



Intermediate – Part 1

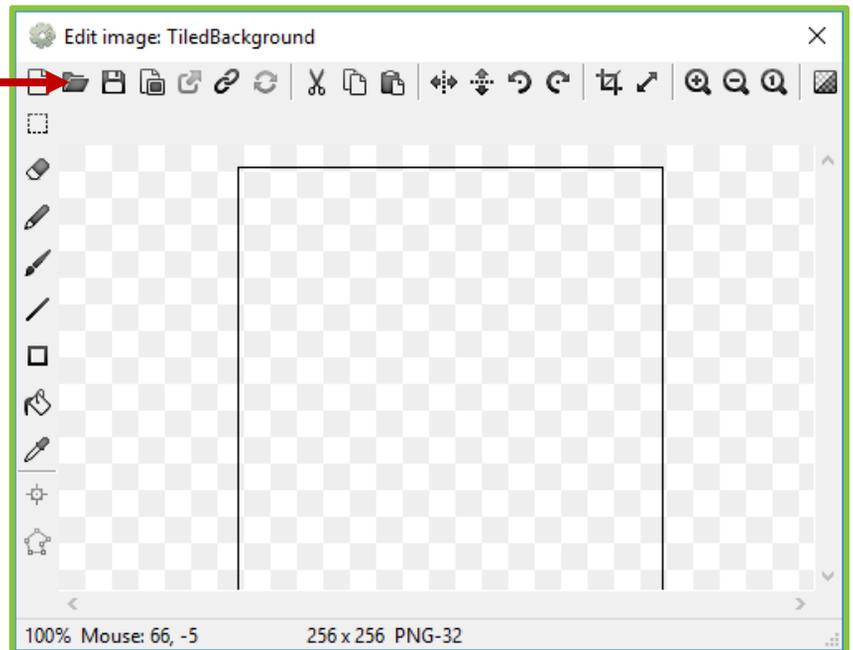
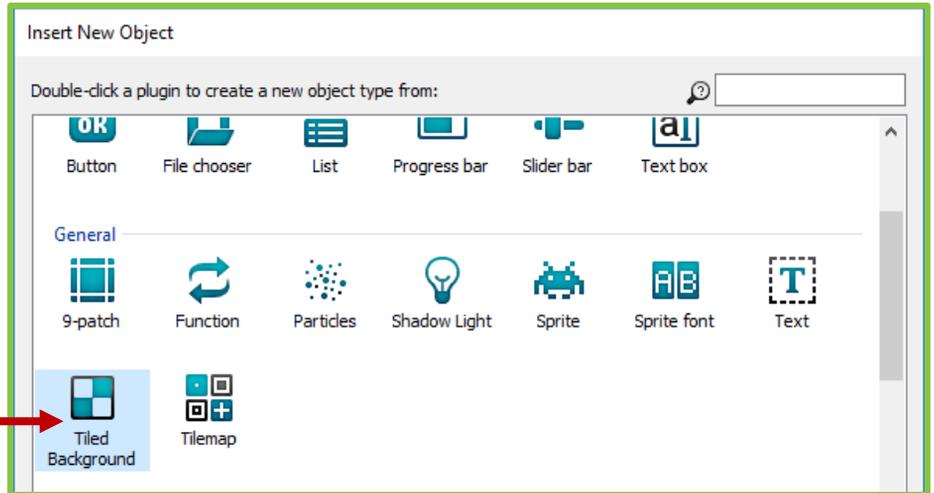
Construct 2

1. Start by creating a **New empty project**.

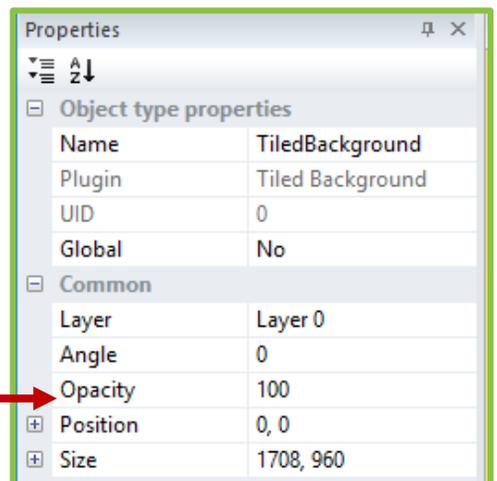
2. Double click in an empty space on your layout.

3. Insert a **Tiled Background**.

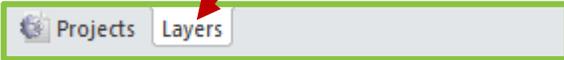
4. Import the **bg.png** graphic.



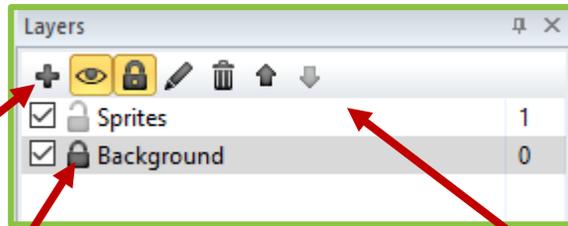
5. In the **Properties** panel for the tiled background set the **Position** to **0,0** and the **Size** to **1708, 960**.



6. Switch to the Layers panel.



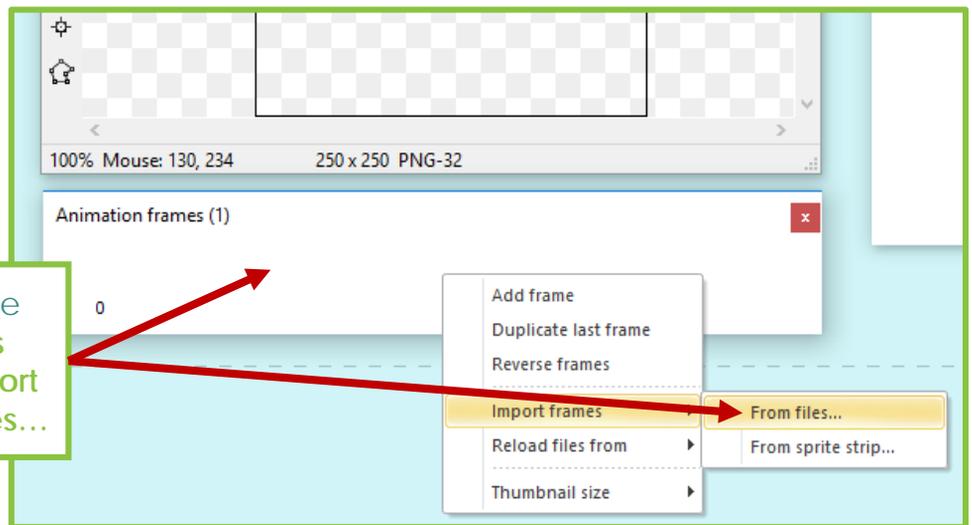
7. Create a new layer and rename the layers as shown.



8. Lock the **Background** layer, this will stop you accidentally editing it.

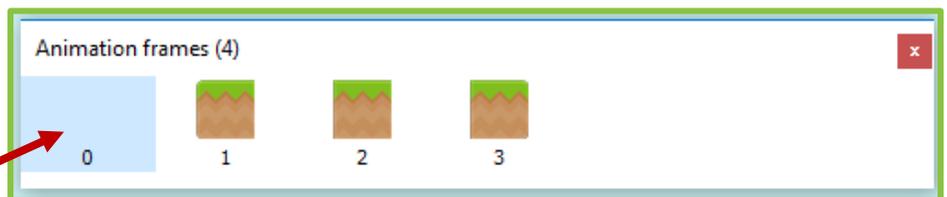
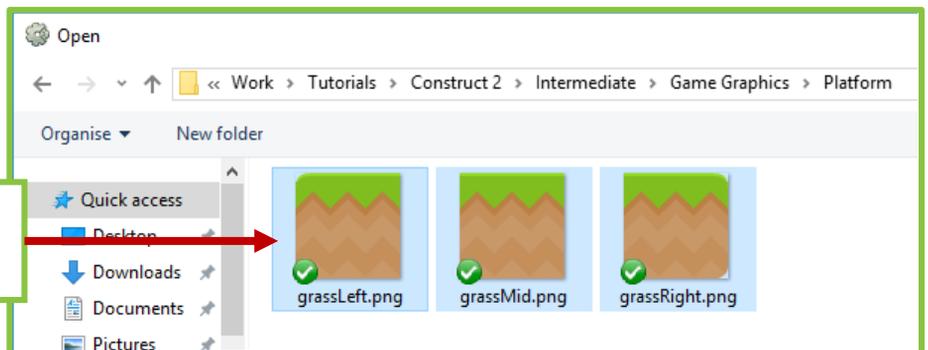
9. Ensure the **Sprites** layer is selected.

10. Insert a new sprite.



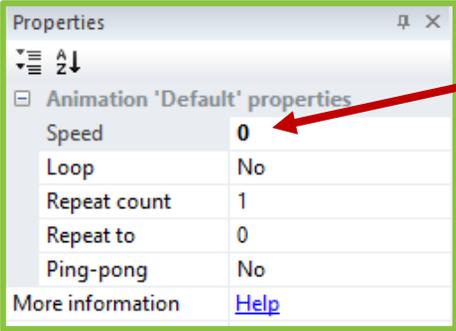
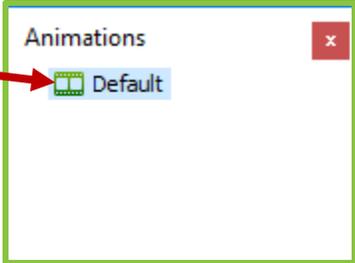
11. Right click in the **Animation frames** window, select **Import frames** and **From files...**

12. Select the 3 platform graphics.



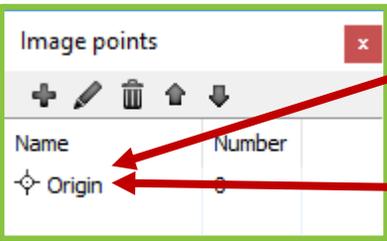
13. Right click on frame 0 and delete it.

14. Click on the **Default** animation in the **Animations** panel.



15. In the Properties panel set the Speed to 0.

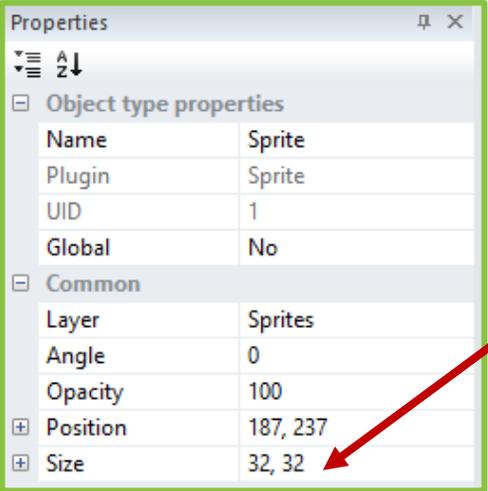
16. Click on the Origin icon.



17. Right click on **Origin** in the **Image points** window, click on **Quick assign** and **Bottom**.

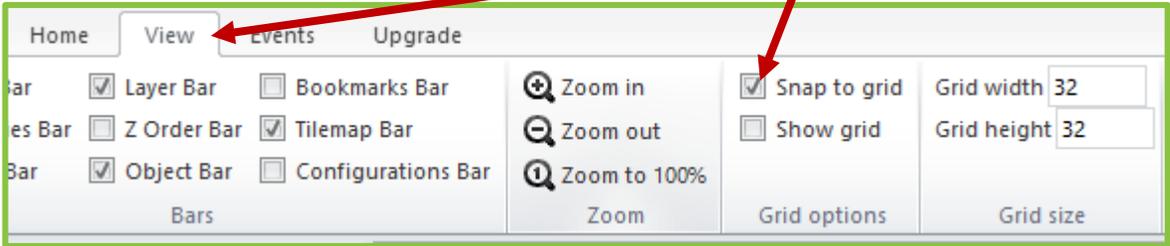
18. Right click on **Origin** and click on **Apply to whole animation**.

19. Close the sprite window.

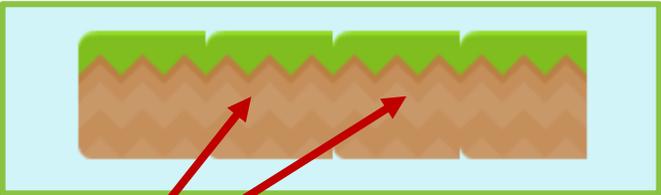


20. Set the **Size** of the platform sprite to **32, 32**.

21. Click on the **View** menu and select the **Snap to grid** option.



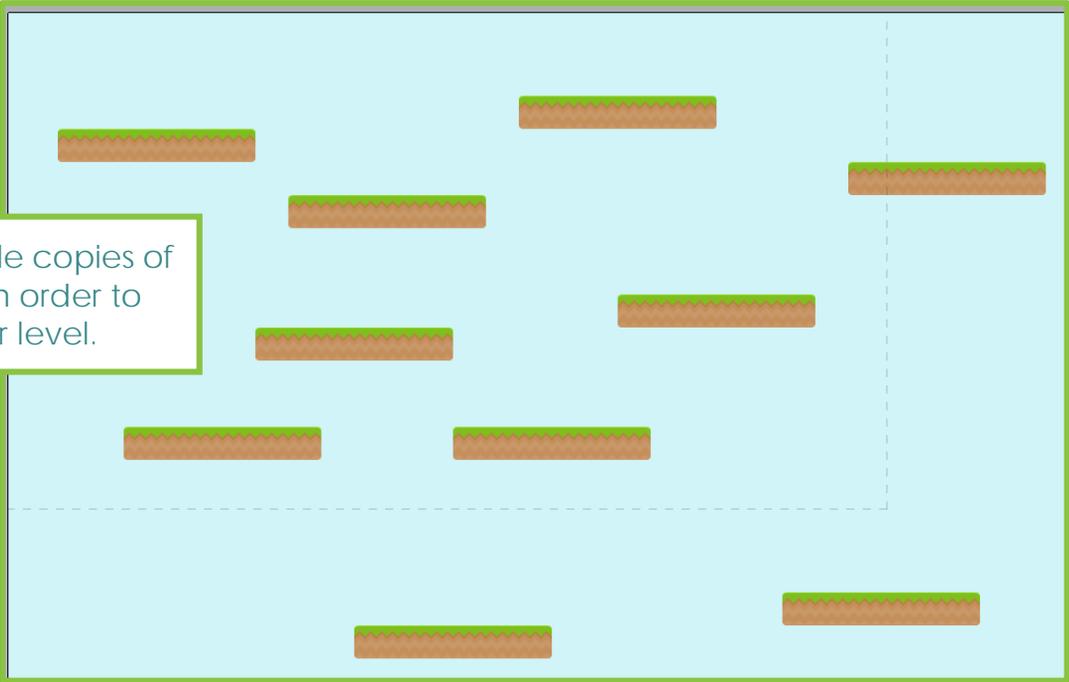
22. Make several copies of the platform sprite.



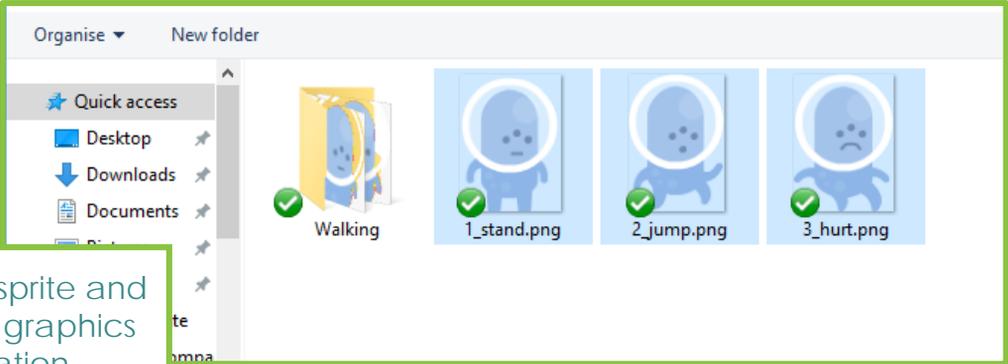
23. Set the **Initial frame** of the middle sprites to 1 in the **Properties** panel. Set the **Initial frame** of the last sprite to 2.

24. Add the **Solid** behaviour to the platform sprite.

Properties	
Animations	Edit
Size	Make 1:1
Initial visibility	Visible
Initial animation	Default
Initial frame	1
Collisions	Enabled

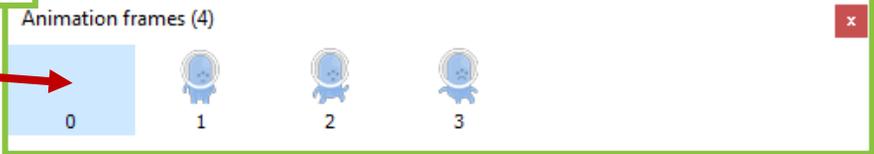


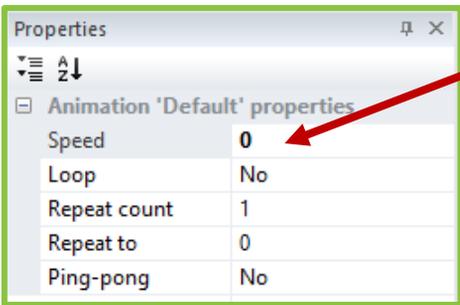
25. Make multiple copies of the platform in order to create your level.



26. Create a new sprite and import the player graphics into the animation.

27. Delete frame 0.

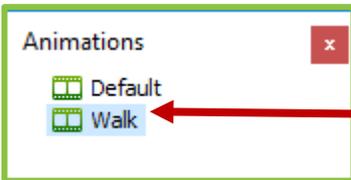
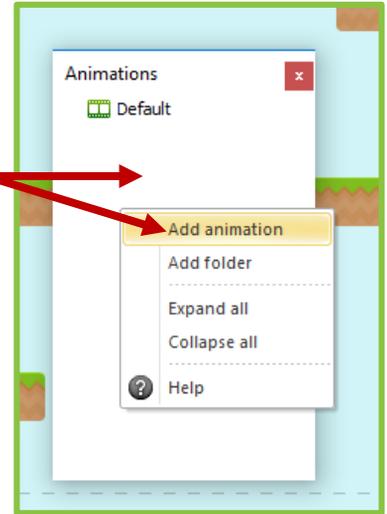




28. Set the **Speed** to 0.

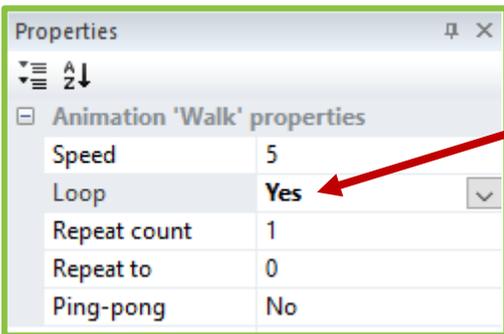
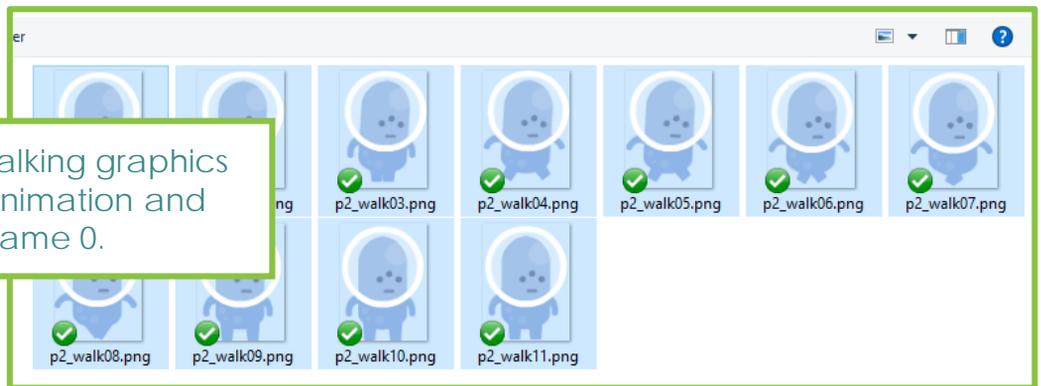
29. Set the origin point of the animation to the Bottom using the method shown in steps 17 and 18.

30. Right click in the **Animations** panel and **Add animation**.



31. Rename the animation as shown. Then select the **Walk** animation.

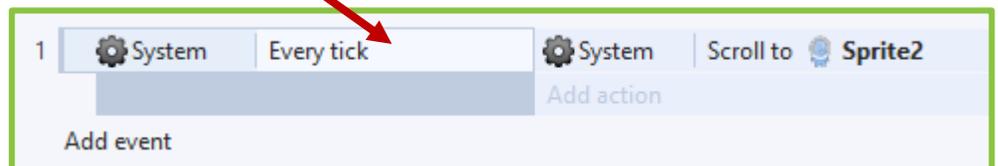
32. Import the walking graphics into the Walk animation and delete frame 0.



33. Set **Loop** in the **Properties** panel to **Yes**.

34. Add the **Platform** behaviour to the player sprite.

35. Add the following action to the **Event sheet**.



36. Now run your layout to test your game.