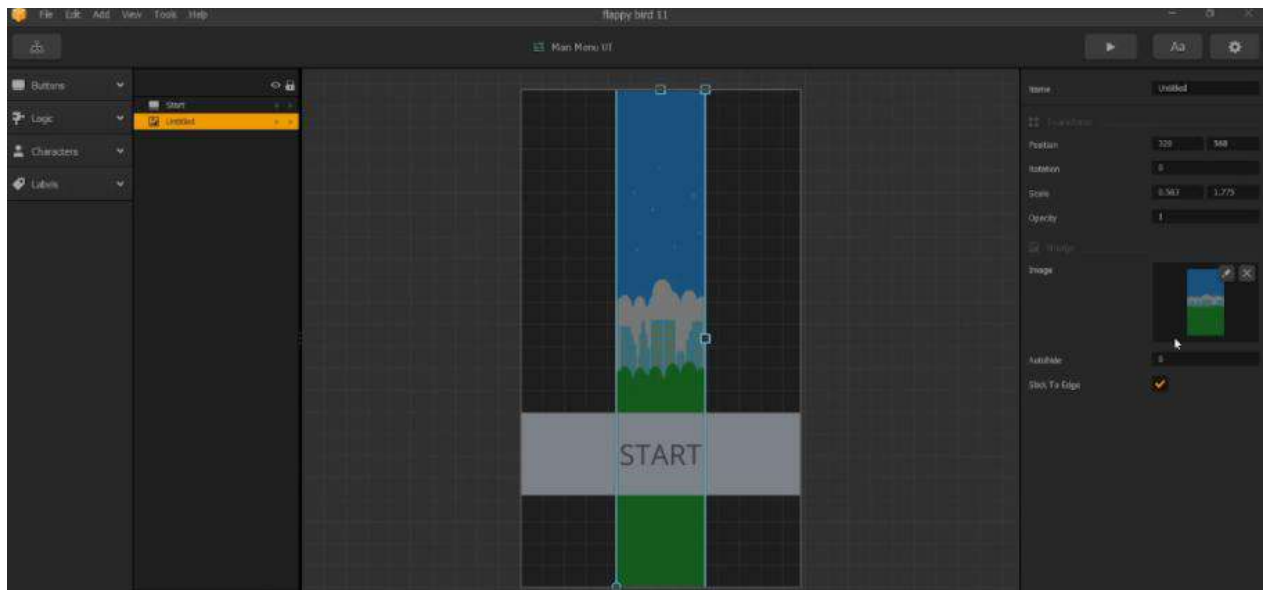
Start Node:

The Start node on the Mind Map is the root node of your game. It is a special UI node that loads the game and displays a loading bar on a splash screen to your players, for example, with your logo. You may also use this node to add background music to your entire game.

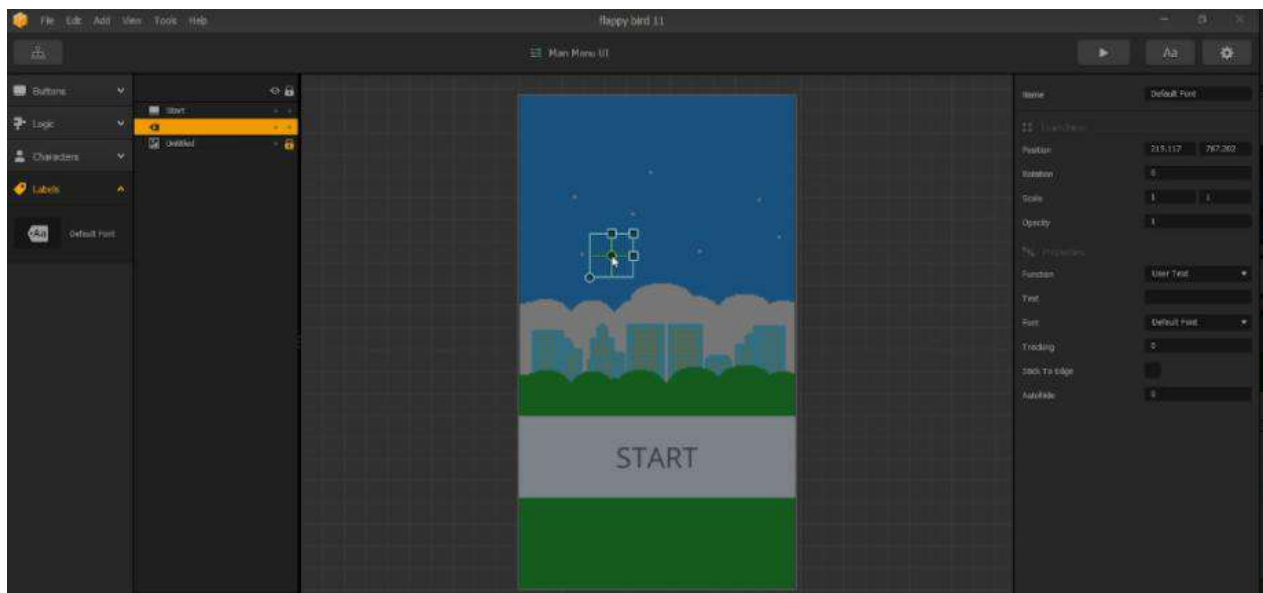
- Anything you connect to this node will load immediately after the player begins your game.
- The Start node has only one output, **Load**, which you can link either to a UI node or World node. See also Node Anatomy.
- You may not duplicate or delete the Start node.

Main Menu UI:

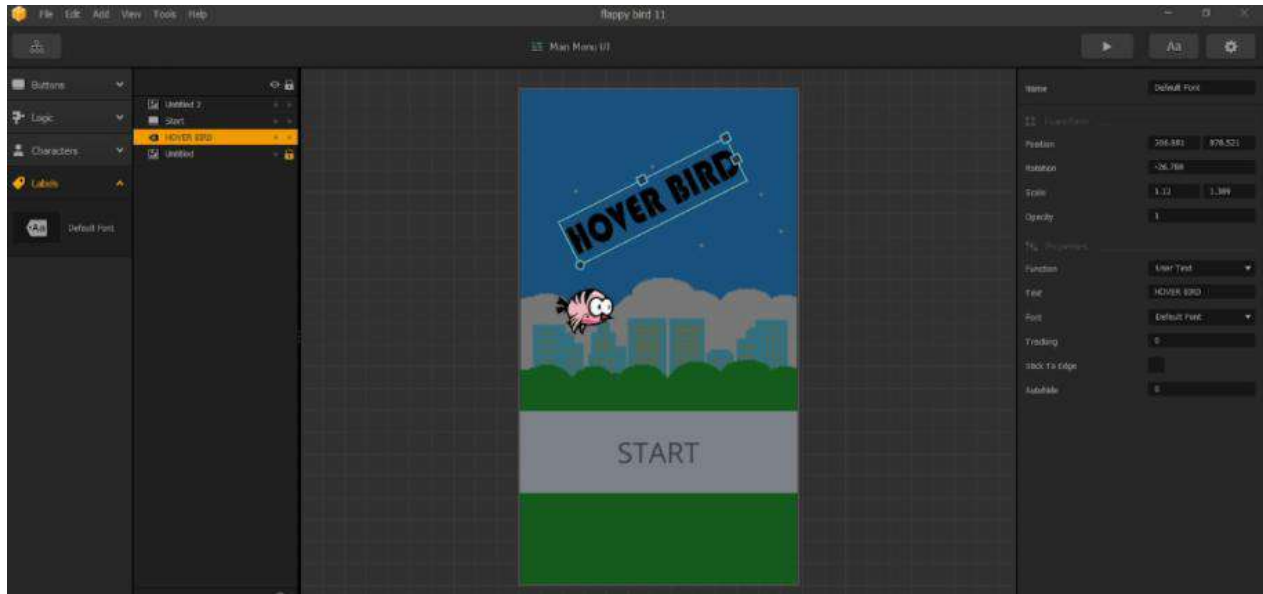
UI nodes allow you to create user interfaces for menus or in-game overlays. Here you can add buttons, text labels, and images to your game. You can also display ads on the UI screens.



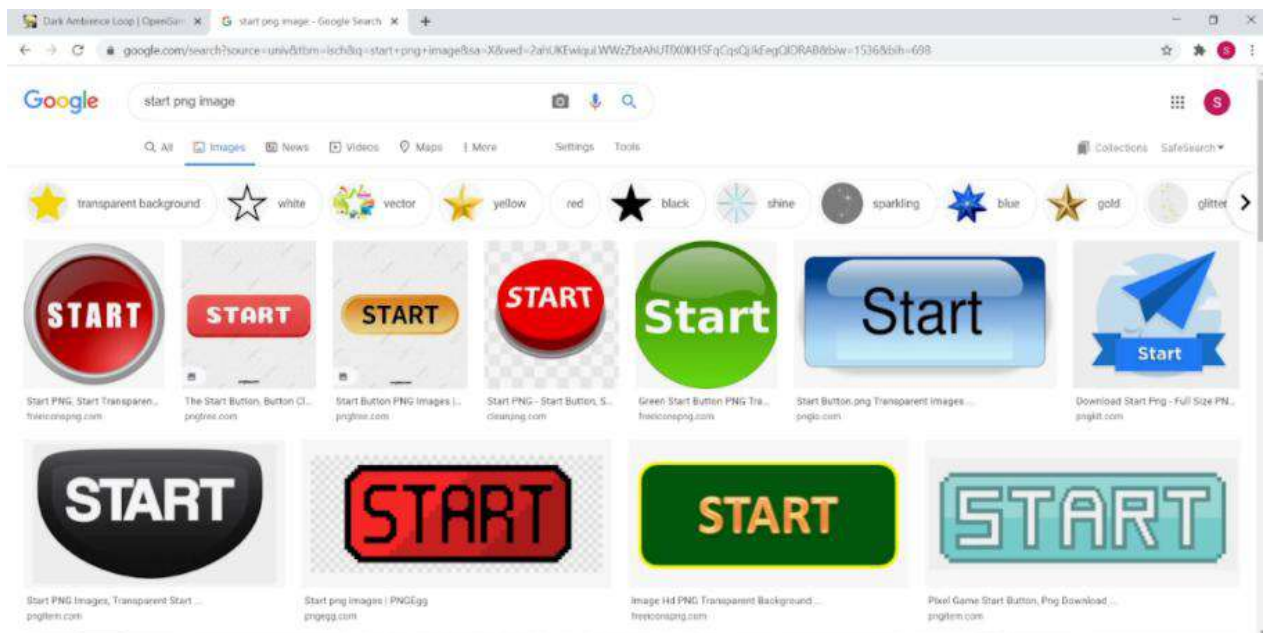
Now add text to the UI by placing Default font.



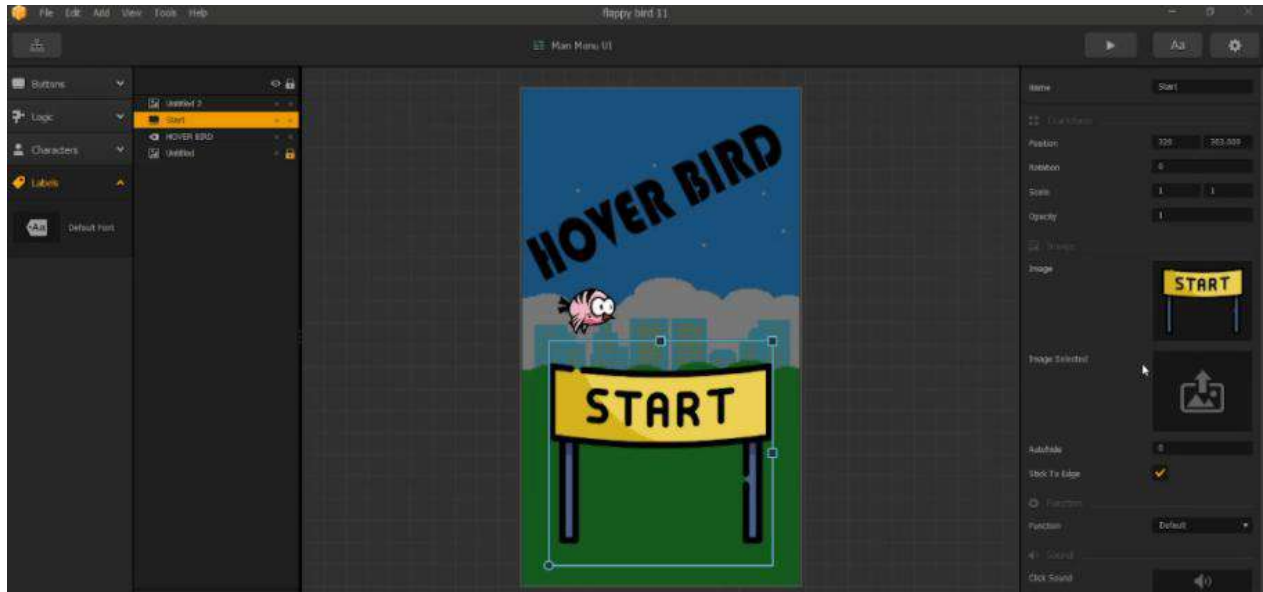
You can add a character to design the scene.



Now add/change start button. Search 'start png images' in search engine and download whatever you want.



Replace the old button with a new button.



Likewise, add images into remaining nodes to display the User interface attractive.

