GAME CREATOR

1.0.0

Quick Start Guide

What is Game Creator?

Game Creator allows you to create your own android game. With some practice you will be able to create a fun game in just minutes. You can also develop a complex, sophisticated game using the intuitive features of the app.

How to start?

1. Choose your game genre (Platformer, Scroller Shooter, Topview or Run and Jump)
2. Come up with a cool game project name / game title.
3. Start designing your game.

1. Draw some sprites using the built-in sprite editor.
Sprites are the graphical elements of your game.
Draw a player, some blocks to be put in a level, also some monsters or enemies.

2. Create objects.
You need to specify the behaviour of your sprites.
A sprite is only animage, you need to tell what that image should do in the game.
Go to the object editor to choose from a variety of object types.

3. Design levels.
Go to the level editor and place your objects in a level.
Draw some platforms or walls and place your player and enemies.

4. Set the game rules.
In Game Settings you can specify the type of controller, and where controller buttons should appear.

The Sprite Editor

Use the Sprite Editor to create the graphical elements of your game.

File menu:

- Add new frame (animated sprite)
- Delete current frame (animated sprite)
- Save sprite (saved sprites can be used in a different game)
- Clone sprite (pastes clone in sprite browser at current sprite position)
- Delete sprite

Draw menu:

- Draw pixel (use „Pixel view" to magnify drawing area.)
- Draw line
- Draw filled rectangle
- Draw filled ellipse or circle
- Fill (make sure line drawing is closed)
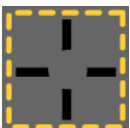- Erase pixel

Transform menu:

- Rotate 90 degrees clockwise
- Rotate 90 degrees counter clockwise
- Horizontal mirror
- Vertical mirror
- Horizontal slide
- Vertical slide

Create menu:

New   Copy   Paste

Collision menu:

- Set image centre
- Set collision box
- Set collision box control mode (automatic by default, set to manual if you need to finetune)

The Level Editor

Use the Level Editor to design the game levels.

Level Editor menu

- Choose object (selected objects will blink)
- Place single object (selected from object browser)
- Place multiple objects (selected from object browser)
- Move object (select objects to move with the Choose object tool)
- Rotate object (select objects to rotate with the Choose object tool)
- Resize object (select objects to resize with the Choose object tool)
- Delete object (you can delete multiple objects, select objects with the Choose object tool)
- Pick object (you can pick objects from the level without using the object browser)
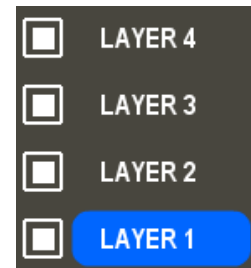- Slide level (if level is larger than the screen)

Toggle menu bar

Use this button in the top tight corner to hide the menu bar and edit the rest of the game area.

Layers

There are four layers available.
Objects will be placed on the selected layer.

You can turn layers on / off to show / hide the objects on the given layer. This makes editing the level easier.

Edit background

You can create a static background image using a specified sprite. This background image will be drawn behind the objects. If the level is scrollable, the image will be horizontally and vertically repeated. When you are in Background Mode, other objects are hidden, so you can easily design the static background image.

The Object Editor

Use the Object Editor to set the behaviour of the actors in your game.

Types of objects available in the current version:

BLOCK
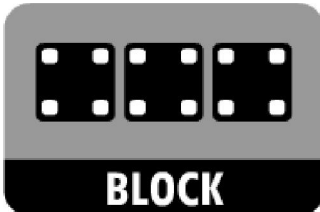
* Game will start without BLOCK objects, but in *Platform* and *Run and jump* games player will fall and die.

Use BLOCK objects to build platforms or walls or other obstacles.

Tips:
- When building platforms, make sure player can jump over gaps, and reach higher platforms (set an appropriate jump strength for the player).
- A block can disappear when player walks on it.
- Blocks can either stop bullets or ignore them.
- You can use a Switch to make a block disappear or become visible.
- Use DESTROYABLE, PUSHABLE and TRANSFORMER block objects for more diverse game action.

CATAPULT
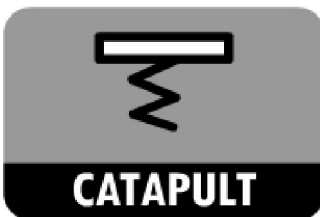
Use this object to catapult player into the air.

Tips:
- Make sure to set and test push power so that player can reach a higher platform.
- You can specify a different sprite for the activated state of the catapult.

COLLECTABLE

Use this object to place collectable items in the game.

Tips:
- You can use a collectable item as ammo, so player can shoot when it is collected.
- You can control a collectible item with a switch.

CONTINUE (button)

Use this object as a button on a splash screen to proceed.
Placing a Continue button in a level also allows the user to jump to the next level without finishing the current one.

DESIGN

Use this object to place background or foreground graphics elements in the current level.
Design elements can be stationary or moving in different directions.

Tips:
- Set the Depth parameter to 0 to create an effect in the background.
- Set the Depth parameter to 5-10 (or higher) to create an effect in theforeground.

DESTROYABLE (block)

Use this object to place blocks that can be destroyed.

Tips:
- You can control this object with a switch.
- Design destroyable blocks so that the user can see what to destroy.

DOOR

Use this object as an open or closed door.

Tips:
- Doors can be opened with keys (key must be picked up, and the door touched for it to open).
- A door can be removed from the current levelusinga switch.

ENEMY

An enemy object is the opponent of the player in a game.
There can be one or more enemies in a level, or none at all.
Enemies can be stationary or moving, and they can shoot at specified intervals.

Tips:
- You can set if an enemy should move towards the player or keep moving in its specified direction (left - right, up - down)
- You can set an enemy's range of detecting the player. If the player is outside the specified range, the enemy will not attack.
- In Topview games, you can set if enemies should move in a random direction after collision (with a wall or other obstacle).

EXTRA LIFE

Use this object to give player an extra life.

FINISH LEVEL

*Game will start without this object, but you cannot finish the level, unless player dies.

Use this object to determine how the current level ends:
1.) Player touches it.
2.) Player reaches a specified score within the level (no need to touch finish level object).
3.) All objects of a specified type are cleared from the current level (no need to touch finish level object).

Tips:
- Use 1. to create „Capture the flag" type games.
- Use 3. to create „Pacman" type games.

HEALTH

Use this object to display Player's health.

Tips:
- Use together with the LIVES and SCORE objects to create a nice hud.
- Size hud objects carefully not to cover up too much of the game area.

HOME (button)

Placing a Home button allows the userto jump to the Title screen from the current level.

HURTING ZONE

Use this object to specify an area which will decrease player's health when player touches it.

Tips:
- You can place more objects next to each other to specify a larger hurting zone.
- Set a higher „decrease health by" value for a more dangerous hurting zone.
- A hurting zone can be removed from the level or made visible (if invisible) using a switch.
- A KILLING ZONE object will instantly set player health to zero (player will die).

KEY

Use this object to place a key in the current level that can be picked up to open a door.
Set the key number (0-100) in the parameters panel.

Tips:
- Doors can be opened using one specified key - set the key number on the door parameter panel.
- You can places several doors and several corresponding keys in a level.

KILLING ZONE

This object will instantly kill player when player touches it.

Tips:
- You can place more objects next to each other to specify a larger killing zone.
- A killing zone can be removed from the level or made visible (if invisible) using a switch.
- A HURTING ZONE object will not instantly kill player, only decrease player's health by the specified amount.

LIVES

Use this object to display the player's number of lives.
The initial number of lives can be set in the Game Settings.

Tips:
- Use together with the HEALTH and SCORE objects to create a nice HUD.
- Size HUD objects carefully not to cover up too much of the game area.

MONSTER

A monster object is the opponent of the player in a game.
There can be one or more monsters in a level, or none at all.
Monsters can be stationary or moving.
* Unlike enemies monsters cannot shoot.

Tips:
- You can set if a monster should move towards the player or keep moving in its specified direction (left - right, up - down)
- You can set if a monster should fall to the ground (at the end of a platform) or stay in the air (e.g. bird) .

PARTICLE EMITTER

Use this object to create a particle effect.

Tips:
- You can create a fountain, leaking pipe, steam, bubbles under water and other nice effects.
- Use the preview in the parameters panel to test the particle emitter.

PLAYER

* Game will start without this object, but you cannot interact with the game.

You can choose between two types of sprite handling:
1.) Top view: player sprite will rotate but not change.
2.) Direction: player sprite will change (as specified) in all directions.

Tips:
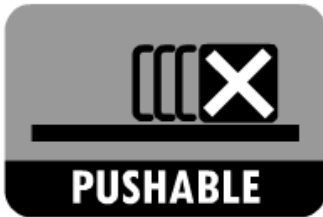- Use 1. to create a real topview game, where all objects are seen from above.
- For any other type of game use 2. with direction sprites.

POWERUP

Use this object to boost player's health.

PUSHABLE (block)

Use this object to place a block in the current level that can be pushed by the player.

Tips:
- A pushable object cannot be destroyed.
- A pushable object can be pushed down a platform.
- You can control a pushable object with a switch.

SCORE

Use the score object to display the score inthe current level.

Tips:
- Use together with the LIVES and HEALTH objects to create a nice hud.
- Size hud objects carefully not to cover up too much of the game area.

SWITCH

Use this object to control events in the current level.
A SWITCH object can control the following events:

1.) Make an object visible (if previously invisible).
2.) Remove an object form the current level.
3.) Activate an object (if previously not active).
* Not all events are applicable to all object types – see parameters panel of each object.
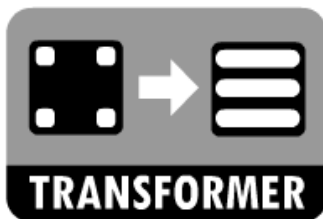
Tips:
- Use a SWITCH object to open a door, activate a monster, remove an obstacle form the level, make a design element visible, and so on.
- Combine switches to create a more complex game experience.

TEXT

Use this object to add some text to the level.

TRANSFORMER (block)

Use this object to place a block in the current level that can transform into a different block.

Tips:
- A transformer block changes when player touches it from the bottom (you can create Mario style games).