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### Andhra Pradesh State Skill Development Corporation

Game Development Using Buildbox

Timeline Editor

TIMELINE EDITOR

Timeline Editor easily shows you all the scenes and how they are arranged. To discuss the Timeline Editor, I will have to give you a little refresher about the Scene Selection Bar. Scene Selector Bar can be seen at the bottom part when you go to the Game World.
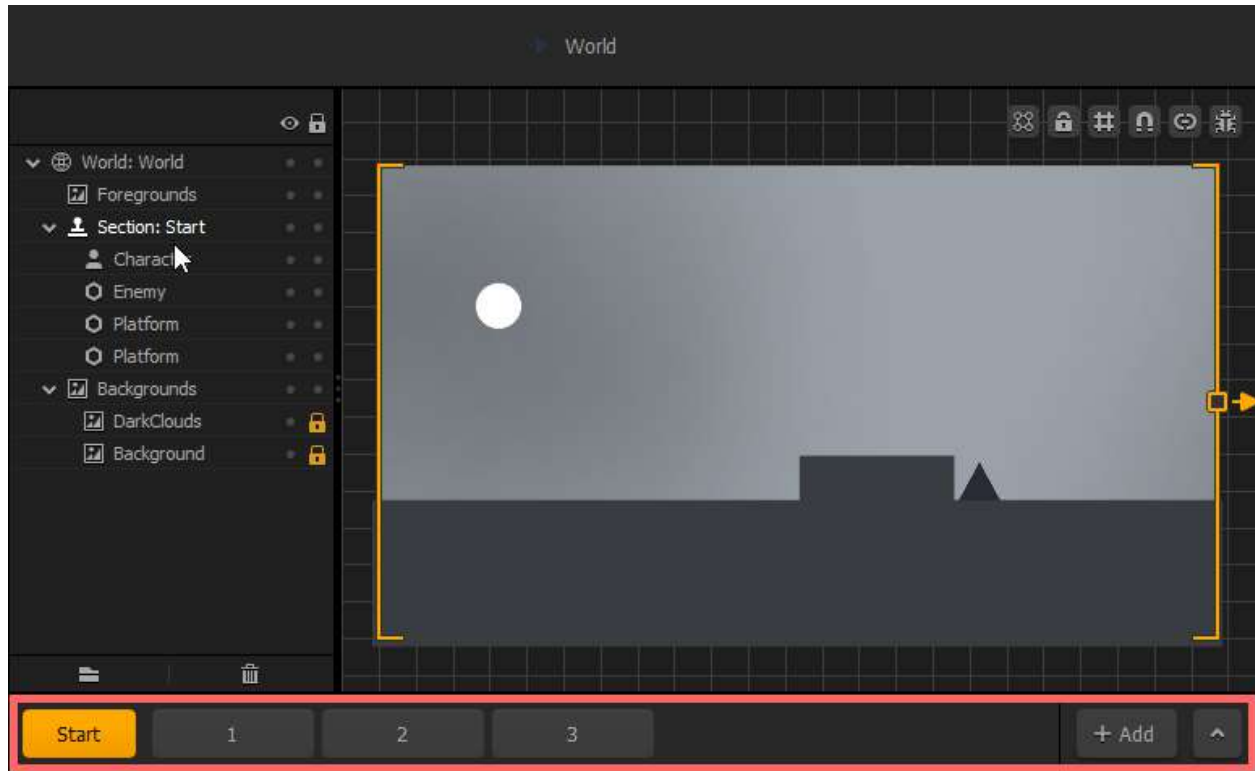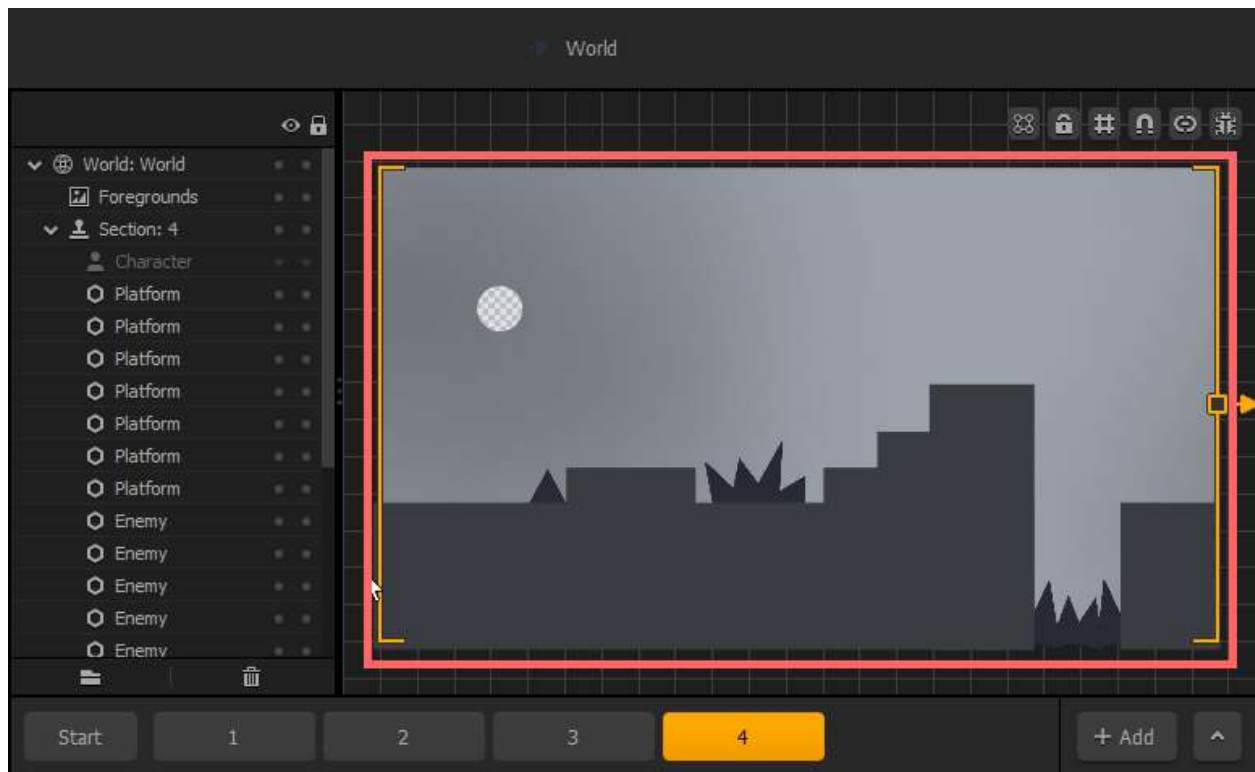

9.1 World Screen

The +Add button is one of the ways to add a new scene. Clicking this will let you add a blank scene.
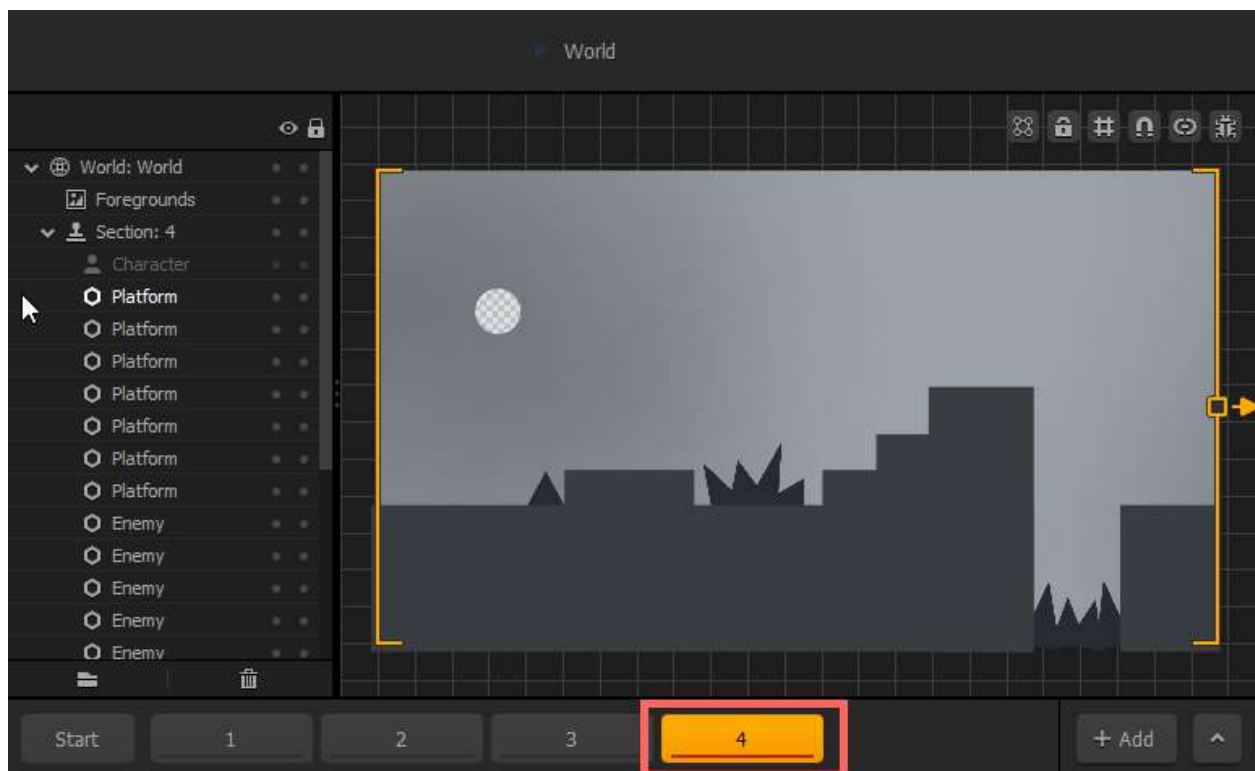

9.2 Shows New Scene

Another way to add a new scene is by pressing D on your keyboard. Pressing this will allow you to duplicate the current scene selected. I prefer using this instead of starting out from a blank scene.
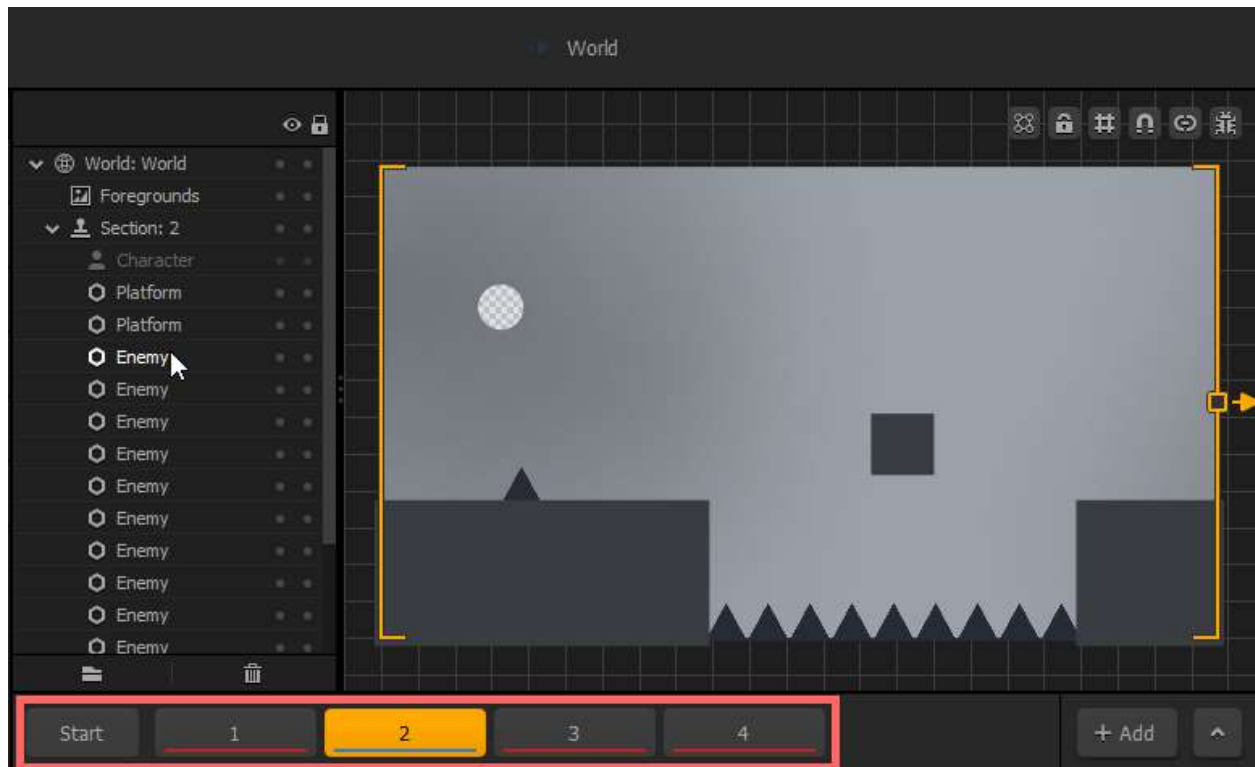
9.3 World Screen

You can also mute a scene by pressing M on your keyboard. This will hide your scene when you preview your game.
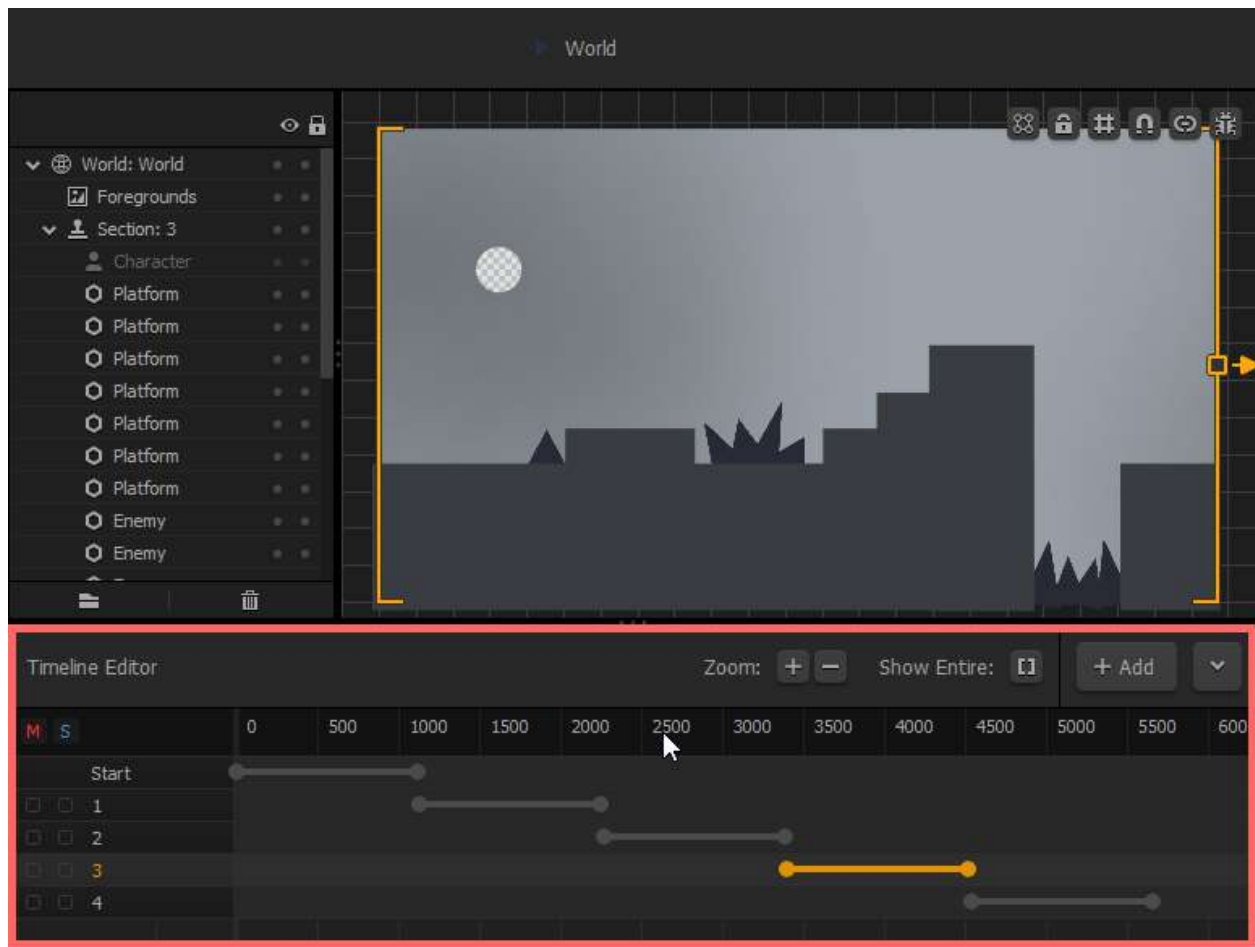

9.4 World Screen

You can press S (which stands for Solo) if you want to preview a specific scene. And then S again to re-enable the scenes.


9.5 World Screen

Now let us talk about the Timeline Editor. If you press the **^** button beside the +Add button, It will display the Timeline Editor window. This will easily show you all the scenes and how they are arranged.
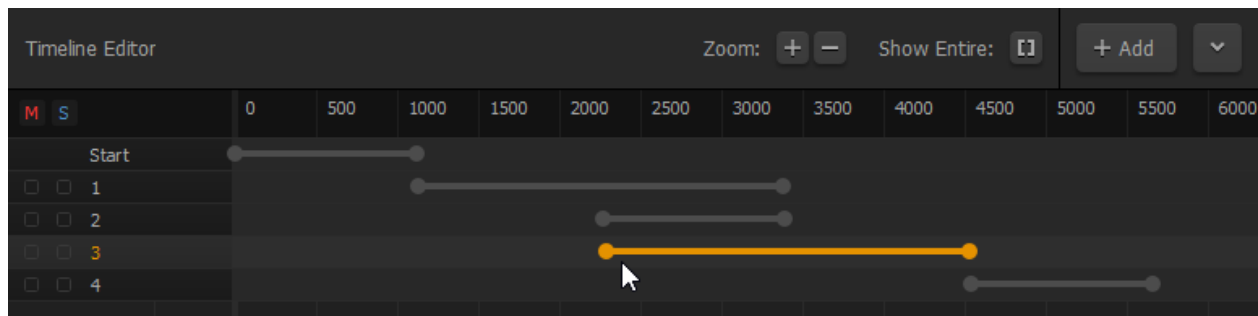
9.6 World Screen with Showing Timeline Editor

The value shown below is your game distance. This means that your start scene will start from 0 to 1000 game distance, and the rest follows.
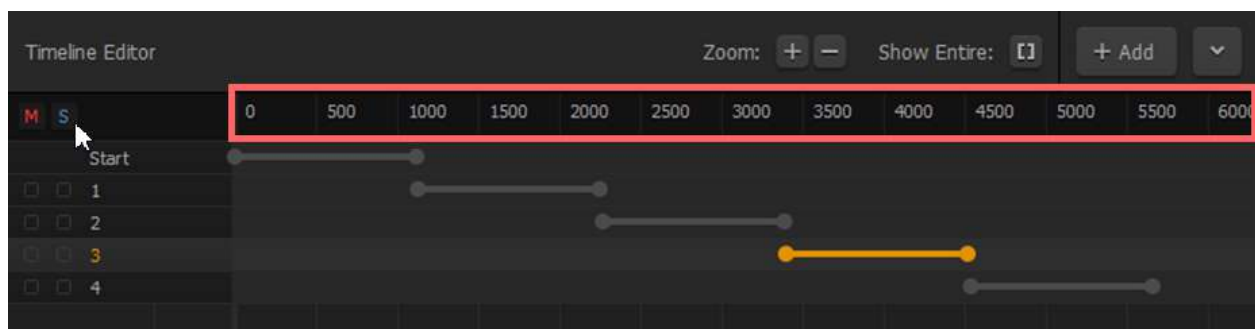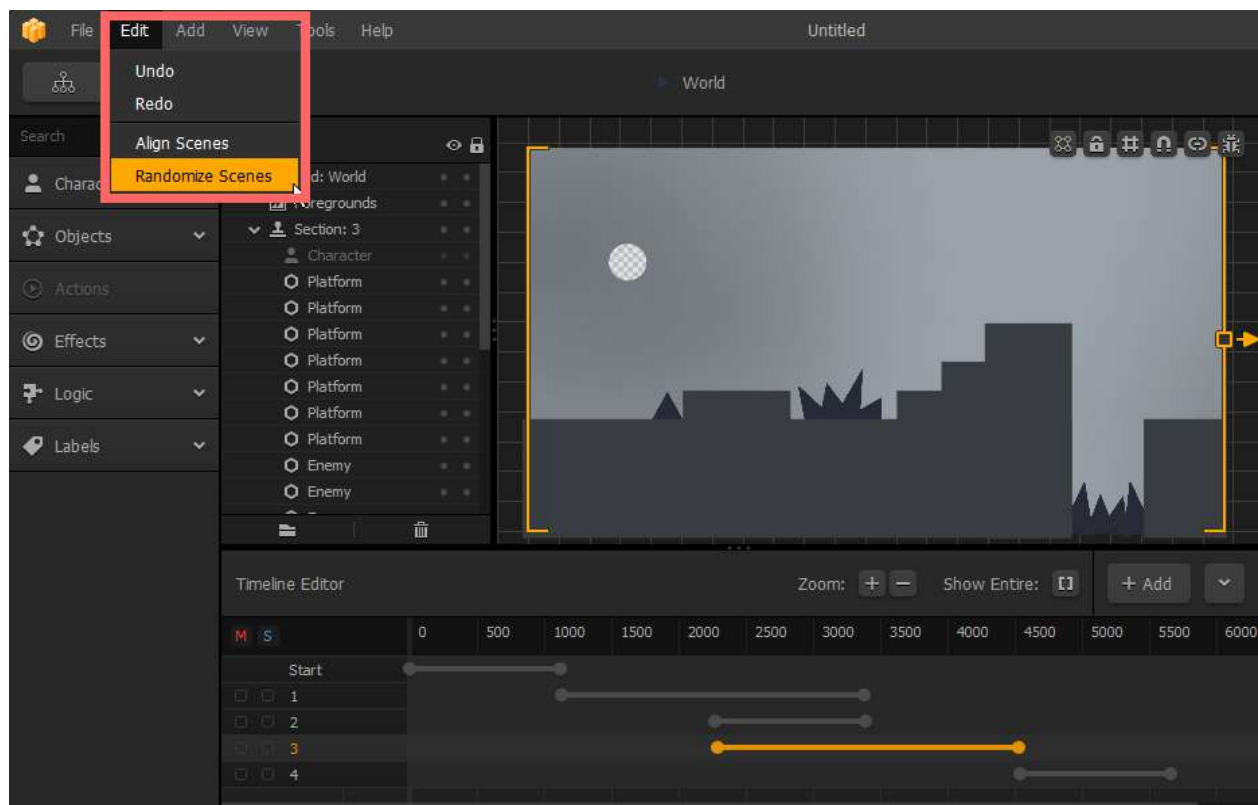

9.7 Timeline Editor

The illustration below means that the start scene will play from 0 to 1000 distance, then scene 1 will play from 1000 to 2250, and then from there, Buildbox will randomize scenes 1, 2 and 3 from 2250 to 3000 game distance.
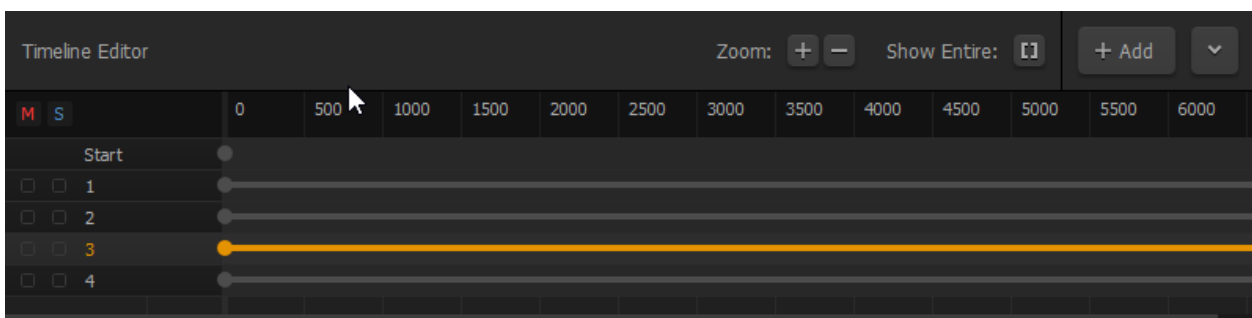
9.8 Timeline Editor

You also have the option to align or randomize scenes by clicking on edit.

9.9 World Screen with Timeline editor

Selecting Randomize Scene will stack scenes one on top of the other except from start scene. This means that Buildbox will randomly choose one scene after another throughout the duration of the game.

9.10 Timeline Editor

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