

Introduction:

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To celebrate 50+ free gamesalad templates, we have decided to build an extremely nice and easy to customize platform construction kit.

Inside every actor, you'll find a bunch of notes on how everything works, and what each self attribute is made for.

We've made sure the notes are extremely clear and accurate, so you are able to understand this template with ease.

need help with this template or have any other enquiries?

feel free to contact us at help@gsinvention.com

Current built in game attributes, and what each of them do:

move left and right: controls the movement of the main actor, standing still, going left, or going right. if you look inside the main actor inside the move rules, you will find a bunch of notes explaining how it all works.

jump trigger: if this attribute is false, it means the actor cant jump, if its true, then the actor will jump. By pressing the jump button in the game, this toggles this specific attribute.

main actor lives: this is the amount of lives the main actor has in the game. Everytime you collide with an enemy or "lose a life" then this attribute decreases by 1, once this attribute = 0, you die.

constrainsword Y: constrains the swords y position to the main actors y position, so the "equiptable" weapon will always be in reach.

constrainsword X: does the same as the above attribute, except with the X pos.

swing the sword: if this attribute = 1, then that means the user has commanded to attack an enemy by clicking on the attack button.

when this attribute = 1, the sword becomes visible and does a swing motion, when its 0, the sword is invisible.

sword swing left/right: this attribute scans around and makes sure to know which way the sword will swing. If your facing left, this attribute will change to 0, meaning the sword if triggered swings left, and the same for facing right.

reset actors lives too: this attribute must stay the same number as the main actors lives attribute, because when the scene gets reset or you die, the lives have to be reset somehow? and this is just the easiest method I could think of.

ghost enemy speed: controls the speed of all the enemy ghosts, so instead of having to go into each individual ghost and changing a self attribute or changing its speed, i created a global attribute with this feature, so you can easily change the enemy speed.

character jump height: controls the height that the main player can jump at.

character move speed: the speed that the main player moves at left and right.

characters gravity: the fall speed of the main player.

coins: when you pick up a gold coin in the game, it is registered with this attribute. This attribute keeps track of all your coins.

kill how many enemies: currently this attribute is set to 5, meaning you have to kill 5 enemy ghosts in order for the big brown door to open up so you are able to continue to the next part of the level.

If you set this to 4, then you would have to kill 4 enemy ghosts, etc.

reset kill how many enemies: make sure this attributes number is the same as the one above, as we have to reset the attributes back to something right?

red key: if you collect the red key, this attribute turns true, meaning you've collected it.

player platform x: keeps track of the moving platforms, so if you collide with a moving platform, you wont fall off of it.

trigger bombs?: when playing the game, theres an invisible white actor above the first moving platform you encounter, if you collide with this object, you will trigger the attribute to turn to true, meaning the bombs fall from screen, {see bomb actors}

find the key text: if you don't find the key, but try finish the level, this attribute makes sure to display text saying "find the key" if you find the key, this attribute changes its value, so the game can be completed.

checkpoint number: if this attribute is above 0, then when you die, the scene doesn't reset from beginning, you spawn at your last saved checkpoint.

checkpoints x value: pinpoints the position of the last used checkpoint.

checkpoints y value: same as above, but the y pos instead.

double coins PU: this attribute is a powerup, if you collect it, all your coins will be doubled if collected in a certain amount of time. see main actor, coins, and white screen actor on scene for more details.

player width: this attribute must be set to whatever the main actors width is, as this attribute is being used for the jump through platforms, and we need to know when its okay to jump through a platform.

player height: is the same as the above, except its height, not width.

player x: we are getting the players x position for the jump through platforms.

player y: we are getting the players y position for the jump through platforms.

checkpoint message: if you collide with checkpoint, this attribute goes to true, and displays “checkpoint reached” text for 2 seconds.

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