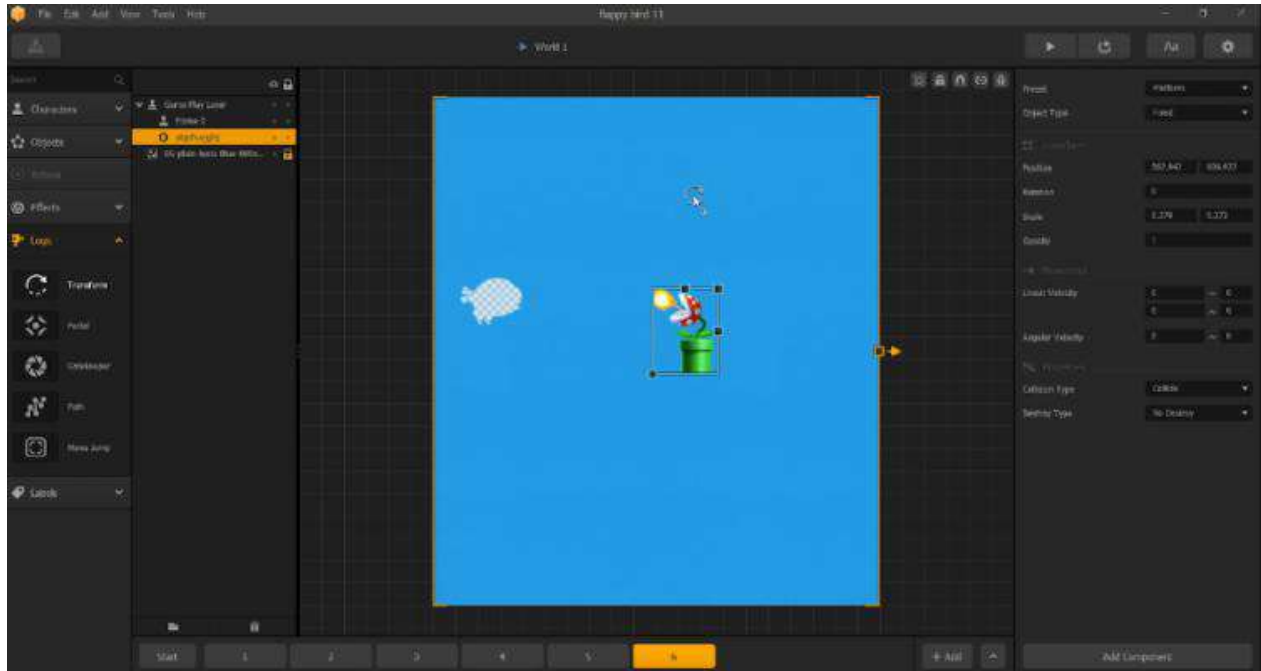e Skill AP
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Game Development Using Buildbox

Logic Items

Logics:

In Logics, using a Transform item to move objects from one place to another place. Let's see the process: Firstly, take one object and give linear velocity in y-axis like shown below:

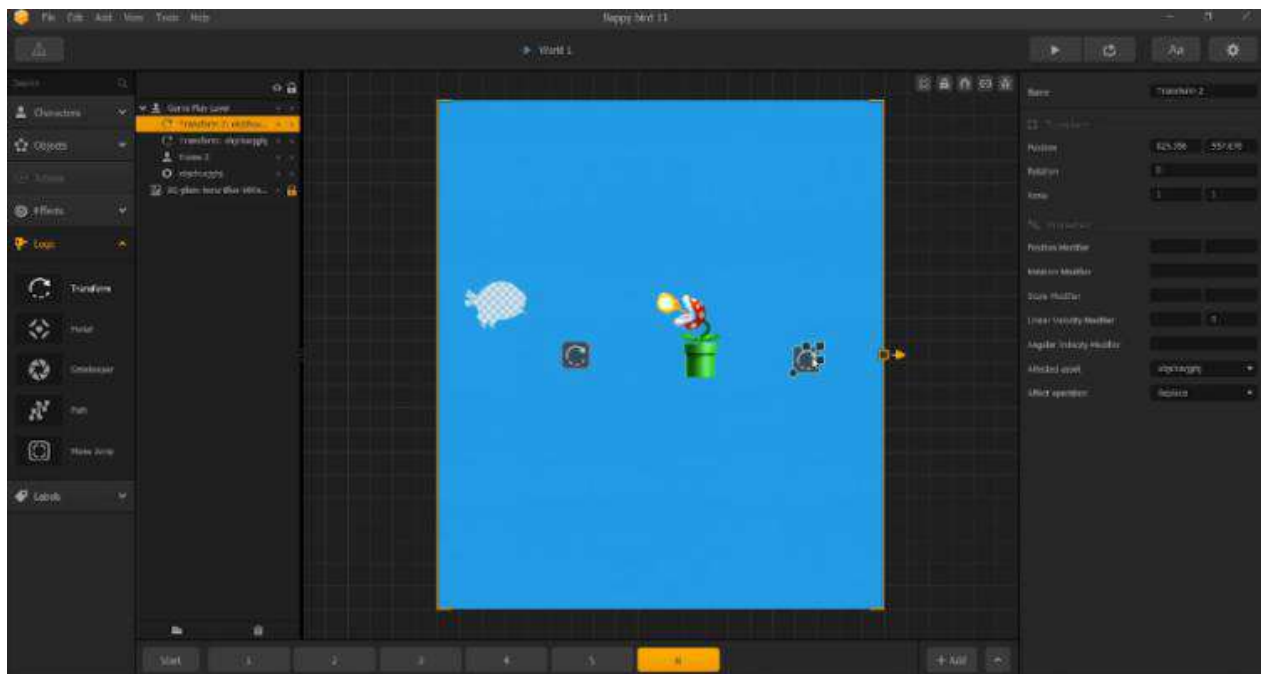Now, drag and drop transforms into the scene by moving objects vertically.

Give transform values, affected asset: object name, Affect operation: replace, linear velocity: y-axis value.

After placing the transform in y- axis, preview the game and observe the output.

Using Transform in x-axis:

Now, place two transforms in x- axis for an object and give linear velocity in x-axis.

Give transform values, Affected asset: object name, Affect operation: replace, linear velocity: x-axis value.

Portal:

Portals are used for jumping the Character from one place in a World, to another – and optionally duplicating the Character. Here using two pipes combined like shown below and drag and drop two portals.
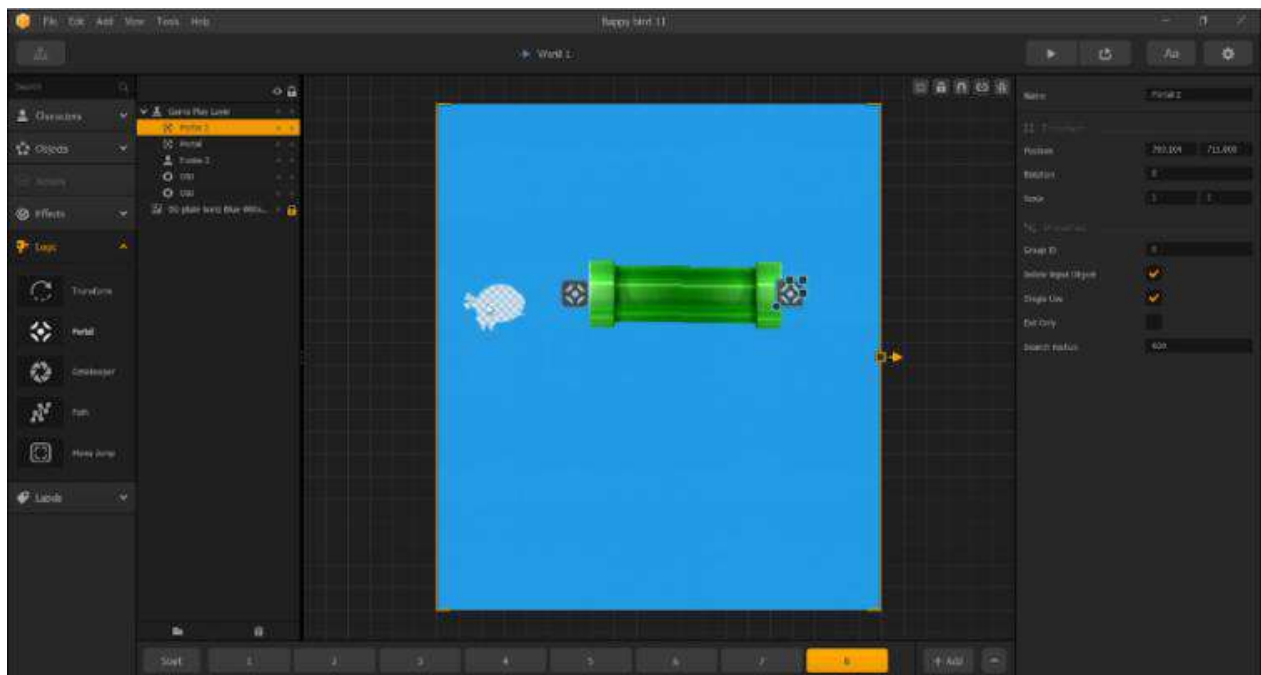

Now preview the game and observe the output.

Path: A Path will let you take the Object on a ride. Control by the player ceases, while the Object moves along the line you have defined.

If we drag a Path Logic piece to our scene editor, we will have the option to create a path for either our character or any object to follow. The + sign lets you add joints and the small circles let you control the direction.

After dragging onto the design screen, you will see the Path represented as a green line.
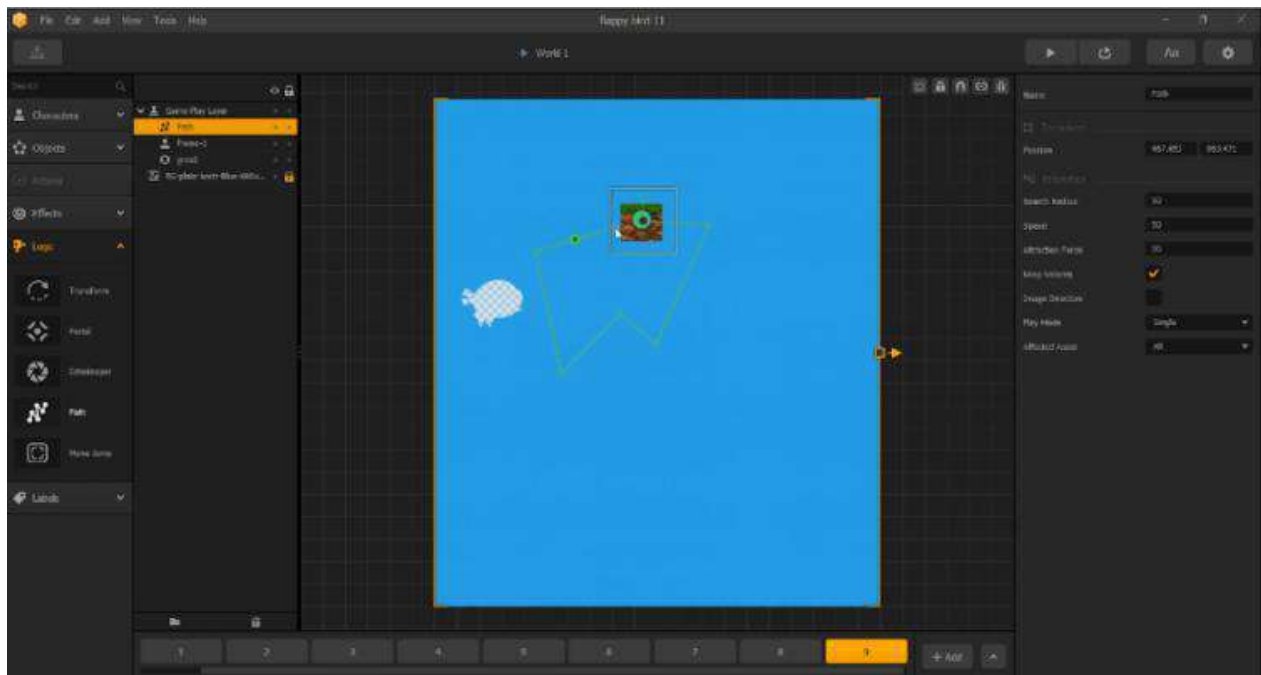
Menu Jump:
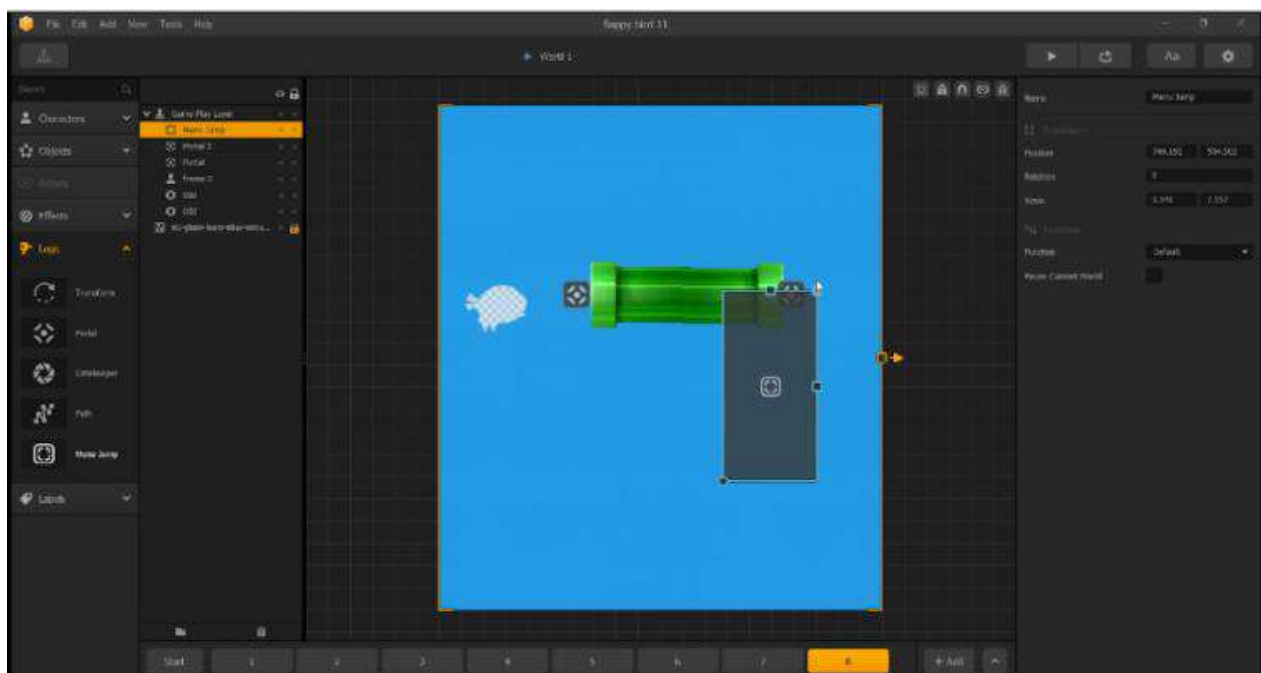
Using Menu Jump will allow you to jump to any world or menu. After dragging a Menu Jump Logic

piece in the scene editor, go to mind map and see the new connection.

Connect the menu jump to the next screen i.e. world 2.