

***** Halloween Hangman HTML5 *****
Documentation by Joffre Macedo Neto
v1.0.0.0

Created: 16/10/2020 / E-mail: joffremacedoneto@gmail.com



Thank you for purchasing my game, I hope you enjoy it a lot and it is helpful to you. Here is the quick help and documentation for this file. This game was created in Construct 2, which is very easy to use and No Programming Required. Everyone can edit this file with some time and little practice. In case you have any doubts or you are unable to do your customizations, leave a comment on CodeCanyon, ask me directly or search on Scirra forums your question. The "Html5-Exported-C3" directory contains the source code of the game exported and ready to be uploaded in your website or freely modified (html5). The "Source-code-C3" folder contains the game with 1280 x 720p resolution that automatically scales proportionally to fit current screen device.

IMPORTANT >>>

THIS GAME WAS DEVELOPED USING CONSTRUCT3 RELEASE r218.

Note: You must have the Construct 3 License to open and enjoy all the features available in the C3P game package.

----- INTRODUCTION -----

"Halloween Hangman" is an educational and casual game that has the function of stimulating people's memories. Discover words that are part of one of the biggest popular celebrations, "Halloween". Try to find the hidden words before completing the whole drawing and learn about Halloween while playing. Play with your friends and try to beat new records with each game. Good luck and have fun!

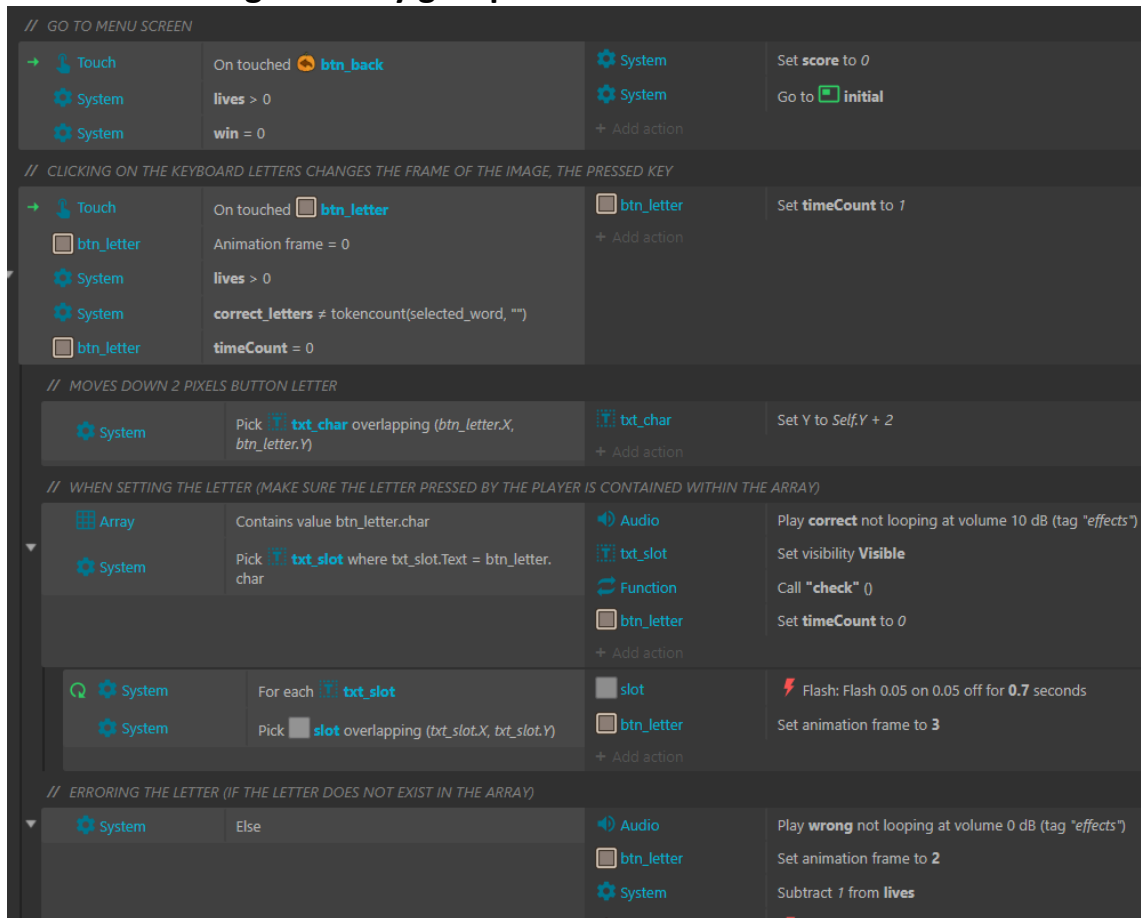
----- CONTROLS -----

***** Desktop and Mobile Devices*****

Use Mouse on Desktop or Touch Buttons on your Mobile Device

----- Game Structure -----

* The code is organized by groups and commented code.

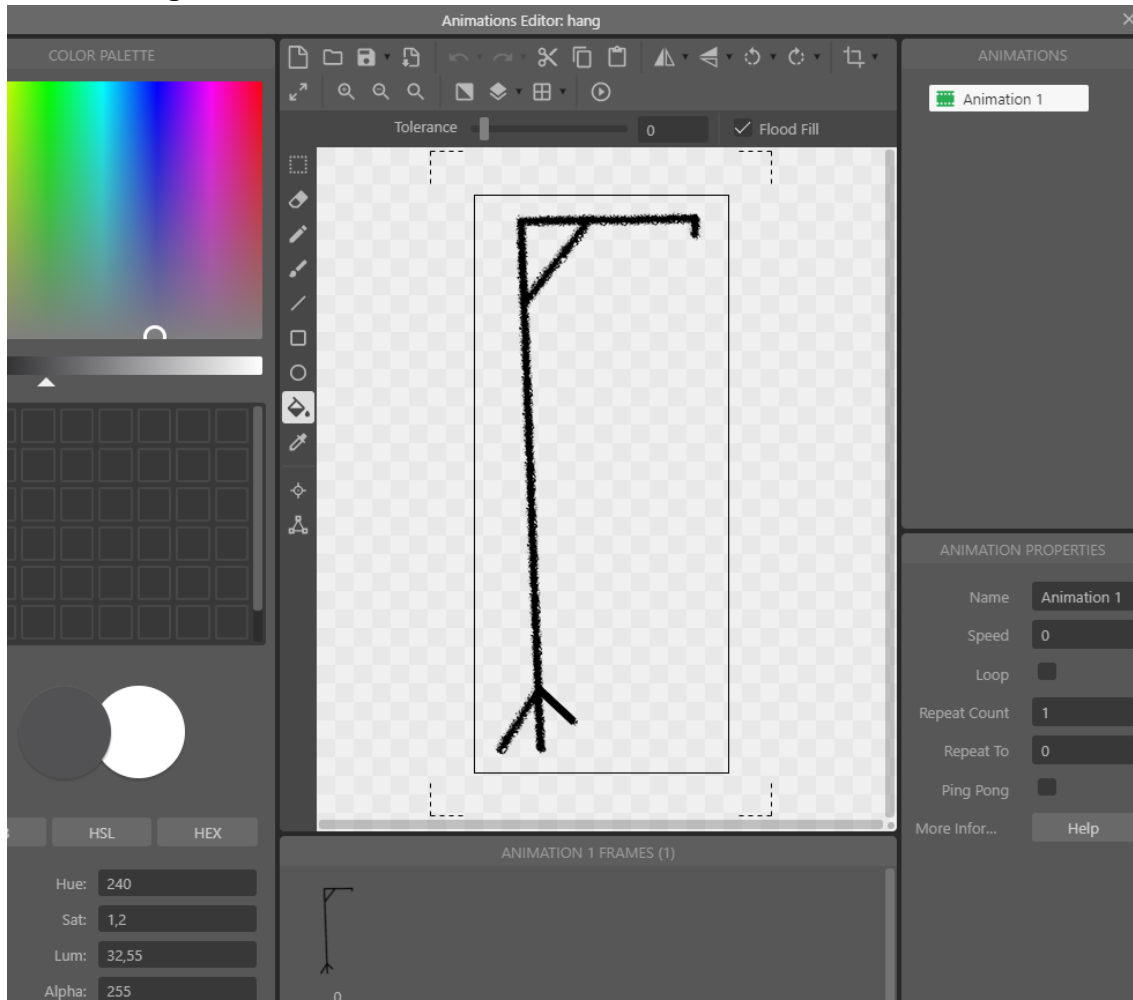


----- FEATURES -----

- HTML 5 game (source code) for your website
- High Definiton (1280x720p)
- AdMob Ads Supported Construct3 (NOT included on source-code)
- Including Constuct 3 file (.c3p and all the source)
- 59 events / maximum 05 layers / home menu / highscore system
- Optimized por Mobile Devices

----- Change Graphics -----

The game contains images that can easily be changed by your own images, if you want to change these images, replace in each sprite contained within the game file.



----- Change Backgrounds -----

The game contains background images that you can edit if you want to change the graphic. If you want to change the background graphic, replace the image inside "Tiled Background or Tilemap" with your own image, then just adjust the new image.

It is highly advised, whether you are a designer or a developer to look further into the file and customize it to your pleasing. See what can be improved upon or changed to make this file work better. Don't hesitate to send me suggestions and feedback to joffremacedoneto@gmail.com or through my profile page at jmneto on the CodeCanyon.net market.

Once again, thank you so much for purchasing this game. As I said at the beginning, I'd be glad to help you if you have any questions relating to this game. No guarantees, but I'll do my best to assist. If you have a more general question relating to the games on Codecanyon, you might consider visiting the forums and asking your question in the "Item Discussion" section.

Good luck with your modifications!

----- THANK YOU SO MUCH!!! -----