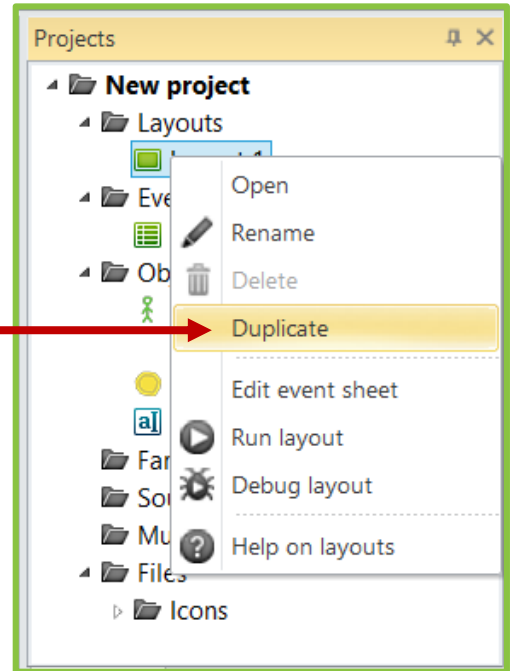




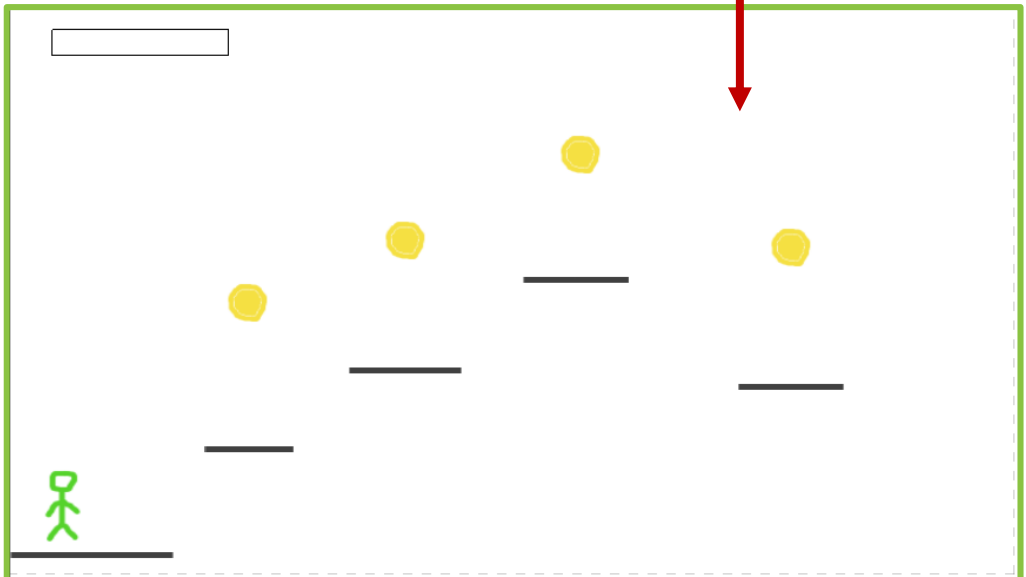
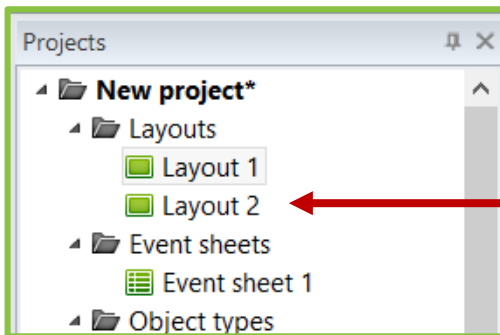
# Levels

## Construct 2

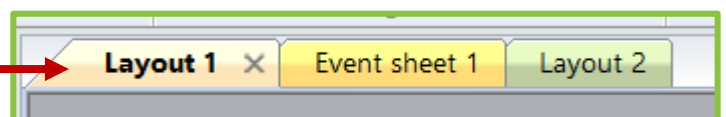
1. In the **Projects** panel right click on **Layout 1** and click **Duplicate** to make a copy of your first level.



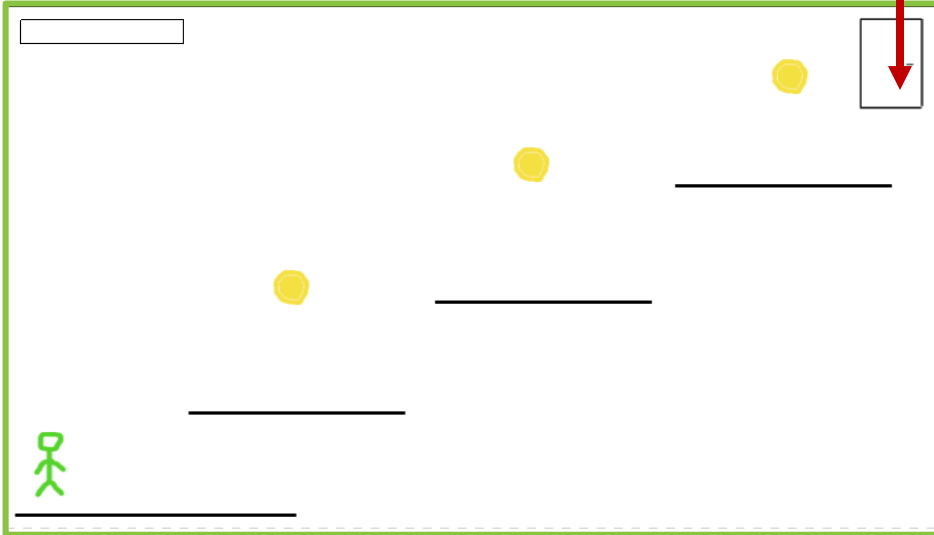
2. Double click on **Layout 2** to open it and change the layout to make the second level of your game.



3. Switch back to **Layer 1**.



4. Create a new sprite a draw a door shape. Place the sprite in the top right hand corner.



5. Switch to **Event sheet 1** and add a new event.

Global number score = 0

1	Sprite	Is outside layout	Sprite	Set position to (50, 400)	
				Add action	
2	Sprite	On collision with Sprite3	Sprite3	Destroy	
				Add action	
				System	Add 1 to score
				Add action	
				TextBox	Set text to "Score "&score
				Add action	

Add event

6. Add the event to your character sprite.

Add event

Double-click an object to create a condition from:

System Sprite Sprite2 Sprite3 Sprite4 TextBox

7. Select on **collision with another object**.

Add event

Triggered when the object collides with another object.

Angle

- Is between angles
- Is clockwise from
- Is within angle

Animations

- Compare frame
- Compare speed
- Is playing
- On any finished
- On finished
- On frame change

Appearance

- Compare opacity
- Is flipped
- Is mirrored
- Is visible

Collisions

- Collisions enabled
- Is overlapping another object
- Is overlapping at
- On collision with another object**

8. Select your door sprite.

### Parameters for Sprite: On collision with another object

Select the object to test for a collision with.

Object

Cancel [Help on expressions](#) Back Done

Global number score = 0			
1	Sprite	Is outside layout	Sprite Set position to (50, 400)
2	Sprite	On collision with Sprite3	Sprite3 Destroy System Add 1 to score TextBox Set text to "Score "&score
3	Sprite	On collision with Sprite4	Add action

8. Add an action to your new event.

9. Add the event to the **System**.

### Add action

Double-click an object to create an action from:

System Sprite Sprite2 Sprite3 Sprite4 TextBox

10. Add the **Go to layout** action.

### Add action

Jump to another layout in the project.

Display

- Set canvas size
- Set fullscreen scaling
- Snapshots

General

- Create object
- Go to layout
- Go to layout
- Restart layout
- Set group active
- Stop loop

11. Select **Layout 2**.

### Parameters for System: Go to layout

Choose the layout to go to.

Layout

Cancel [Help on expressions](#) Back Done

12. Now Run and test your updated game.