

## **Quick start guide**

This is a quick guide to get you started, here you'll find important information to modify the game. See also the **tutorials videos** informed the addresses at the end of this guide.

Official page: <https://www.scirra.com/>

Manual: <https://www.scirra.com/manual/1/construct-2>

### **Opening the Project:**

Run the Construct 2, go to FILE / OPEN.

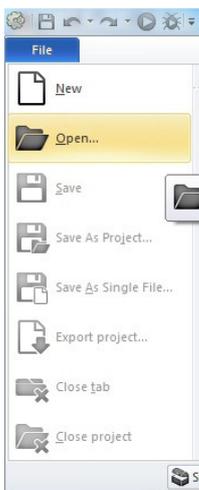


image 1.0

Look for the folder with the name "Platform2DGameStarterKit". Select the "StartKit.capx" file

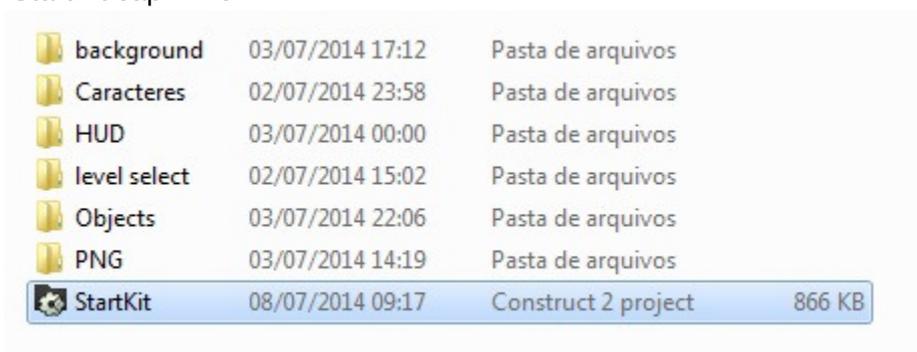


image 1.1

## Knowing the project:

At the top of the desktop we have all the "tabs" of the project.



On the right side of C2, we have the "Layers" field and "Projects"

1 - Layers: are separated by types.

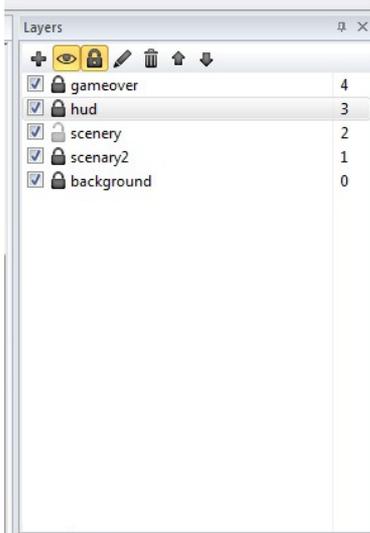


image 1.2

2 - Projects: Here are all of your project as folders, images, layouts and leaves events.

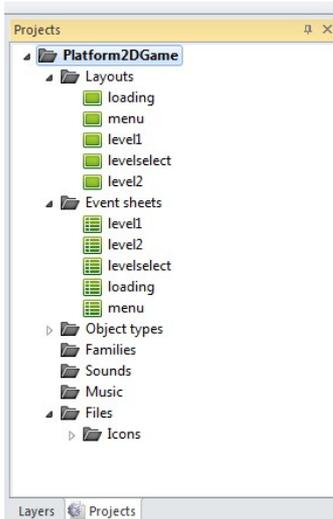


image 1.3

On the left side, is the project properties. With the necessary information of your game, such as name, version, author, email etc.. Just below the system settings that can be changed.

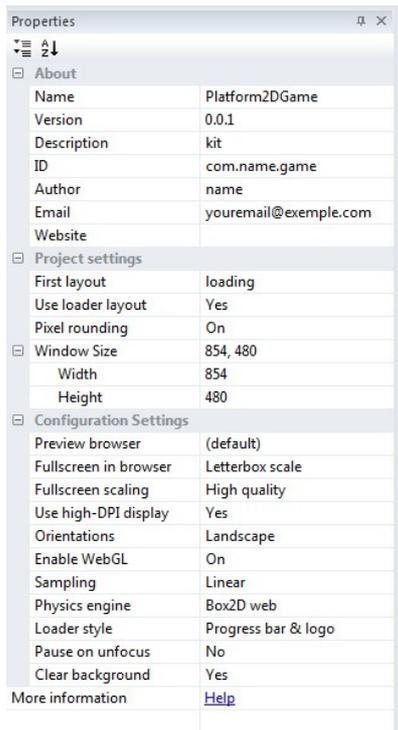


image 1.4

### **Sheet events:**

In the "Projects" field in the "Event sheets" folder, double-click the sheet event called "level1".

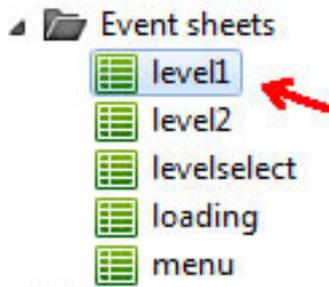


image 1.5

Open the sheet events of the 1st level of your game. Here contains all program called the event. Read more on the Construct 2 manual.

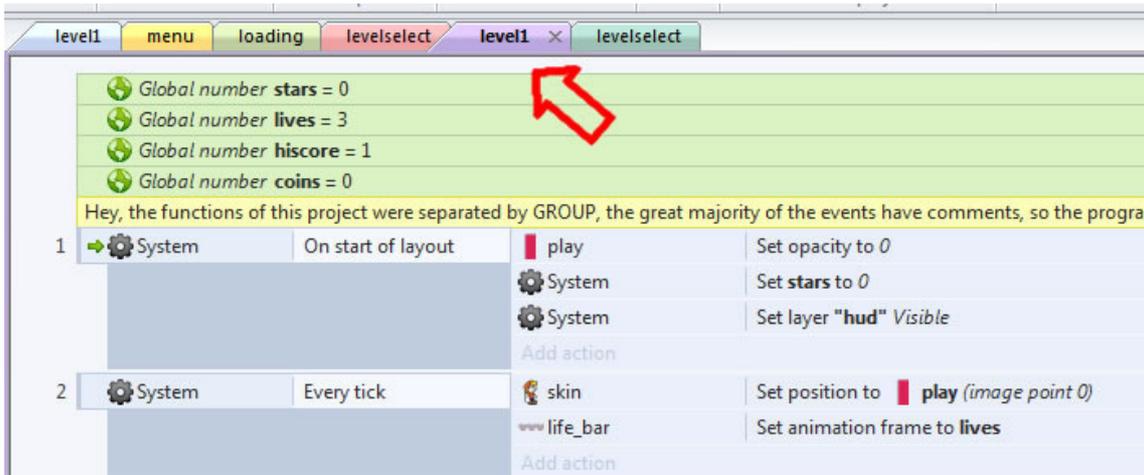


image 1.6

All events are divided into groups to facilitate the implementation and organization of the project. Each event has no comments to facilitate the search of the shares.



image 1.7

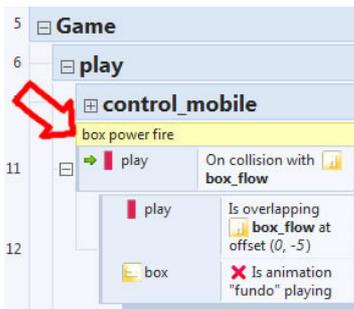
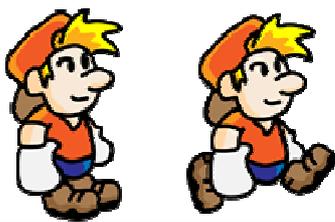


imagen 1.8 - comment

**Character:**



### Global variables:

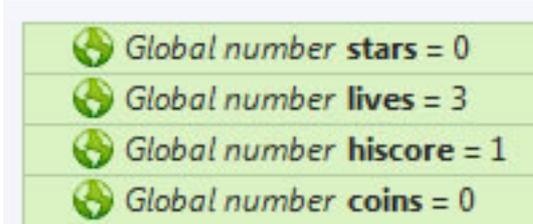


image 2.0

### Lives:

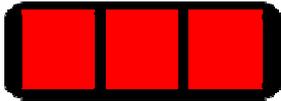


image 2.1

They are defined by the image above has 4 frames (numbered from 0 to 3).

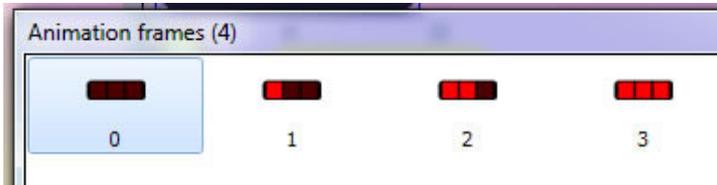


image 2.2

The animation is controlled by a variable of type number called live with value = 3 (because 3 was attributed to the character lives, which can be increased as you wish.)

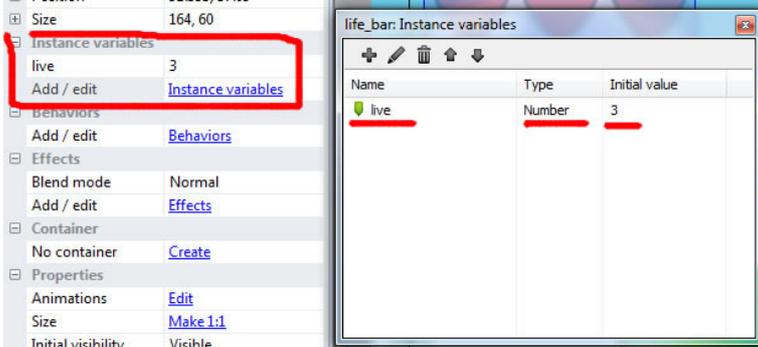


image 2.3

Lives are controlled by a **global variable named lives with value = 3** (note that is the same value as the variable of live animations).

### Golden coins:

Are shown in SpriteFont called "coin\_mc". Have a **variable name coins**, value = 0, and **global variable name coins**.

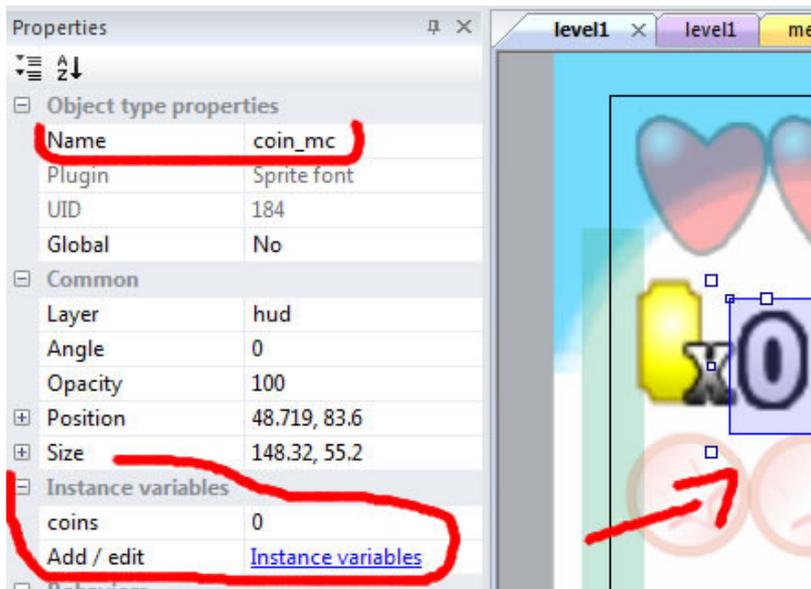


image 2.4

### **Hi-Score:**

The score follows the same logic of coins.

### **Gold coins:**



Attention to the red coins, they have connection with the menu selection levels. Where each coin is a star in the choice phase button.

Watch the video tutorial.

<https://www.youtube.com/watch?v=JJWWw9UMIs0>

### **Tutorials videos (Basic)**

If you are new, I recommend watching the video lessons, enjoy is free:

[https://www.youtube.com/playlist?list=PLGdBDrsyOPm9XGiq1w\\_8DvbEQbHmkn7fx](https://www.youtube.com/playlist?list=PLGdBDrsyOPm9XGiq1w_8DvbEQbHmkn7fx)

More information visit: <https://www.scirra.com/tutorials/top>