



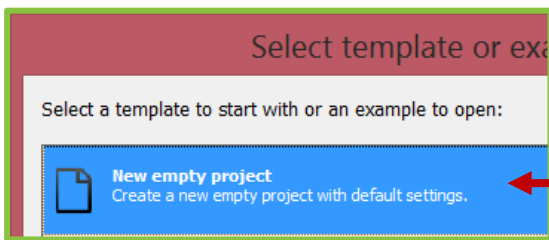
Introduction

Construct 2

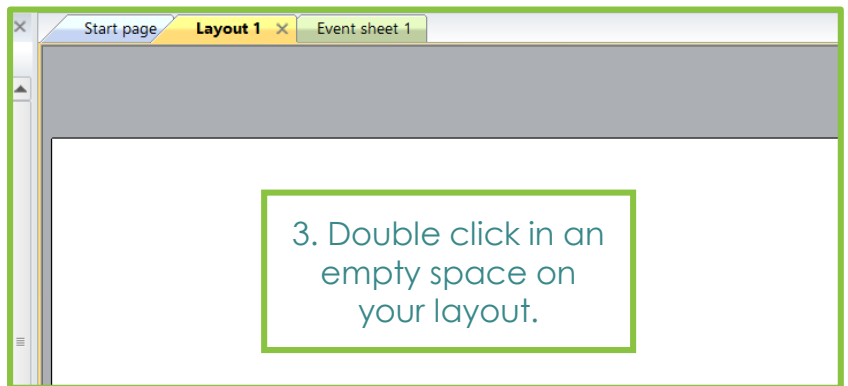
1. Start by opening Construct 2 and clicking on **New Project**.



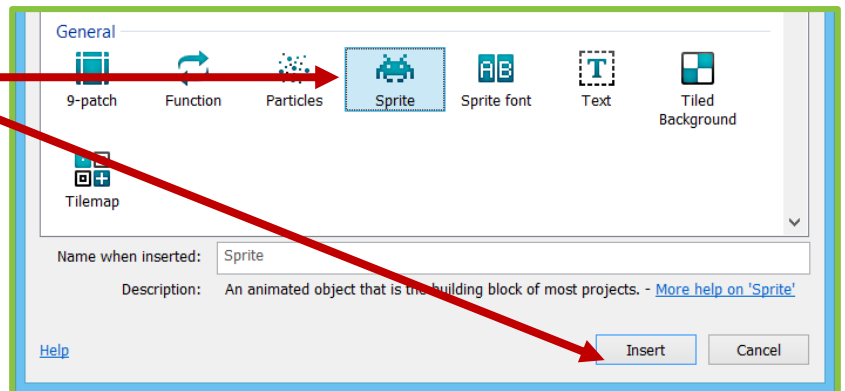
2. Click on **New empty project**.



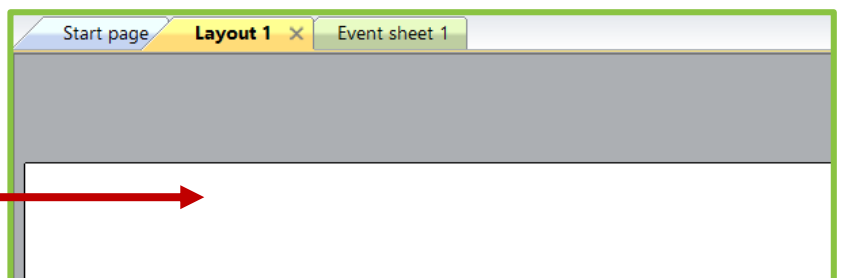
3. Double click in an empty space on your layout.



4. Click on **Sprite** and **Insert**.

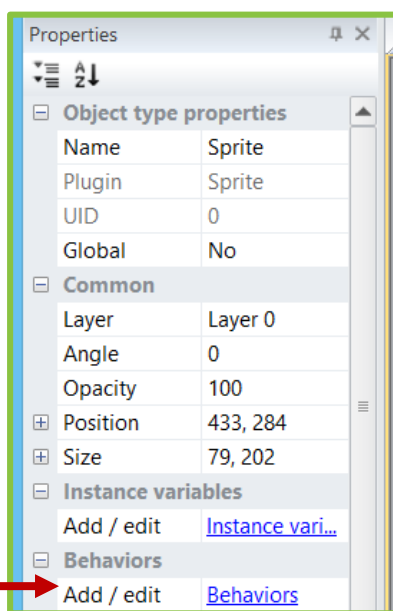
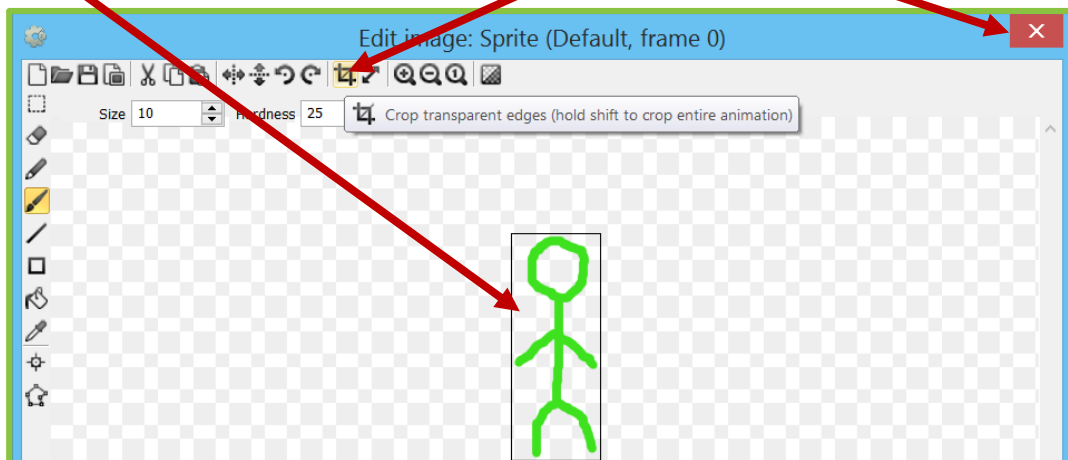


5. Click anywhere on your layout to place your new sprite.



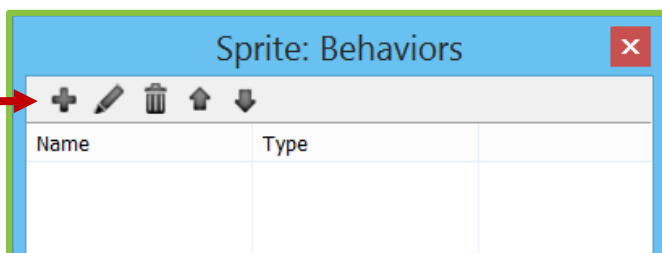
6. Draw your character (a stick man will do for now).

7. Click on the crop button to remove the space around your character and then close the window.

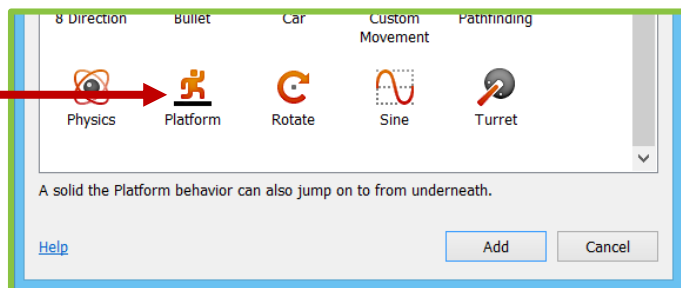


8. Add a behaviour from the **Properties** panel.

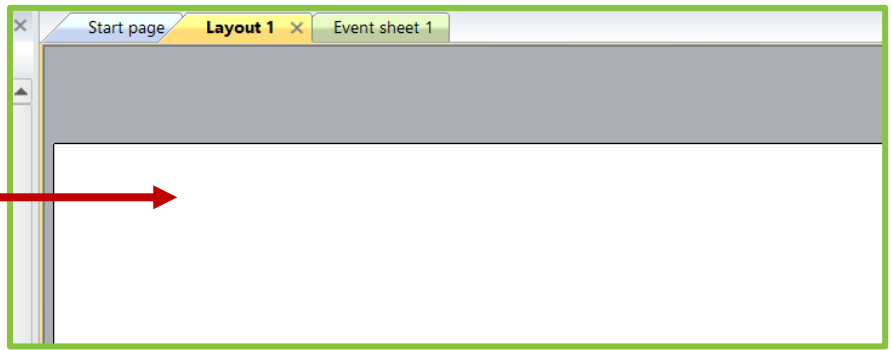
9. Click on the + button to add a behaviour.



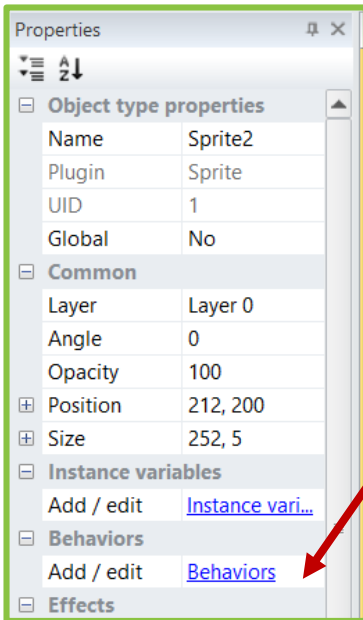
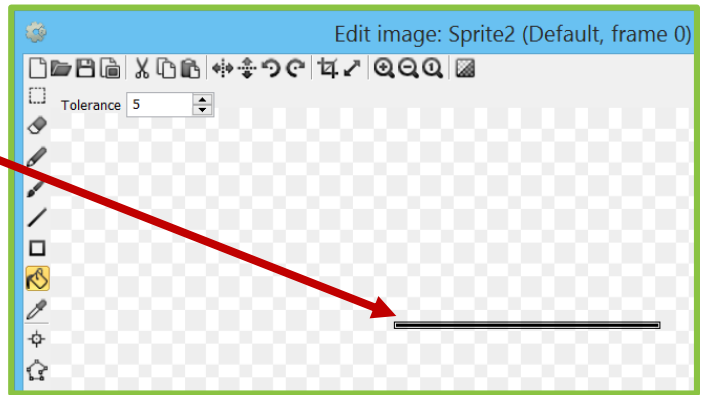
10. Add the **Platform** behaviour.



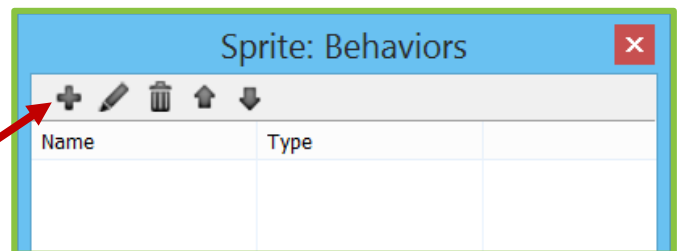
11. Double click in an empty space to add another sprite.



12. Draw a line, crop your sprite and close the window.

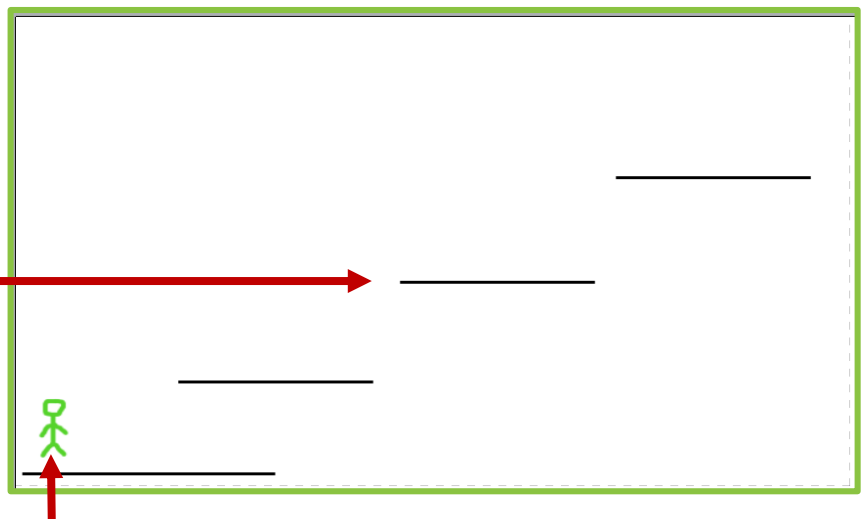


13. Add a behaviour from the **Properties** panel.



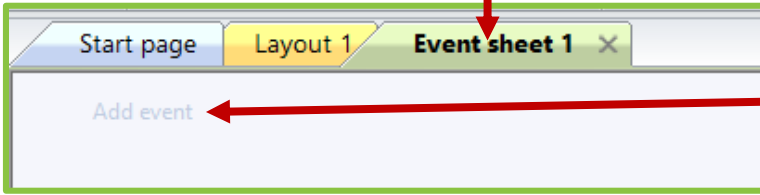
14. Click on the + button and add the **Solid** behaviour.

15. Make copies of the line sprite to create some platforms.



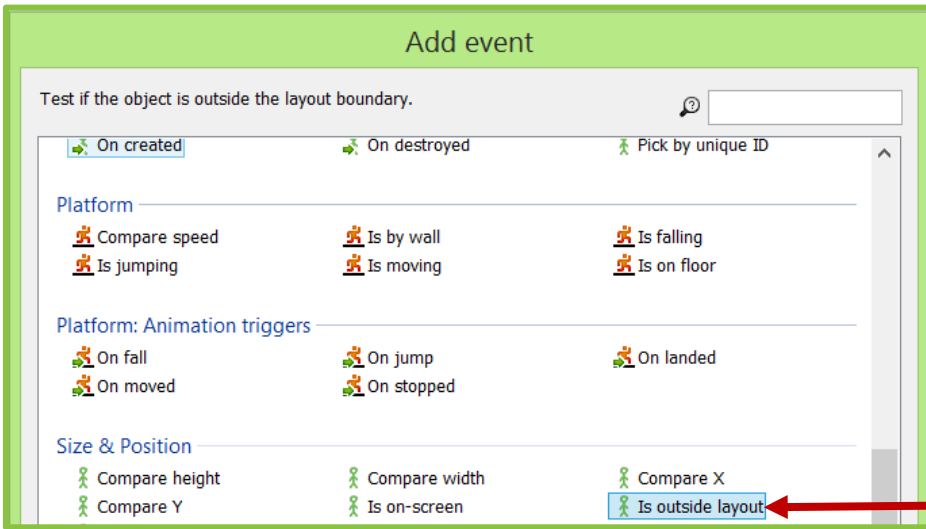
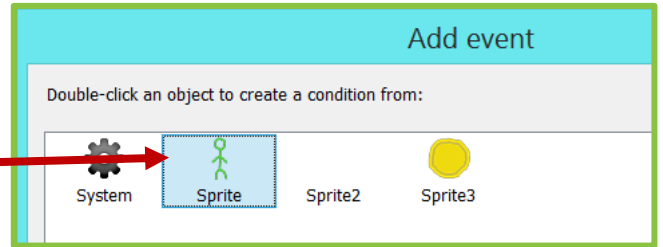
16. You may also want to make your character sprite smaller.

17. Switch to the **Event sheet**.

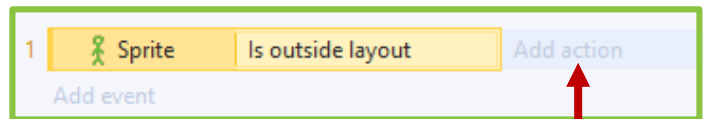


18. Click on **Add event**.

19. Click on your character and click **Next**.

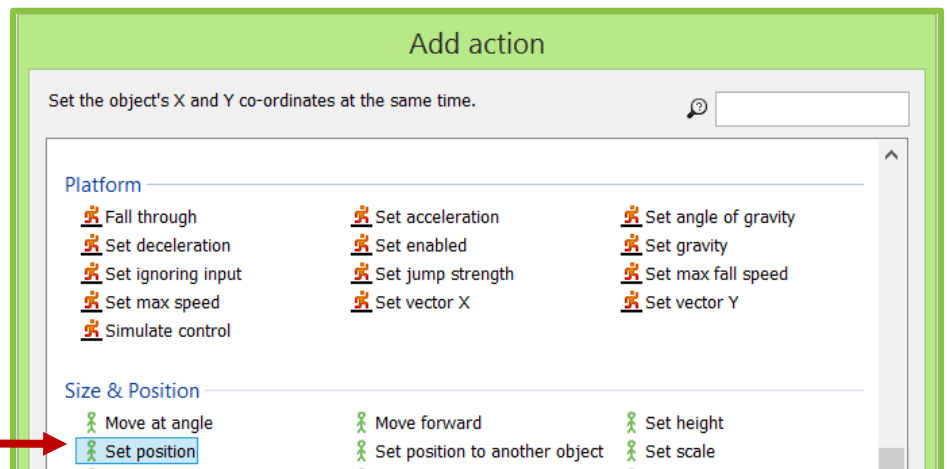


20. Choose the **Is outside layout** event.



21. Click **Add action**.

22. Choose the **Set position** action.



Parameters for Sprite: Set position

New X co-ordinate, in pixels.

X

Y

Cancel

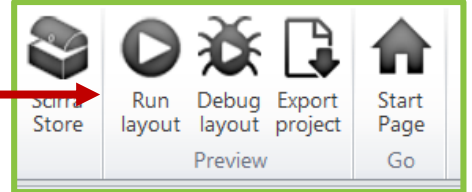
[Help on expressions](#)

Back

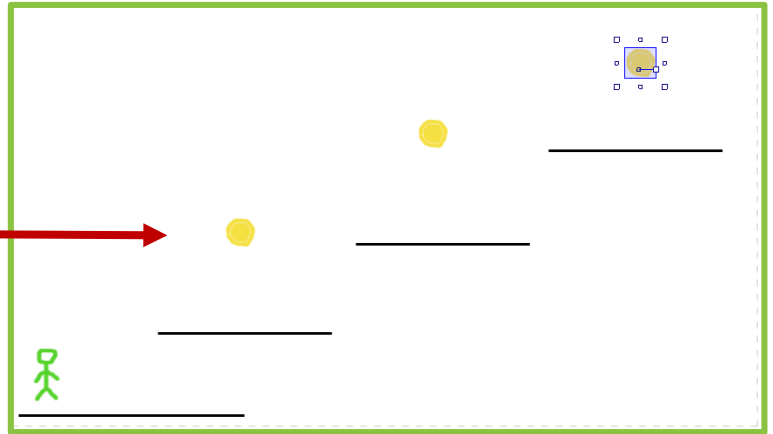
Done

23. Set X to 50 and Y to 400.

24. Click on Run layout to test your game (use the arrow keys to control your character).



25. Create a new sprite and draw a coin. Make copies of it and places them around your layout.

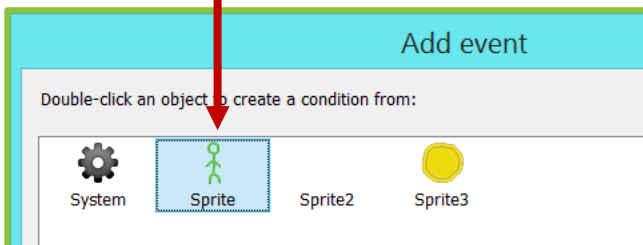


1 Sprite Is outside layout Sprite Set position to (50, 400)
Add action

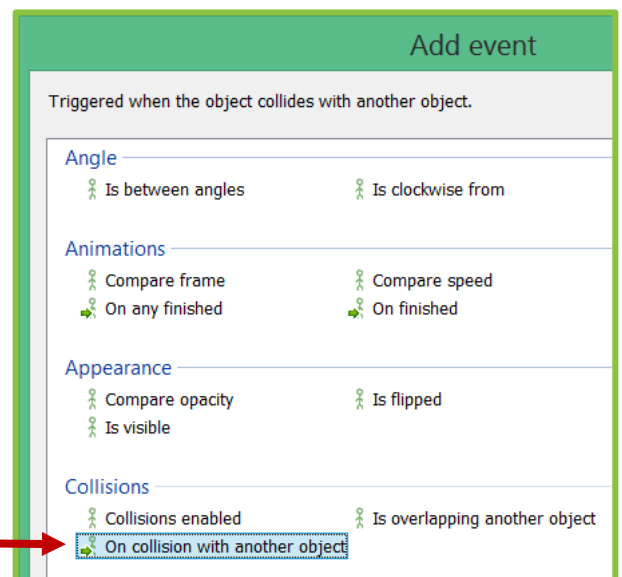
Add event

26. Add another event.

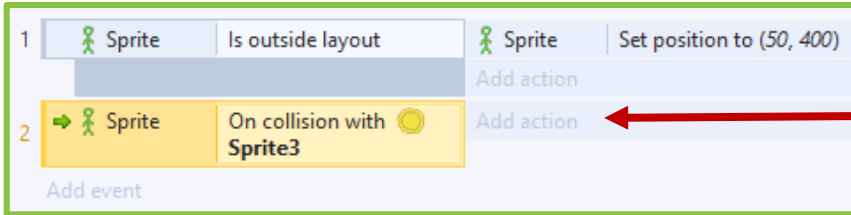
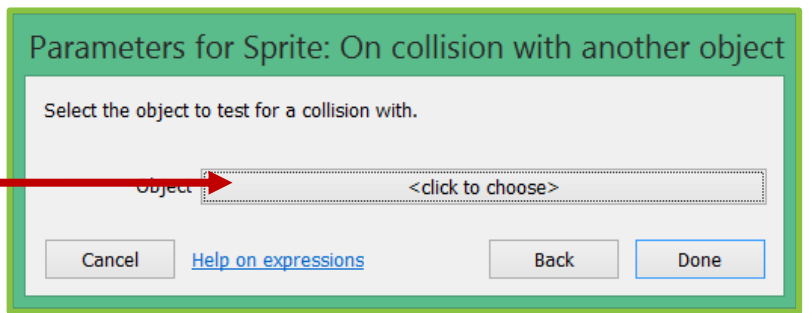
27. Click on your character and click **Next**.



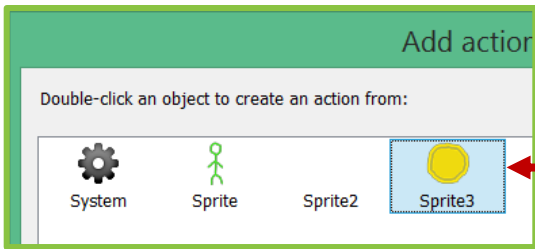
28. Select **On collision with another object** and click **Next**.



29. Click on **<click to choose>** and select your coin sprite. Then click **Done**.

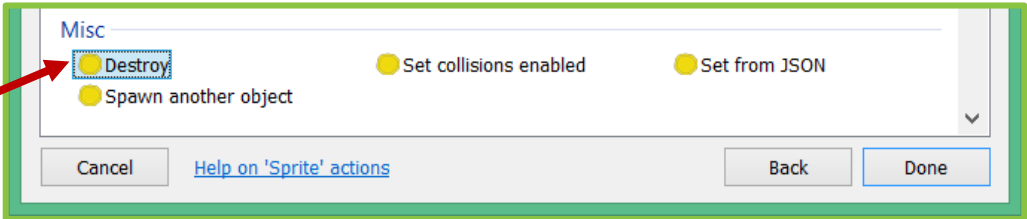


30. Click on **Add action**.



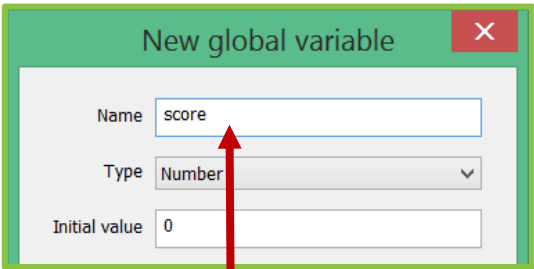
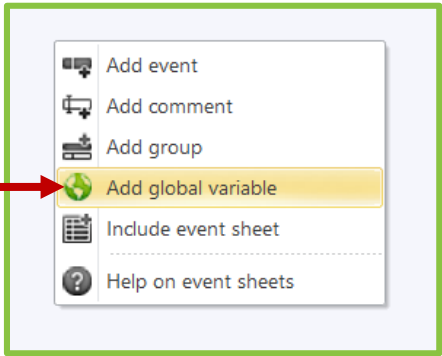
31. Click on your coin sprite and click next.

32. Select the **Destroy** action and click **Done**.



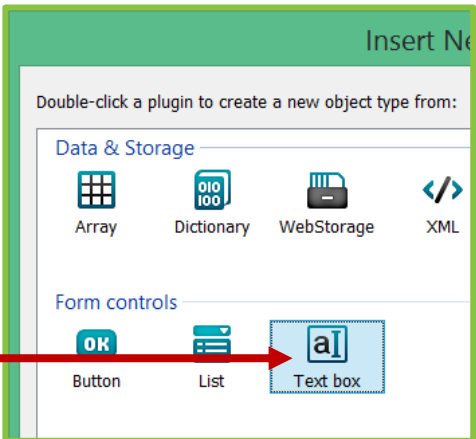
33. Now run your game and test it.

34. Right click on your event sheet and select **Add global variable**.



35. Name the variable **score** and click ok.

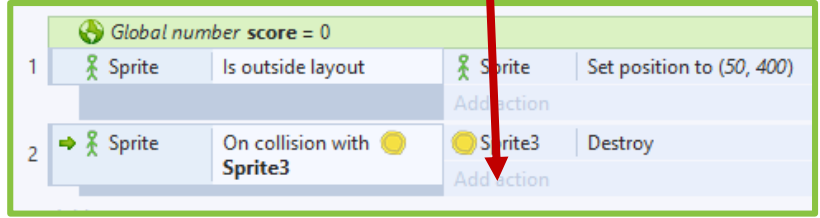
36. Switch back to your layout, double click on the background and add a **Text box**.



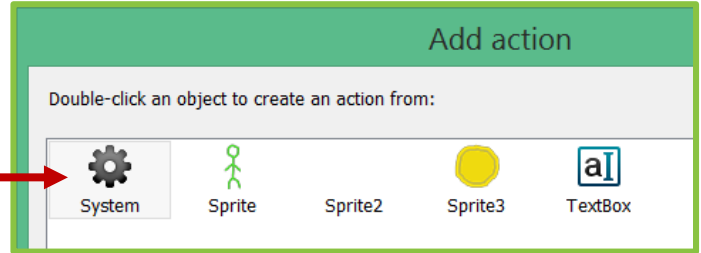
37. Place the text box in the top left corner of the layout.



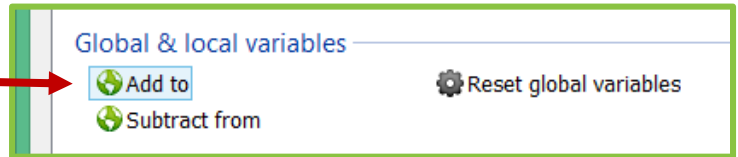
38. Switch back to your event sheet and add another action.



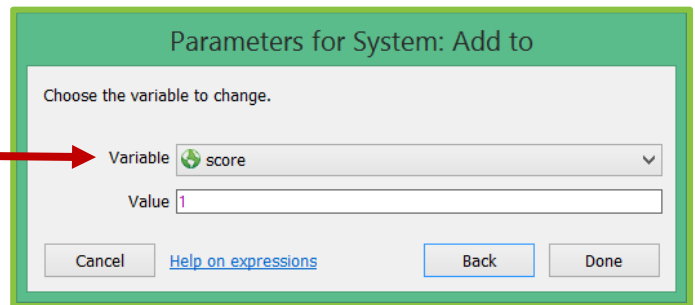
39. Select **System** and click **Next**.



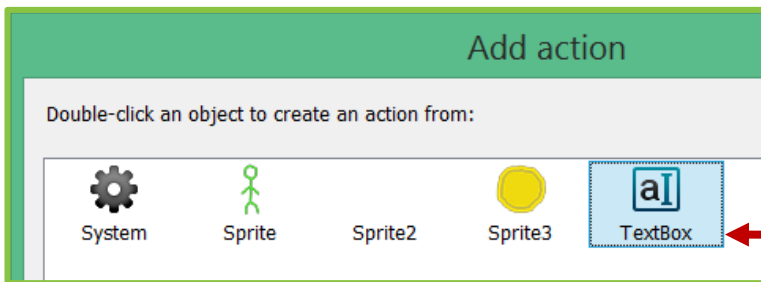
40. Select **Add to** and click **Next**.



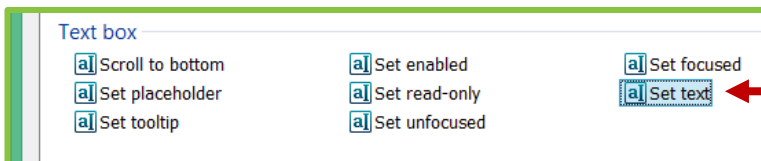
41. Check that you have these settings and click **Done**.



42. Add another Action, select your **TextBox** and click **Next**.



43. Select **Set text** and click **Next**.



44. Enter **"score "&score** and click **Done**.

