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01 Sep 2019

Starlink.

Battle for Atlas



PlayStation.



The challenge.

This tutorial will teach you how to create your own version of Starlink!

You will learn how to:

- ✓ Add sprites
- ✓ Program your ship
- ✓ Make it interact with other sprites





Now you know about the programming constructs, lets use them to program a star ship!



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Accessing Construct 3, saving
and loading work



construct 3 - Google Search

https://www.google.com/search?q=construct+3&rlz=1C1GCEA_enGB837GB837&oq=construct+3&aqs=chrome..69i57j69i60

Google

construct 3

All Videos Images News Shopping More Settings Tools

About 201,000,000 results (0.35 seconds)

Construct 3: Game Making Software
<https://editor.construct.net/>

Our game creator software allows you to make your own game, no programming required. Make a game today with **Construct 3** - a free game maker.
You've visited this page 4 times. Last visit: 01/05/19

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Create Your Own Games - Free Trial - Construct
<https://www.construct.net/en/make-games/free-trial>

★★★★★ Rating: 97% - 193 votes - Free - Multimedia
I was amazed at how quickly I could compile and play a game project in **Construct 3** without ever

Construct 3

Using Google Chrome

Go to the Construct 3 website:

<https://editor.construct.net/>

Construct 3

CONSTRUCT 3

NEW PROJECT

CLOUD

BROWSER



GET MORE EVENTS!

Guests are limited to **25** events. **Register an account** and **verify your email** to use up to **50 events** for free. [Register an account](#) or [log in](#) now!



Kiwi Story

The Kiwi Clan has sent little kiro to fetch gummi beetles, but he got lost along the way! Help him find his way back!

OPEN PROJECT

PREVIEW



Démonoire

There are many riches to be had in the dungeon of the demon. Are you up to the challenge?

OPEN PROJECT

PREVIEW



Glokar

BEGINNER'S GUIDE

Learn how to create your first game with Construct!

TUTORIALS

Improve your Construct skills with helpful tutorials

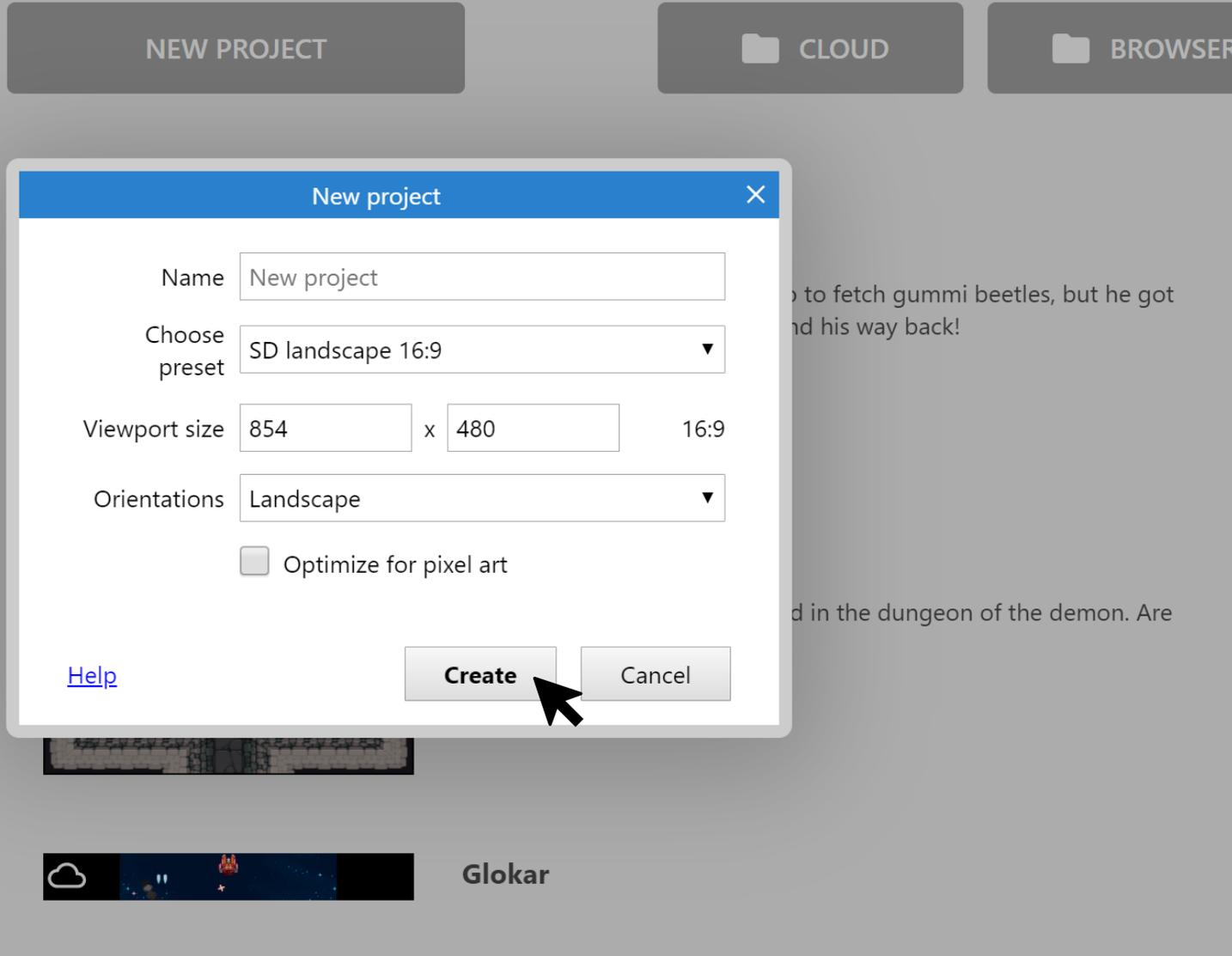
MANUAL

A comprehensive reference of everything in Construct

Click the New project button.



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Construct 3

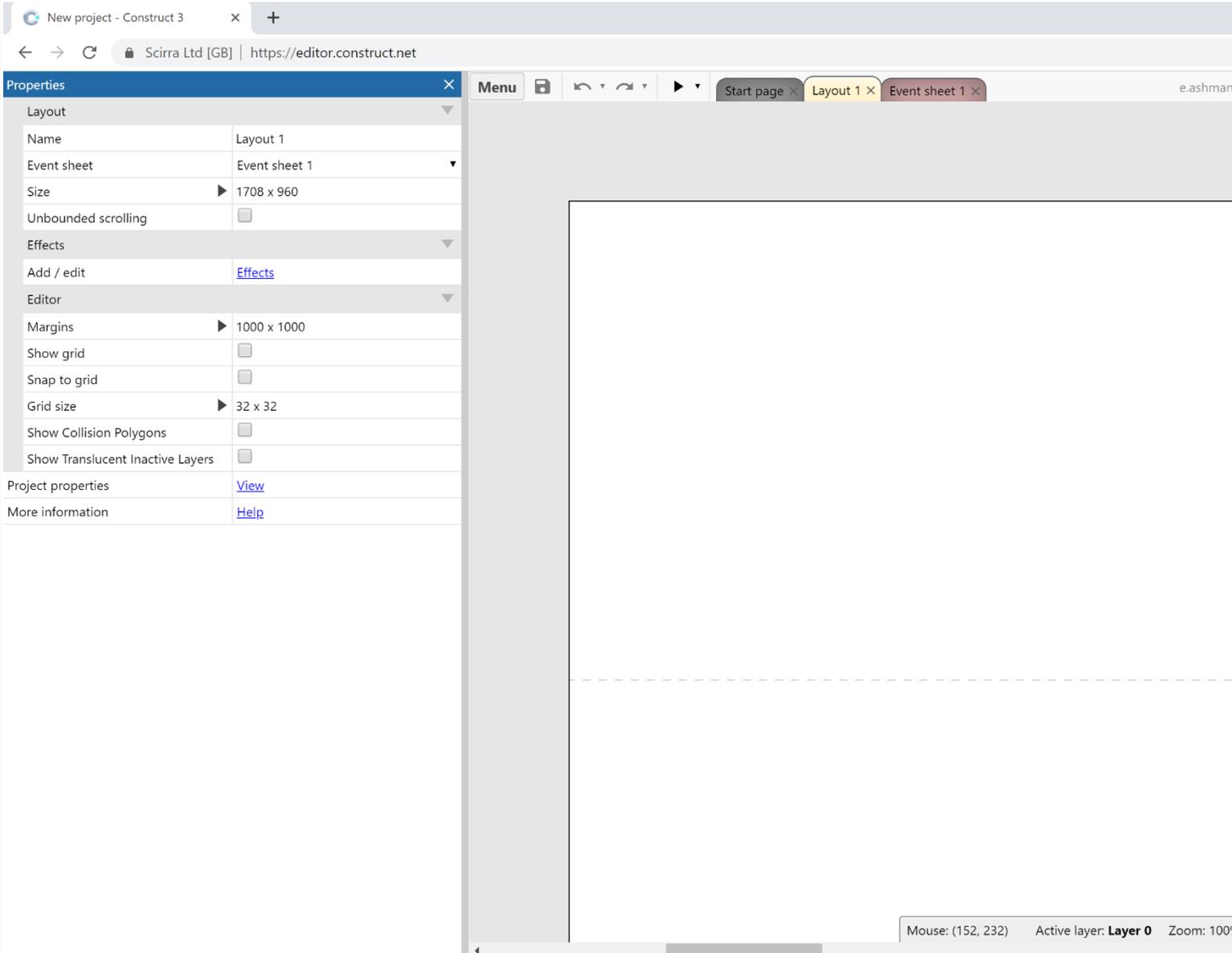
A dialog will appear asking for some details

You don't have to change anything, but you can type in a name for your project if you like (how about Starlink?)

Click Create



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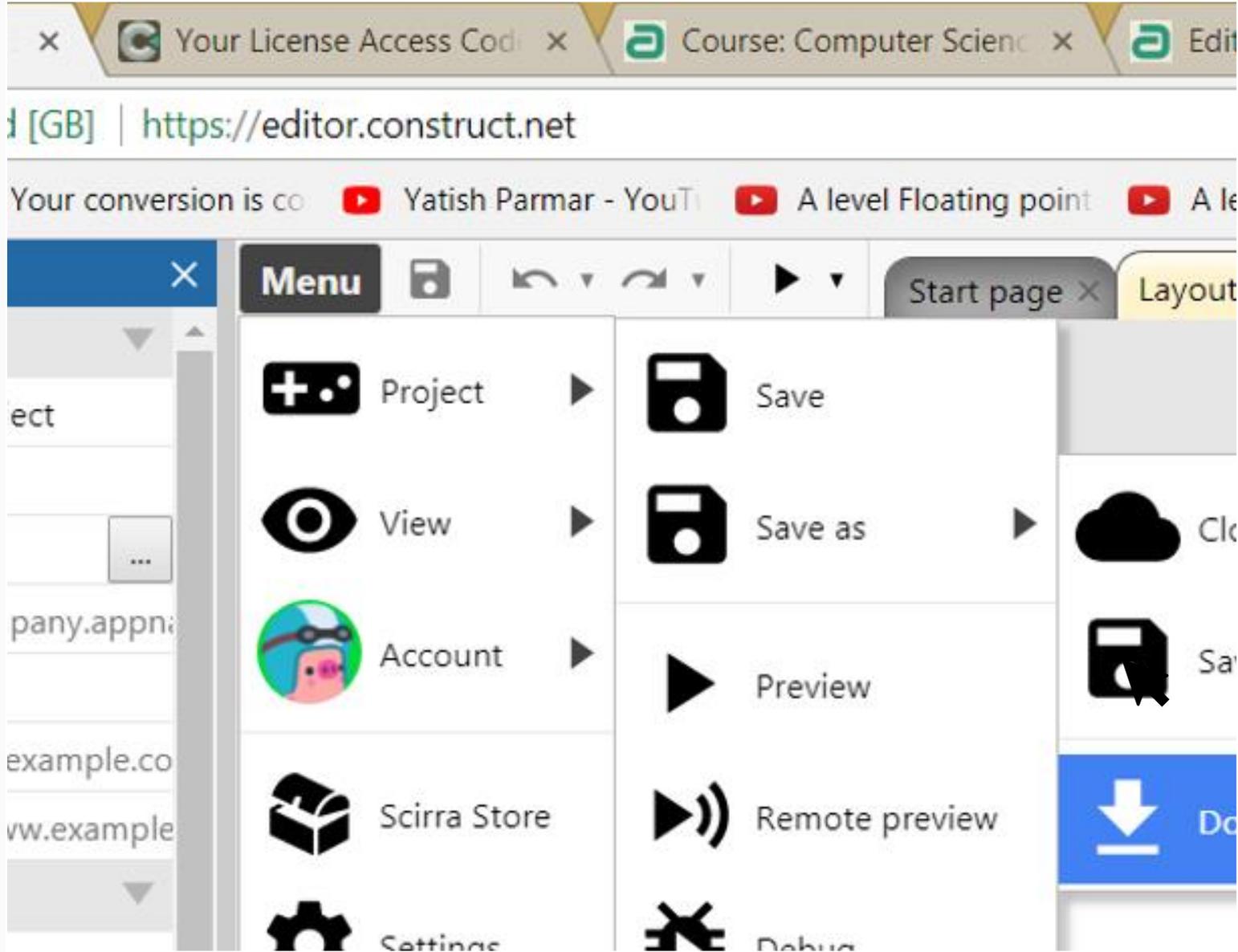
Create a new project

A blank project window will open like this

The main view in the middle of the screen is the layout view.

This is the design view where you create and position objects.

Think of a layout like a game level or menu screen. In other tools, this might have been called a room, scene or frame



Save your work

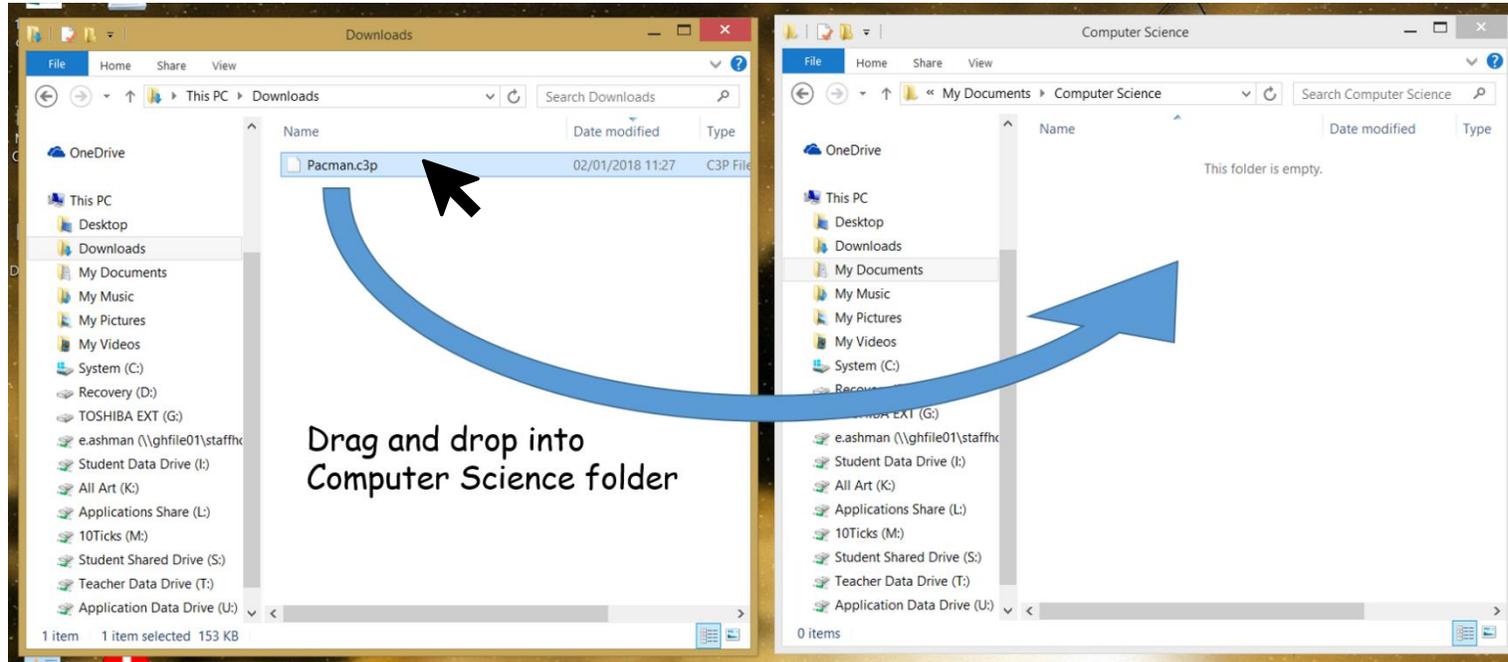
Before you start making your game its important to know how to save your work

Click on Menu > Project > Save As > Download a Copy

Download a copy will save into your Downloads folder

This is may be cleared out each evening - to save permanently you must move your work into your Starlink Folder

Save your work



To do this minimise your browser window by pressing the minus (-) sign on the top right of the page

Open My Documents and go to your Starlink folder

Open another My Documents window and go to your Downloads folder

Drag and drop your game file into your Starlink folder



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Open your work

You will also need to know how to open your work

Click on File

A browse to file window will pop up - go to your Starlink folder and open the most recent version of your game file (look at the date modified)

Remember to save your work regularly and don't forget to move your work from downloads into your Starlink folder at the end of the session

uter Science 7 x Game Making Software - Constru. X +

Scirra Ltd [GB] | https://editor.construct.net

Start page x

CONSTRUCT 3

NEW PROJECT CLOUD BROWSER FILE

Search

Game Demos

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Kiwi Story
The Kiwi Clan has sent little kiro to fetch gummi beetles, but he got lost along the way! Help him find his way back!
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Demonoire
There are many riches to be had in the dungeon of the demon. Are you up to the challenge?
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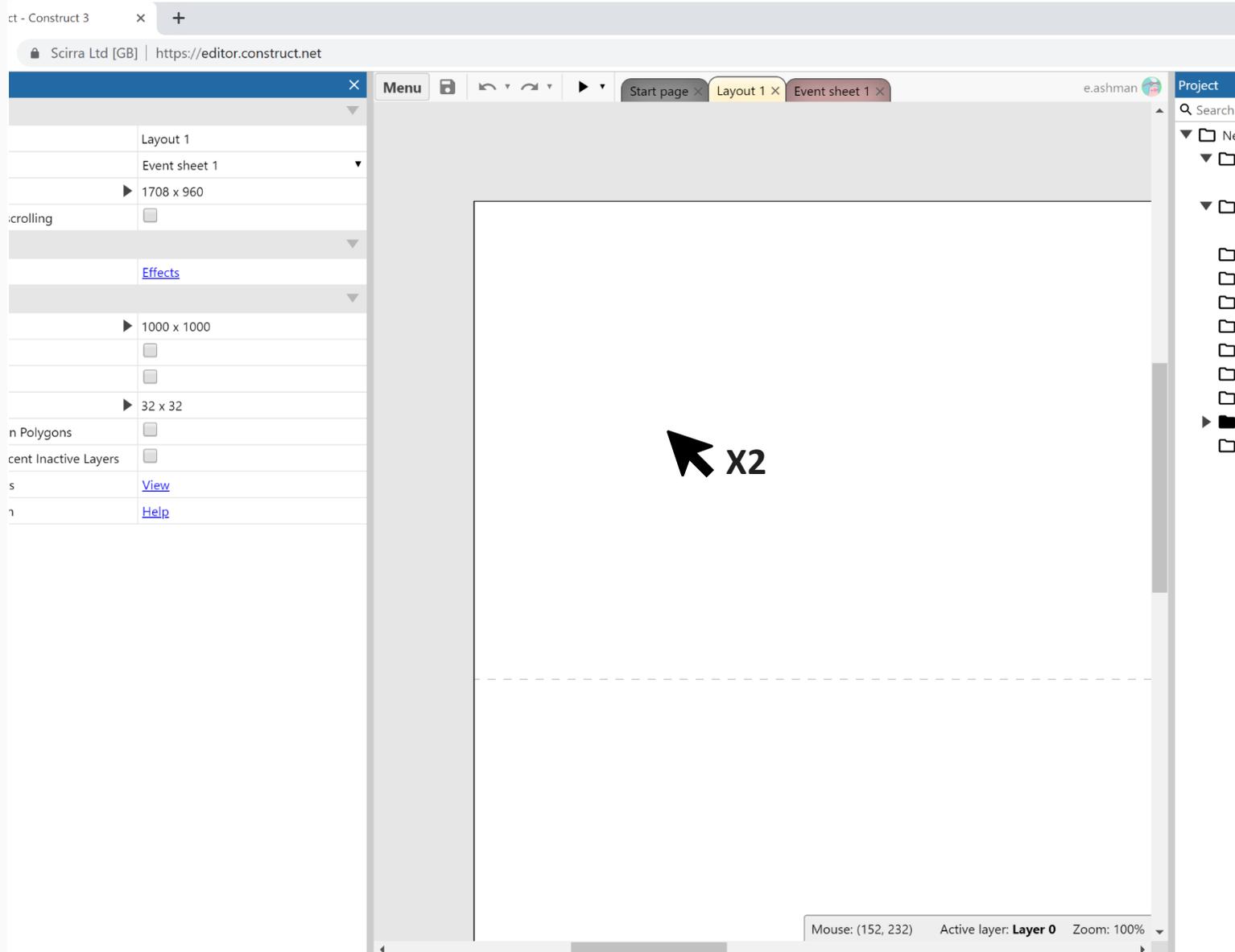


Starlink.

Adding sprites and changing the
background



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Change background

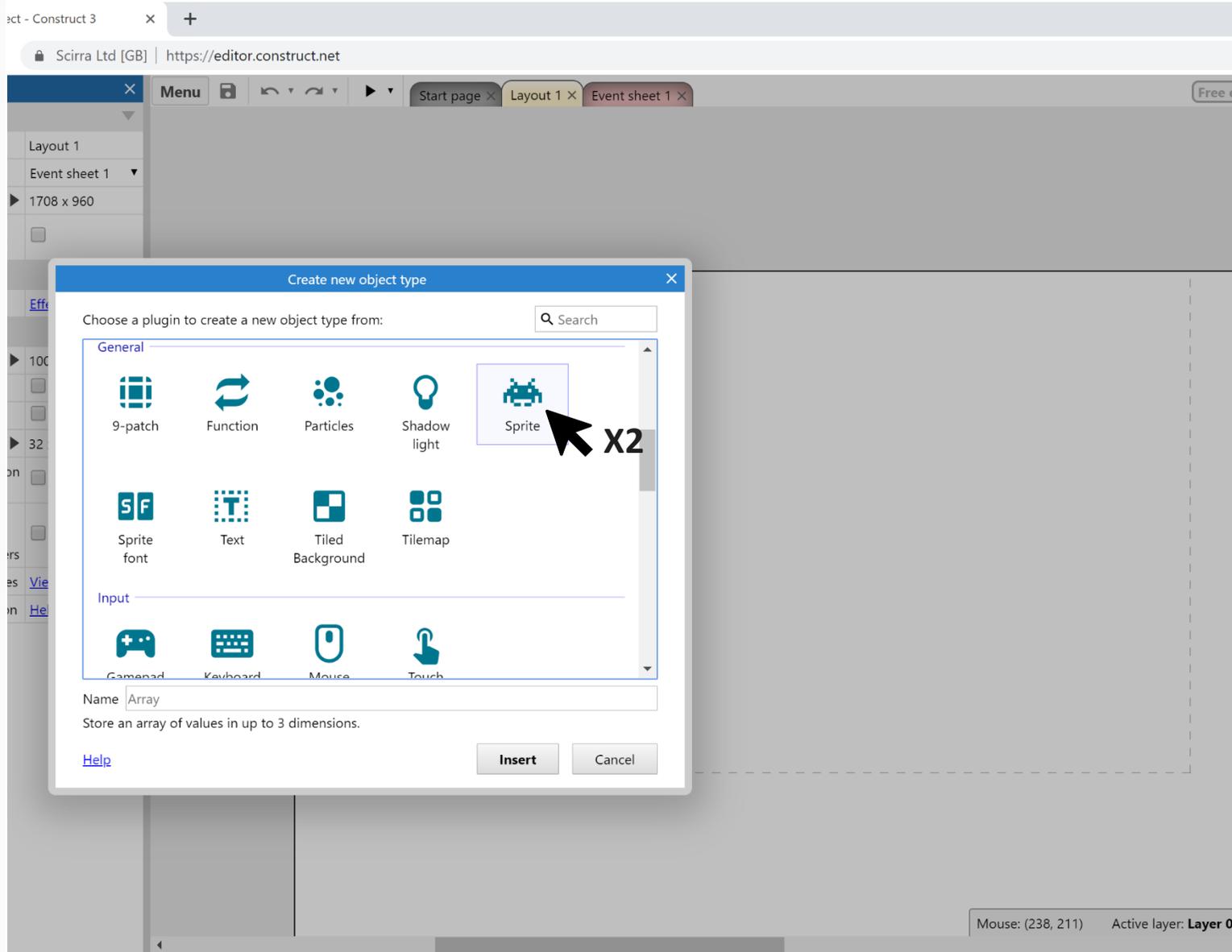
Now we are going to add a background to our game

Double click a space in the layout to create a new object.

(Later, if it's full, you can also right-click and select *Insert new object.*)



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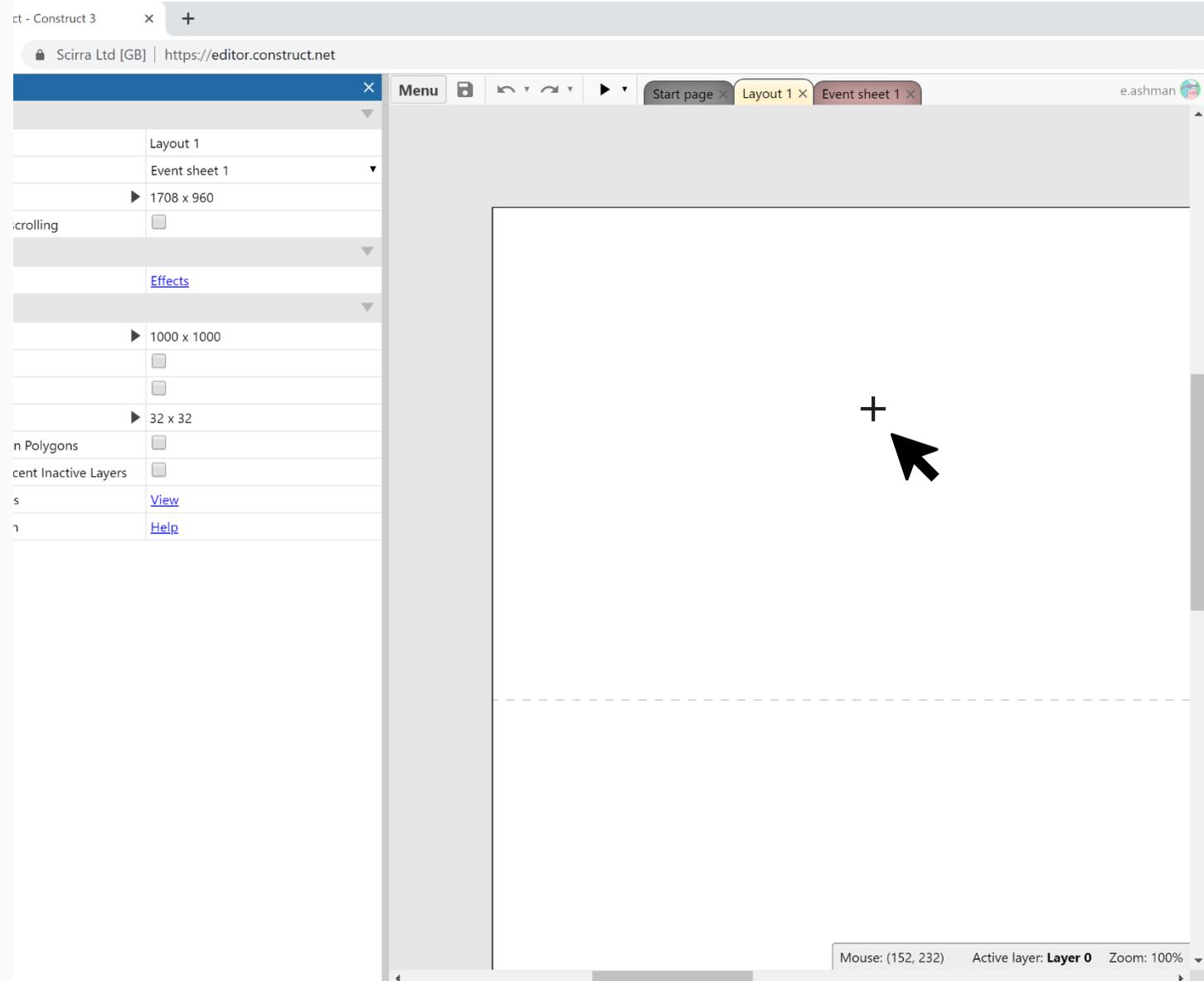
Change background

Once the *Create new object* dialog appears

Double click the Sprite object



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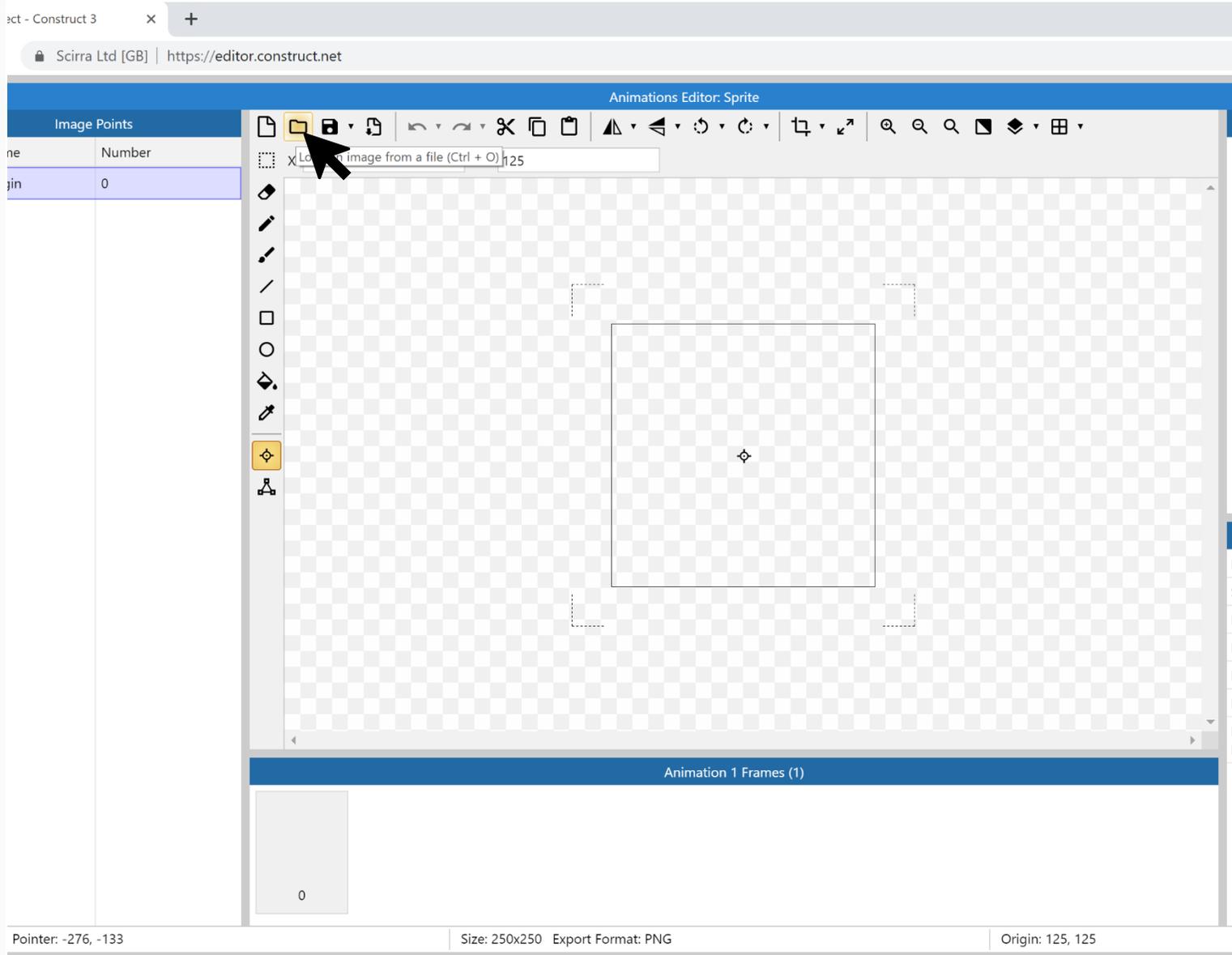
Change background

The mouse will turn in to a crosshair for you to indicate where to place the object

Click somewhere near the middle of the layout



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Change background

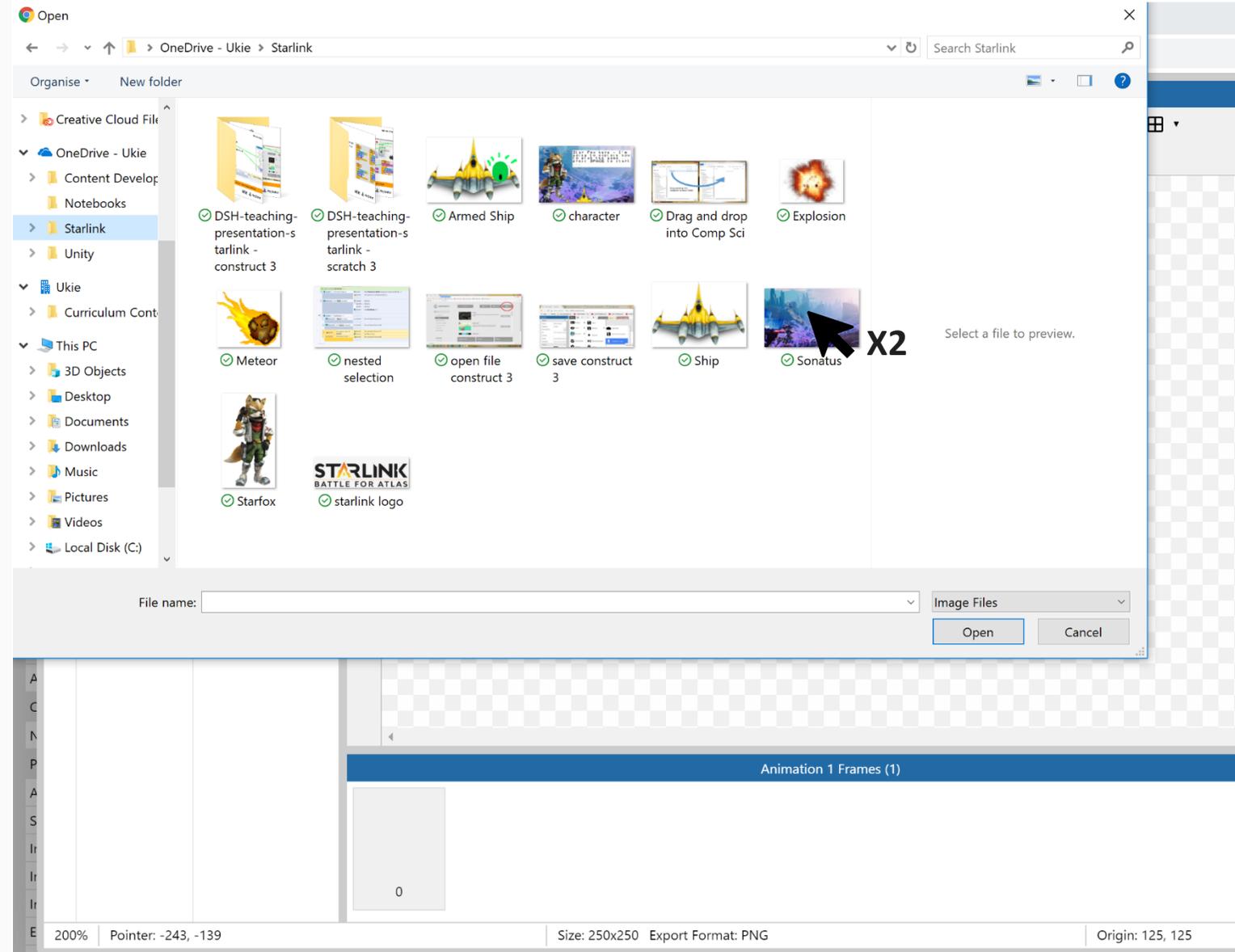
The image editor now opens for you to draw or import the image

Let's import the background image you saved from the Resources folder

Click the folder icon to load an image from your computer



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Change background

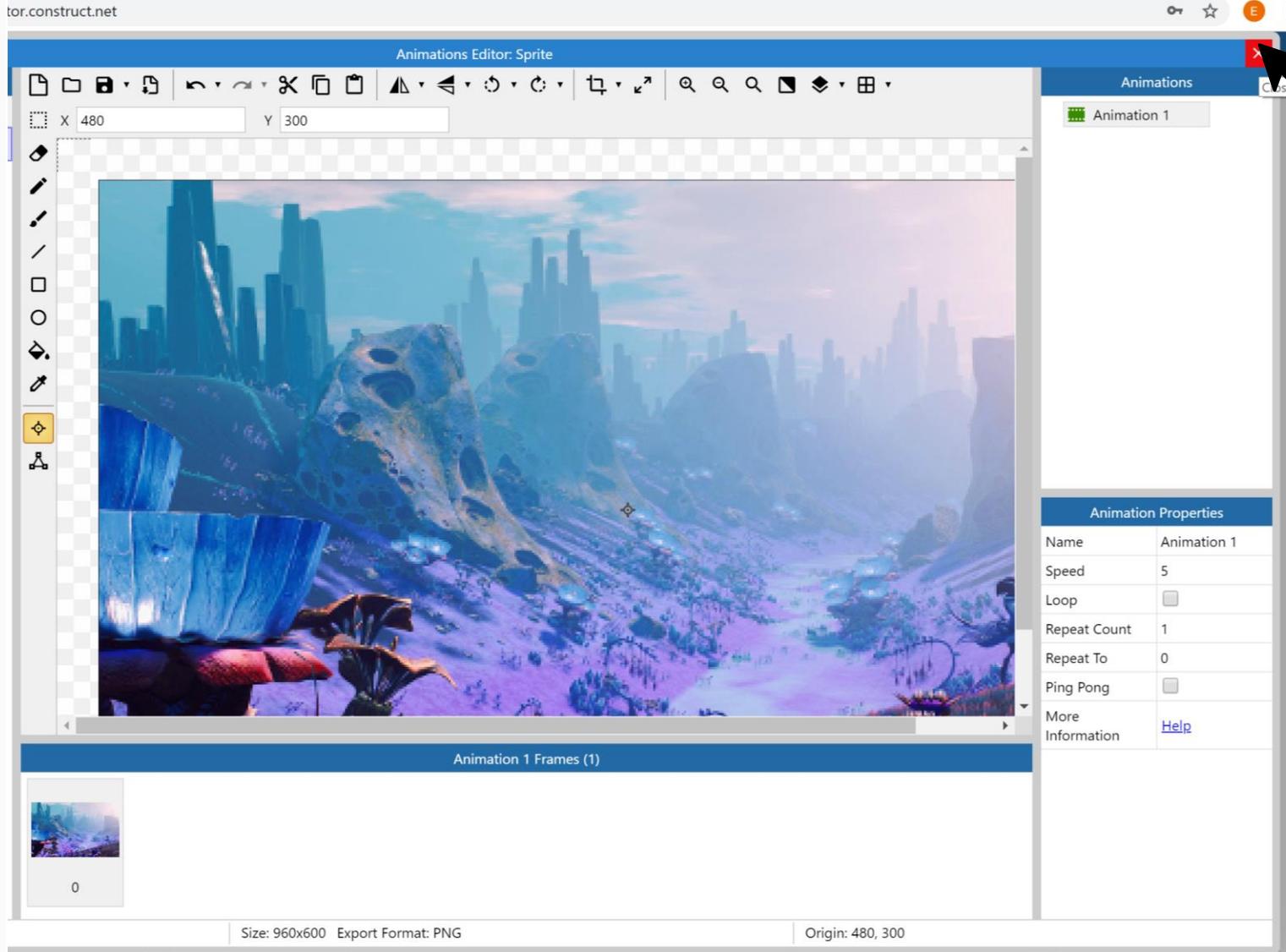
Go to your Starlink folder

Double click on Sonatus

(or single click, then click open)



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Change background

Click on the X in the top right corner



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Construct 3 editor interface showing a scene with a background image of a futuristic landscape. The properties panel on the left shows the selected object's dimensions as 854 x 480. A mouse cursor is positioned over the background image. The status bar at the bottom indicates the mouse coordinates as (-188, 123) and the active layer as Layer 0.

Change background

Now you should see your background object in the layout

Click and drag it so it lines up with the top left side of the layout



Properties

Object type properties

Name	Sprite
Global	<input type="checkbox"/>
Plugin	Sprite

Common

Position	▶ 427.5, 242
Size	▶ 854 x 480
Angle	0°
Opacity	100%
Color	<input type="text"/> 255, 255, 2
Layer	Layer 0
Z elevation	0
Z index	0 of 1
UID	1

Instance variables

Add / edit [Instance variables](#)

Behaviors

Add / edit [Behaviors](#)

Effects

Blend mode	Normal
------------	--------

Add / edit [Effects](#)

Container

No container [Create](#)

Properties

Animations	Edit
Size	Make 1:1
Initially visible	<input checked="" type="checkbox"/>

Initial

Size: The width and height of this instance, in pixels.

Mouse: (-188, 123) Activ

Change background

Let's resize it to fit the viewport

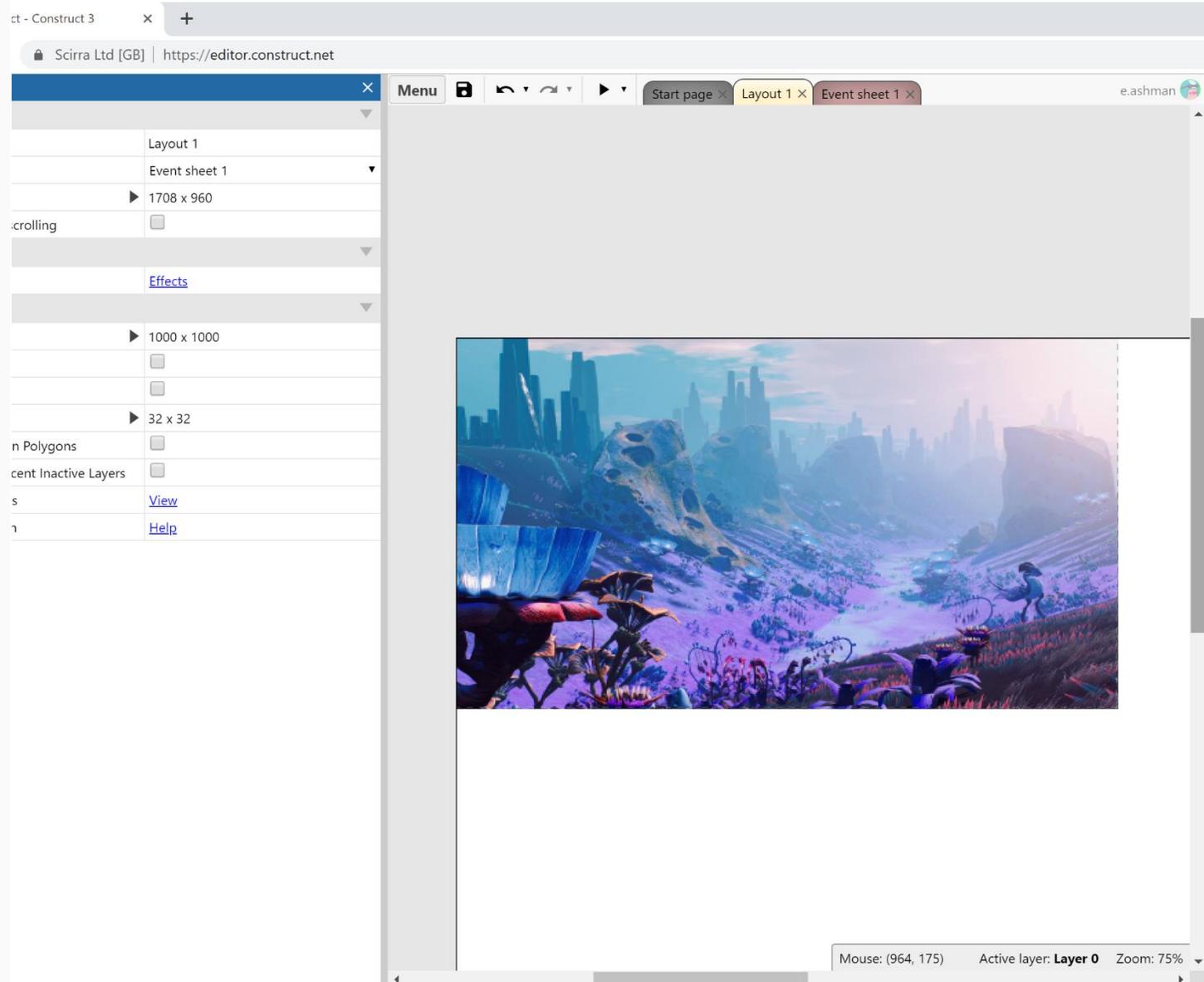
Click on the background to select it

The *Properties Bar* on the left shows all the settings for the object, including its size and position

Set its size to 854 x 480 (the size of the viewport)



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Change background

Let's survey our work

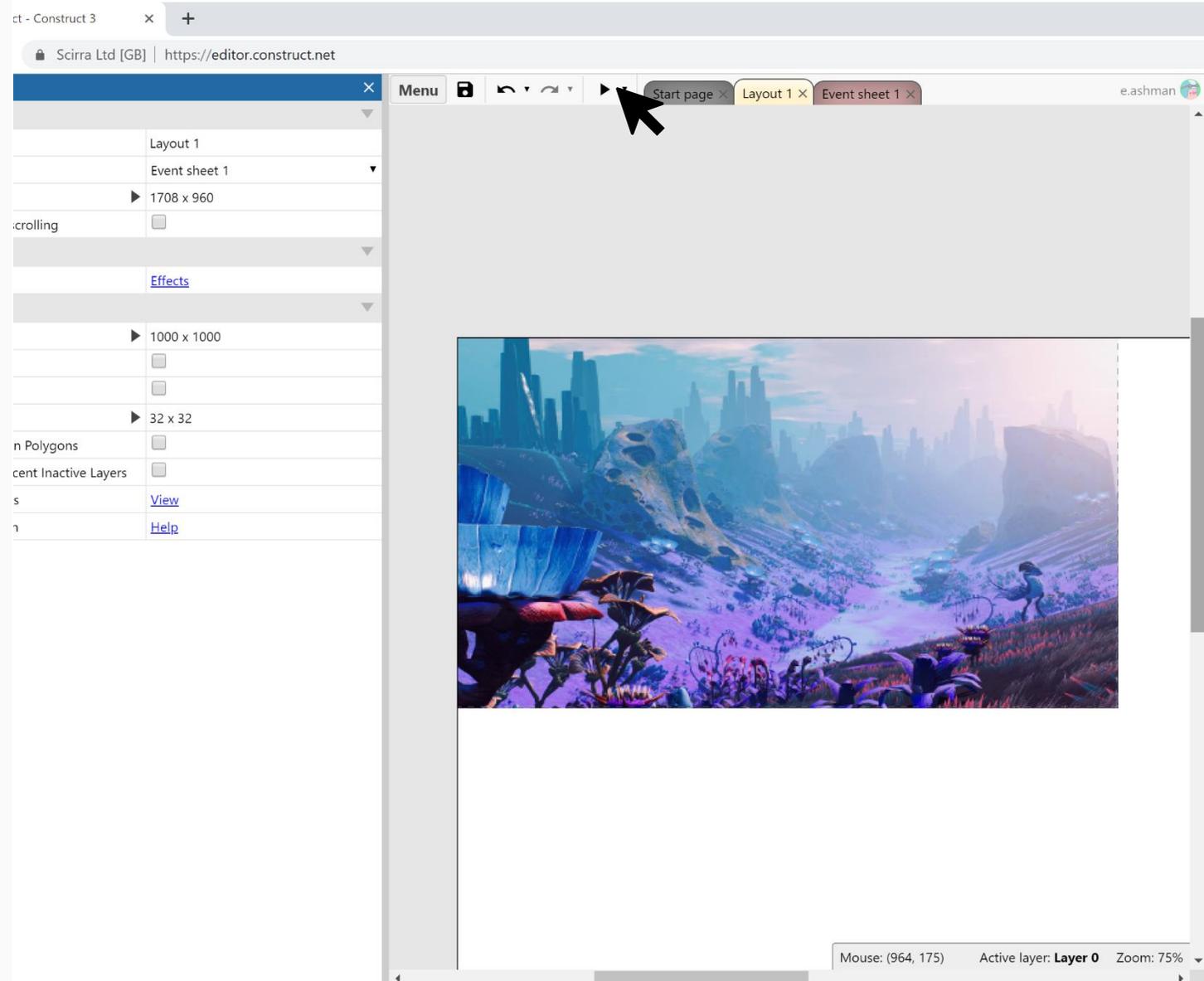
Hold Control and scroll the mouse wheel down to zoom out

Alternatively, right-click and select View ► Zoom out a couple of times

You can also hold Space bar, or the middle mouse button, to pan around



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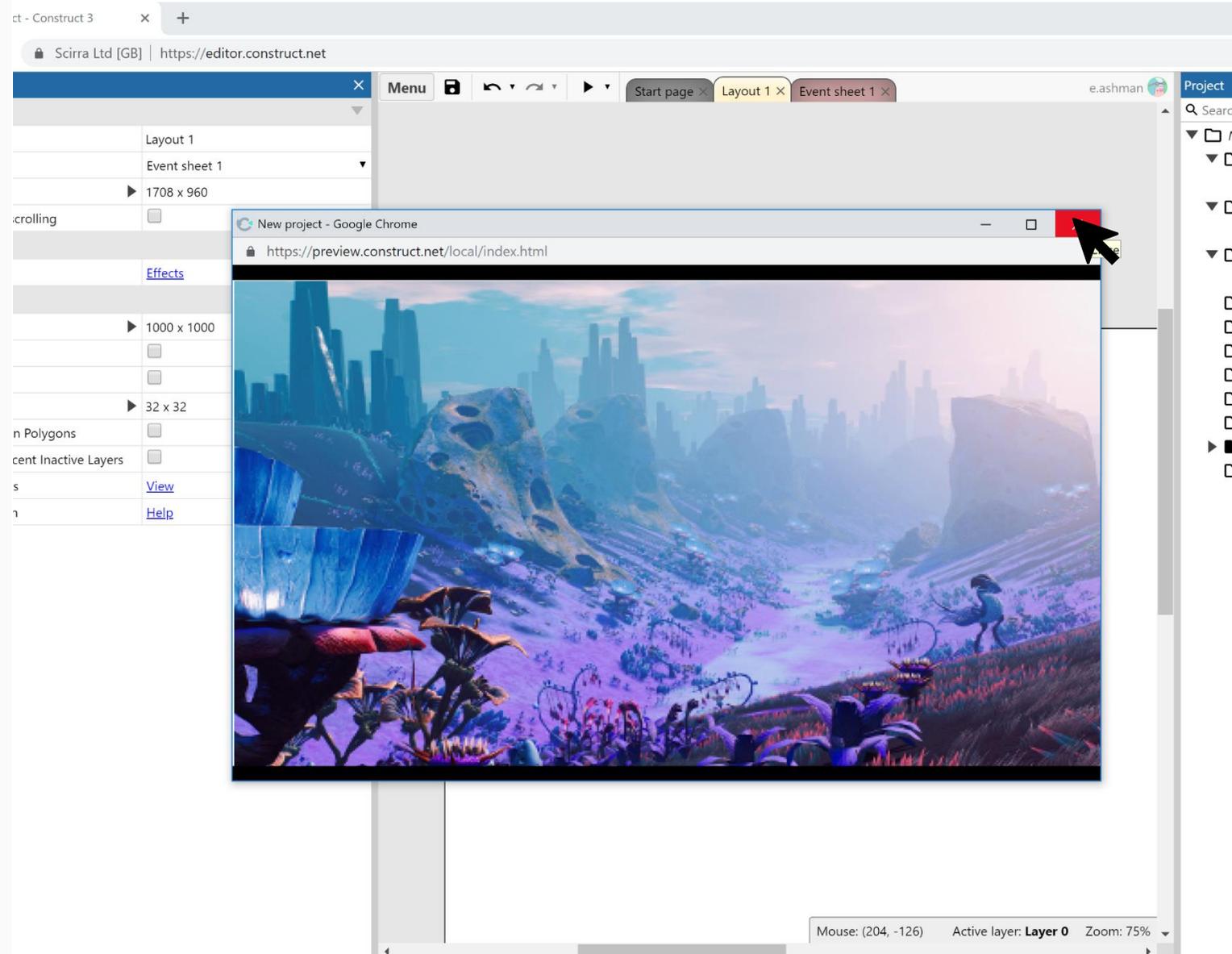
Preview your game

If you're impatient like me,
click the ► Preview button in
the main toolbar

The preview window should
pop up showing your
background



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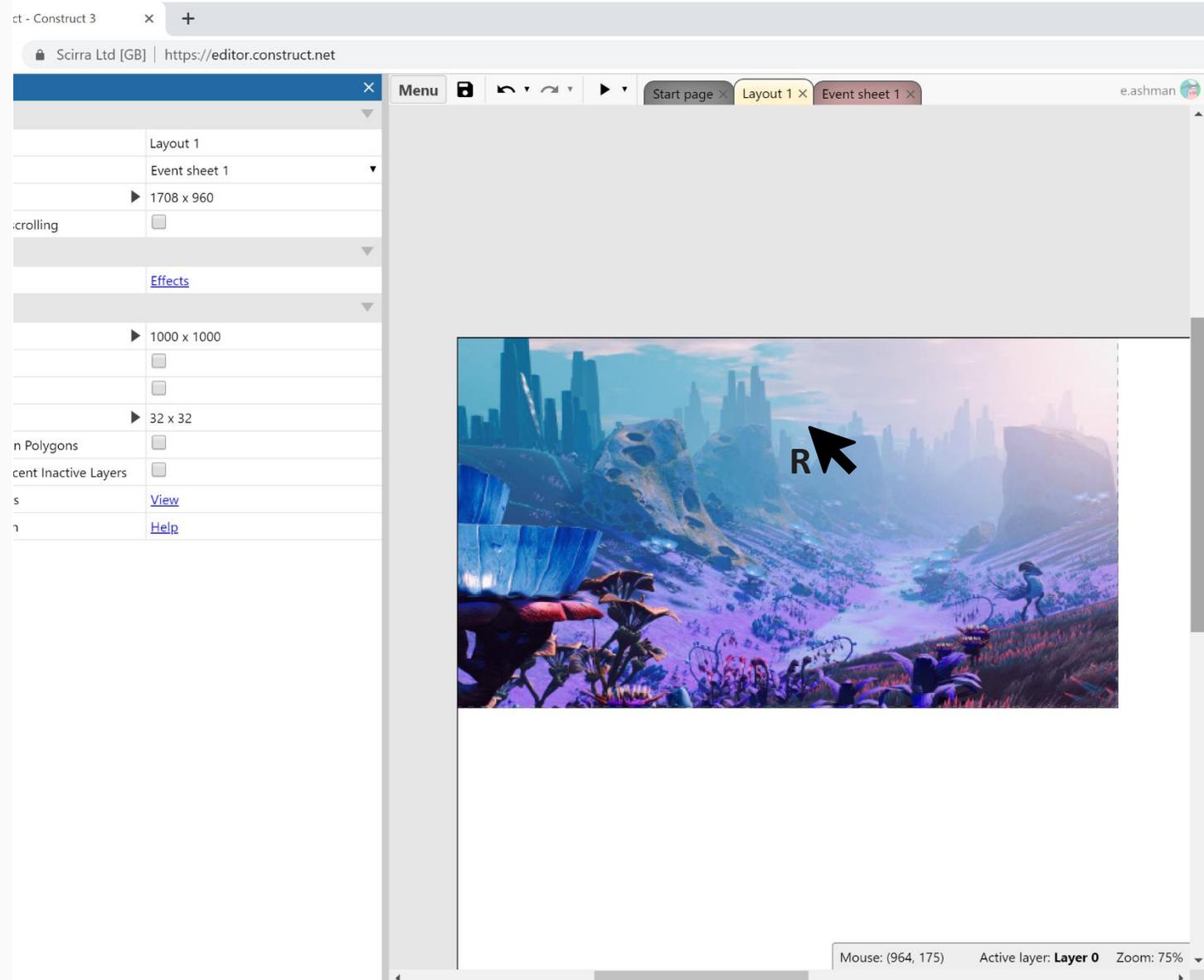


Preview your game

Close the preview by clicking on the X



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Change background

Before we continue, the background should be locked

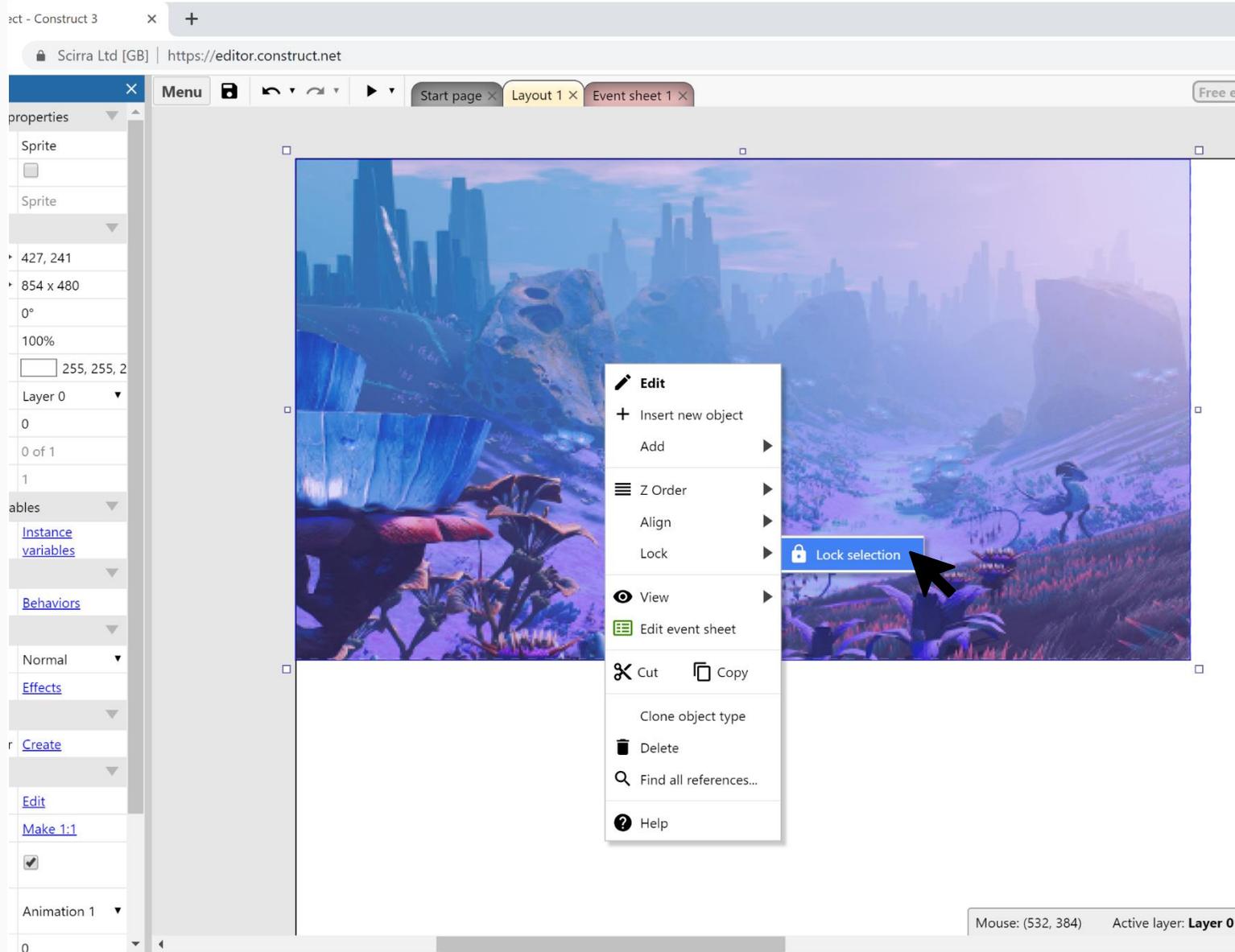
As we create and move around objects on top of it, it's easy to accidentally select or modify the background

Since we don't need to change the background any more, locking it makes it unselectable, so it won't get in the way

To lock it, right-click on the background



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Change background

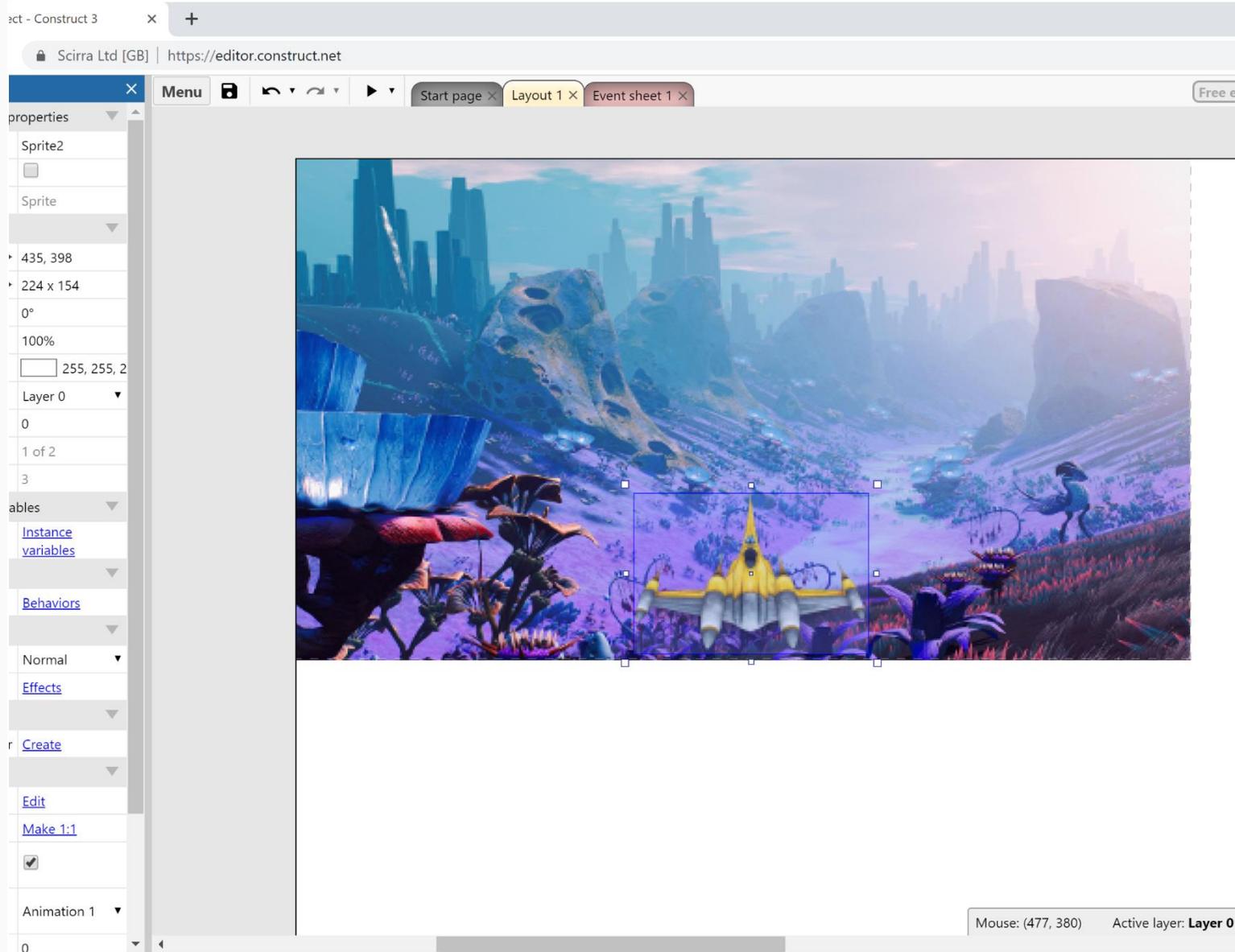
Click on Lock

▶ Lock selection

(If you do want to change it later on, simply right-click and select Lock ▶ Unlock all)



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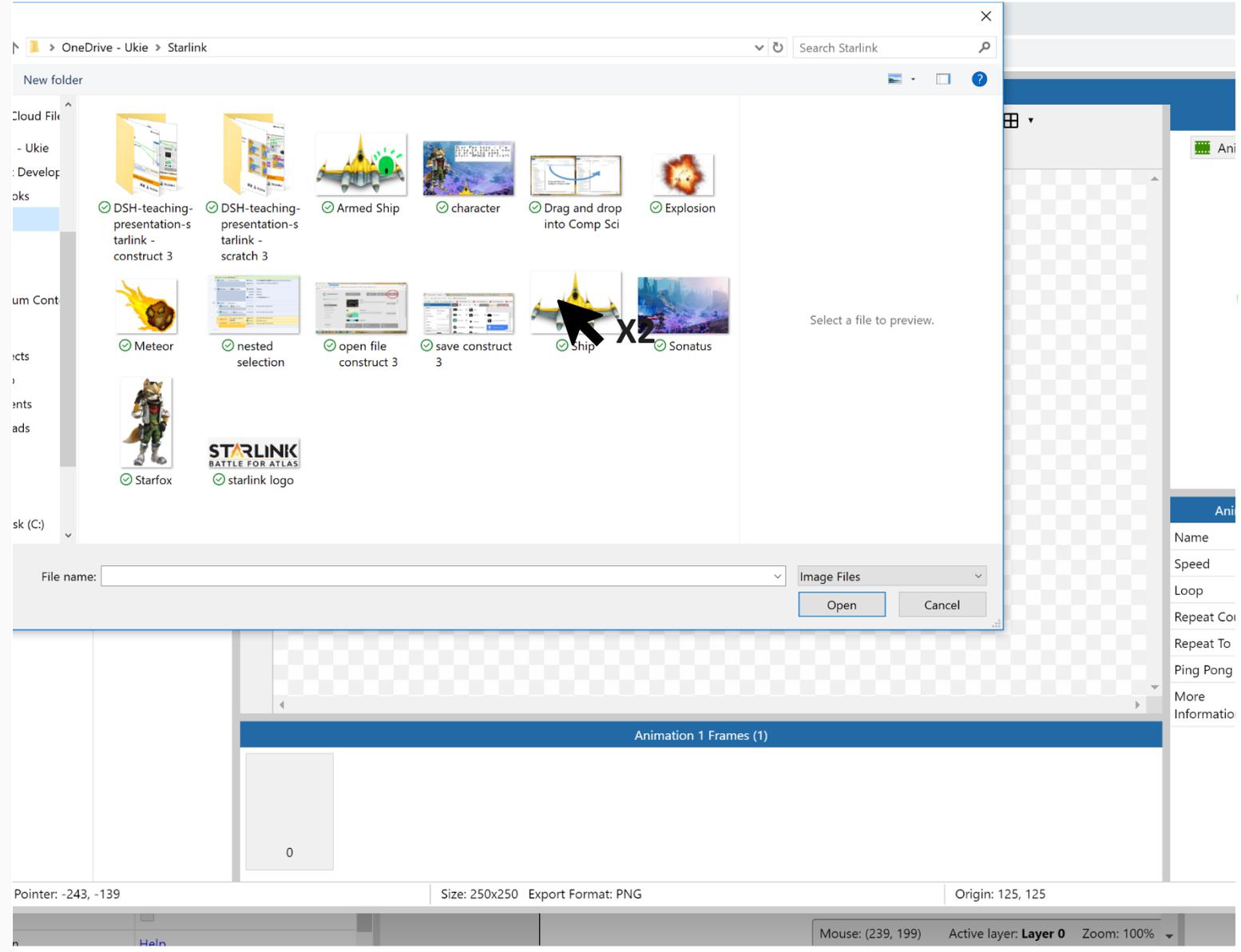


Add sprite

We will now add a ship as a Sprite object

Sprites simply display an image, which you can move about, rotate, resize and optionally animate

Games are generally composed mostly out of sprite objects



Add sprite

The process is the same as adding a background:

Double click to insert a new object

Double click the Sprite object

When the mouse turns to a crosshair, click on the layout to place it

The image editor pops up. Click the Load image button, and double click to add the ship

Close the image editor

Move sprite



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Construct 3 editor interface showing a scene with a yellow and white robot-like sprite. The sprite is currently positioned in the upper-middle part of the scene. A mouse cursor is hovering over the sprite, and a dashed box indicates its bounding box. The scene background features a futuristic, alien landscape with tall, thin structures and a purple/blue color palette.

properties

- Sprite2
- Sprite
- 435, 398
- 224 x 154
- 0°
- 100%
- 255, 255, 2
- Layer 0
- 0
- 1 of 2
- 3

ables

- Instance variables
- Behaviors
- Normal
- Effects
- Create
- Edit
- Make 1:1
- Animation 1

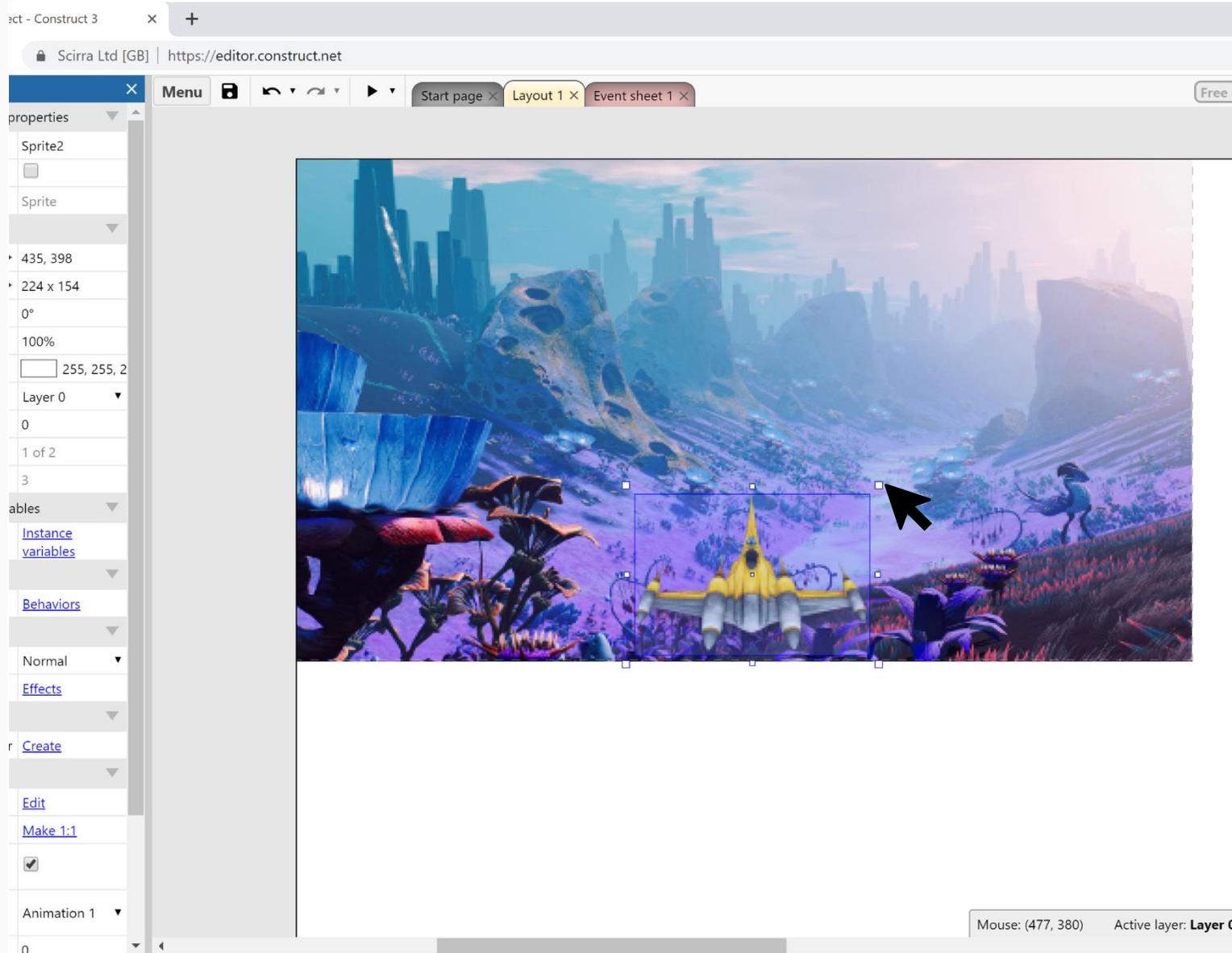
Mouse: (477, 380) Active layer: Layer 0

To move your sprite click and drag it down to the bottom centre of the screen

Resize sprite



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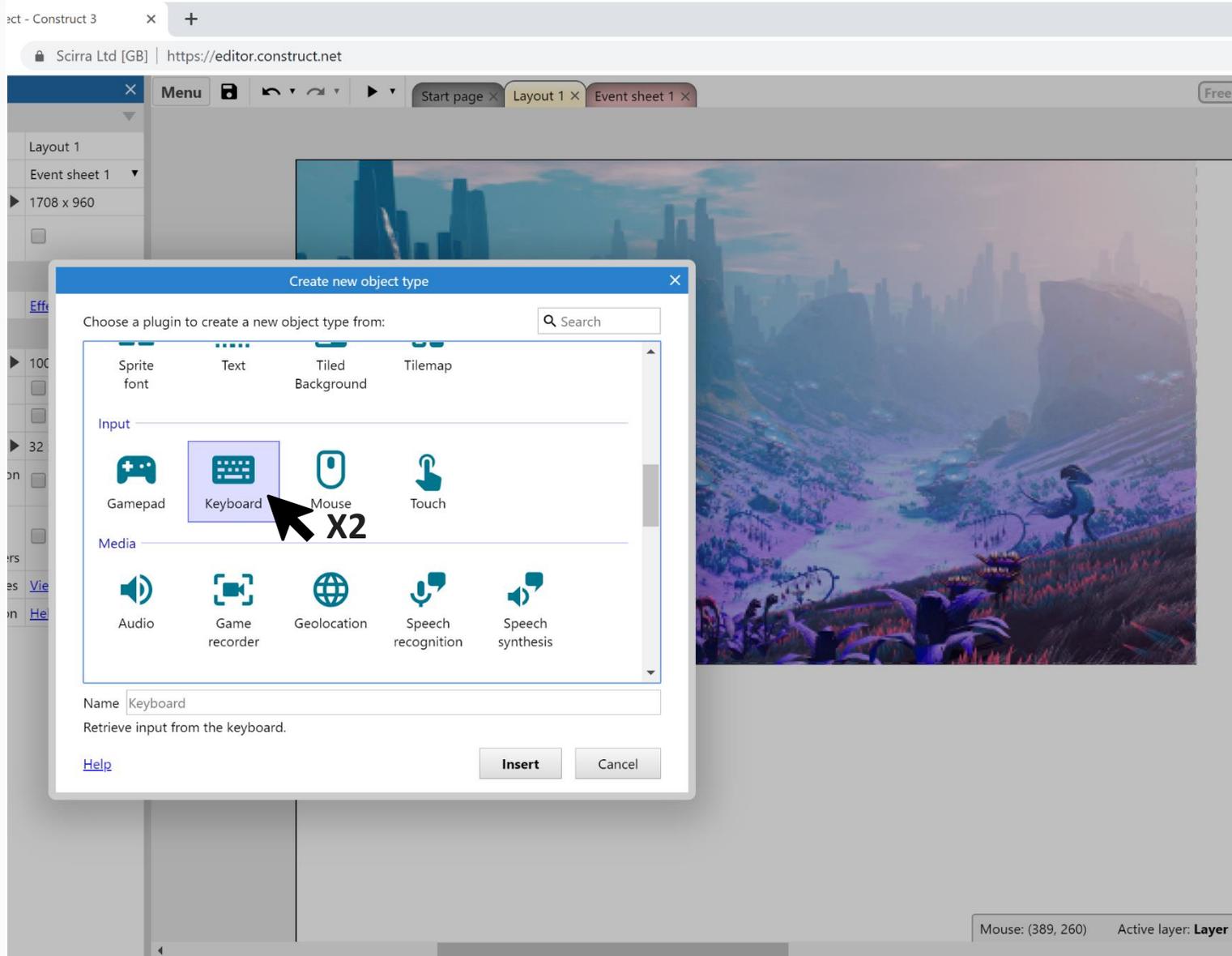


To resize a sprite click and drag on one of the ■ at the edge of the sprite

Drag the ■ towards the middle of the ship sprite until the ship is the right size



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Program sprite

Our ship is going to move by pressing the arrow keys

To make your game able to take keyboard input you need to add the keyboard object

Double-click in a space (this can be anywhere since the background is locked) this time, select the Keyboard object

Now all layouts in our project can accept keyboard input



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Programming your ship



PlayStation.





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Construct 3 editor interface showing a scene with a yellow ship sprite. The left sidebar contains properties, behaviors, and animation settings. The main canvas displays a sci-fi landscape with a yellow ship in the center. A mouse cursor is positioned over the ship, and a red 'R' is overlaid on the cursor, indicating a right-click action. The status bar at the bottom shows 'Mouse: (477, 380) Active layer: Layer 0'.

Program sprite

Now we are going to add the behaviours that will make your ship move right and left using the arrow keys

Right click on the ship sprite



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The screenshot shows the Construct 3 editor interface. On the left, there are panels for 'Properties' and 'Behaviors'. The 'Properties' panel shows details for a 'Sprite' object, including its position (462, 401), size (224 x 154), and layer (Layer 0). The 'Behaviors' panel shows a list of behaviors, including 'Instance variables', 'Behaviors', 'Normal', 'Effects', and 'Create'. The main workspace displays a game scene with a yellow robot on a purple landscape. A context menu is open over the robot, with the 'Behavior...' option highlighted by a mouse cursor. The menu options include: Edit, Insert new object, Add, Timeline, Z Order, Align, Lock, View, Edit event sheet, Cut, Copy, Clone object type, Delete, Find all references..., and Help. The 'Add' option has a sub-menu with 'Instance variable...', 'Behavior...', and 'Effect...'.

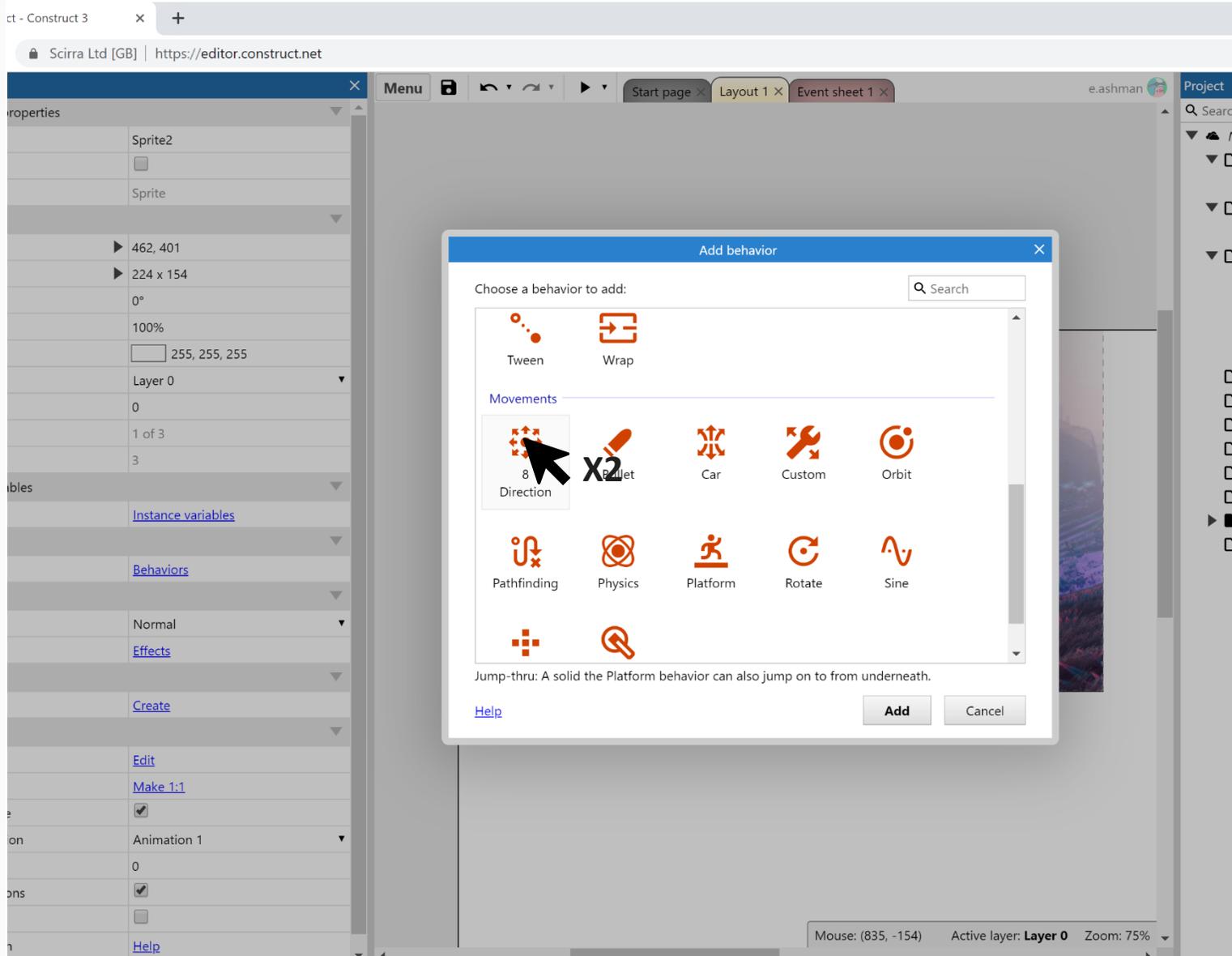
Program sprite

Click on Add

Then click on Behaviour



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Program sprite

Double click on 8 Direction
movement



New project - Construct 3 x +
Scirra Ltd [GB] | https://editor.construct.net

Properties x

Object type properties

Name	Sprite2
Global	<input type="checkbox"/>
Plugin	Sprite

Common

Position	▶ 462, 401
Size	▶ 224 x 154
Angle	0°
Opacity	100%
Color	<input type="text" value="255, 255, 255"/>
Layer	Layer 0 ▼
Z elevation	0
Z index	1 of 3
UID	3

Instance variables

Add / edit [Instance variables](#)

Behaviors

8Direction

Max speed	200
Acceleration	600
Deceleration	500
Directions	Left & right ▼
Set angle	No ▼
Default controls	<input checked="" type="checkbox"/>
Enabled	<input checked="" type="checkbox"/>

Wrap ▶

Add / edit [Behaviors](#)

Effects

Blend mode	Normal ▼
------------	----------

Add / edit [Effects](#)

8Direction: Moves an object up, down, left, right and on diagonals.

Menu ▶

Start page x Layout 1 x Event sheet 1 x e.ashman



Mouse: (-215, 301) Active layer: Layer 0 Zoom: 75%

Program sprite

In the properties bar on the left

Set:

Directions to Left & right

Set angle to No



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Test your game

Click the ► Preview button in the main toolbar

Test your game by pressing the right and left arrows on your keyboard

Your ship should move, if it doesn't go back a few steps and make sure you have completed everything



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Add sprite

Next we will add the meteor sprite

Double click to insert a new object

Double click the Sprite object

When the mouse turns to a crosshair, click somewhere in the layout

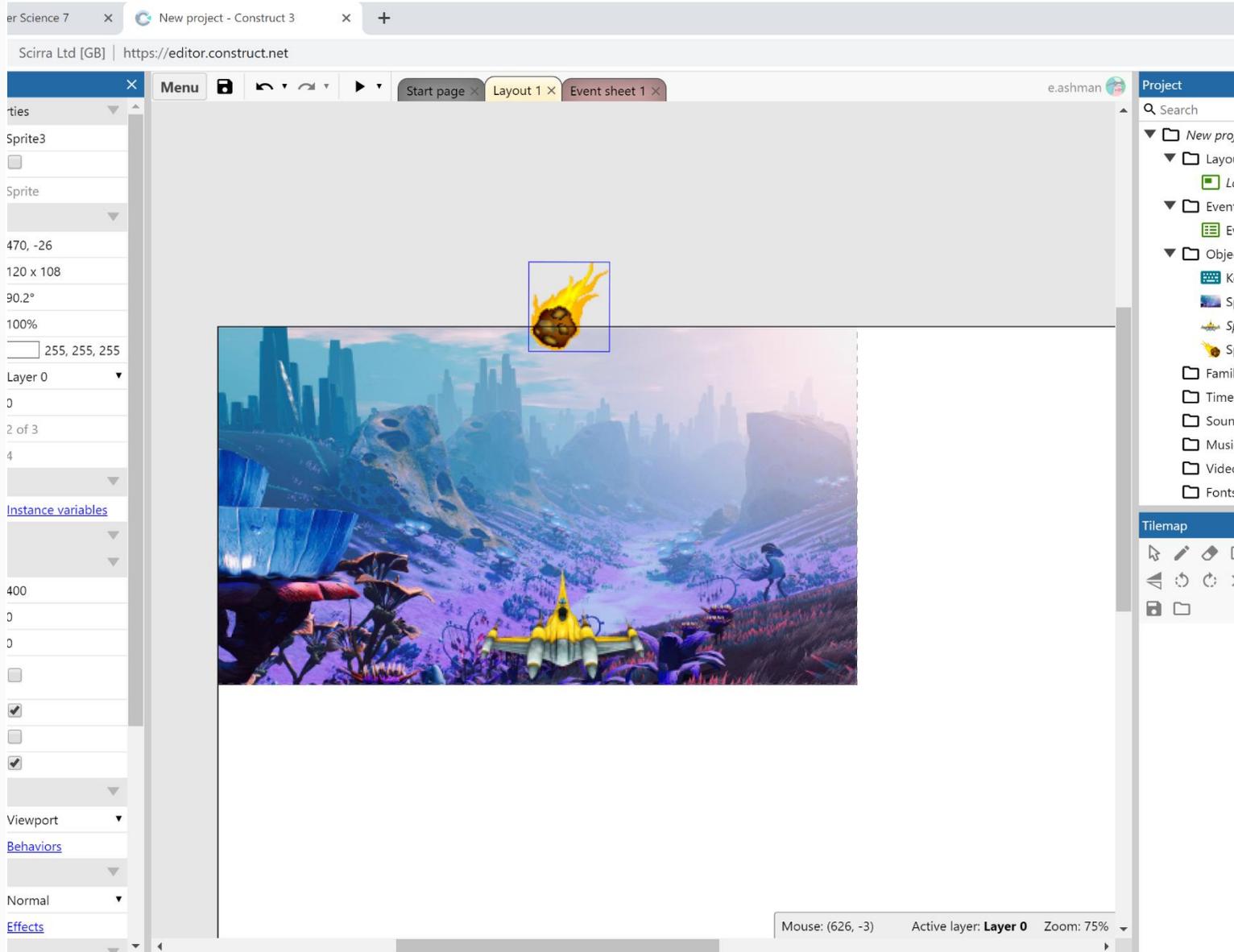
The image editor pops up. Click the Load image button, and add the meteor

Close the image editor

You should now see the meteor in the layout!



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Move and resize sprite

Now we will move and resize the meteor sprite

Click on the Meteor and move it up above the ship sprite

Use the Shrink tool to make it smaller

(if you can't remember how to, ask a friend or go back to move ship and resize)



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Program your meteor

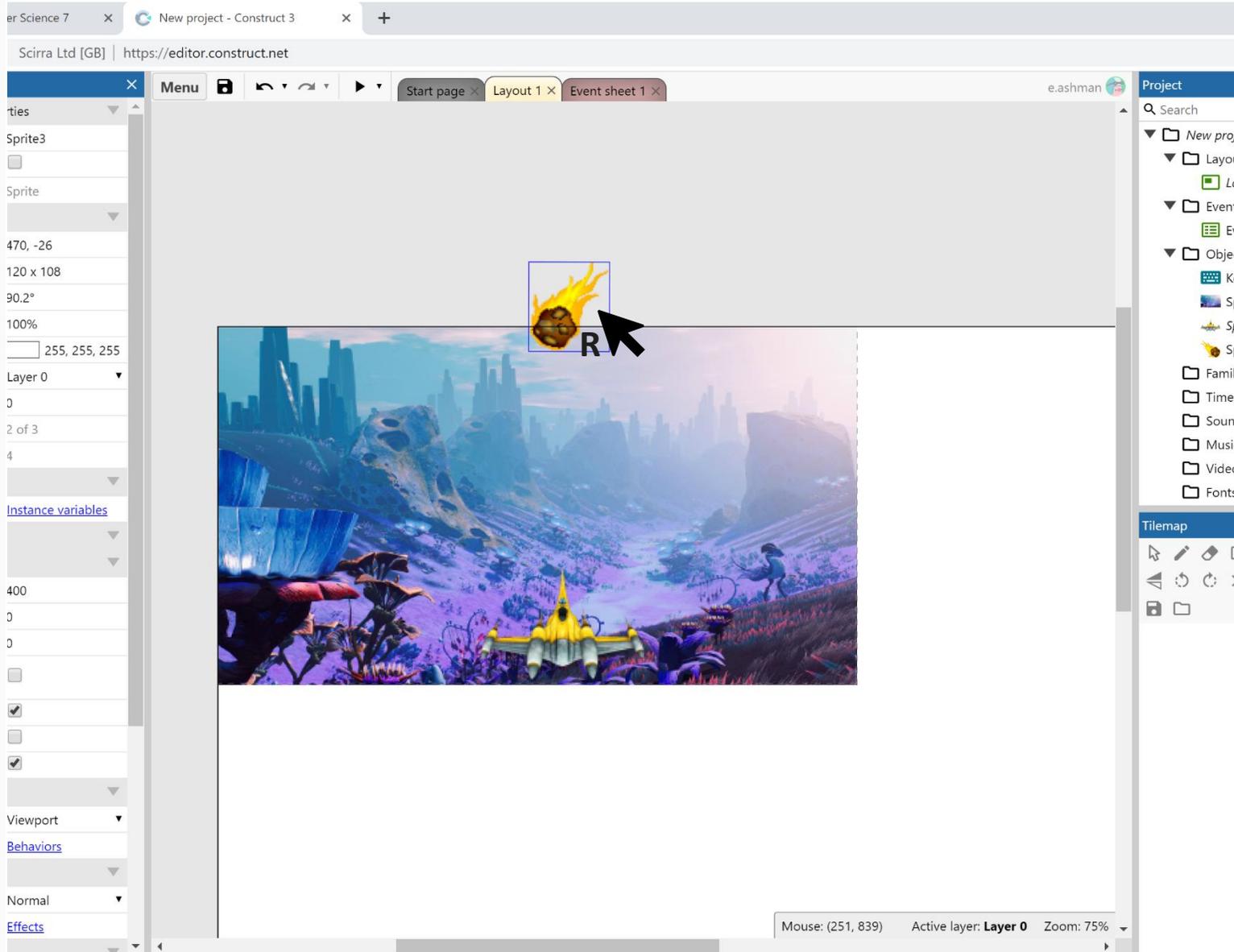


PlayStation.





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Program sprite

Now we are going to make
our meteor move

Right click on the meteor
sprite



The screenshot shows the Construct 3 editor interface. A context menu is open over a fireball object, with the 'Behavior...' option highlighted by a mouse cursor. The menu includes options like 'Edit', 'Add', 'Timeline', 'Z Order', 'Align', 'Lock', 'View', 'Edit event sheet', 'Cut', 'Copy', 'Clone object type', 'Delete', 'Find all references...', and 'Help'. The 'Add' sub-menu is also visible, showing '+ Instance variable...', '+ Behavior...', and '+ Effect...'. The background shows a game scene with a blue landscape and a yellow character.

Program sprite

Click on Add

then Behavior...



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Add behavior

Choose a behavior to add:

Tween Wrap

Movements

8 Direction **Bullet** X2 Car Custom Pathfinding

Physics Platform Rotate Sine Tile movement

Bullet: Move an object ahead at its current angle. Typically used for bullets and projectiles.

[Help](#) Add Cancel

Behavior: Bullet

Double click on the bullet
behaviour



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Add behavior

Choose a behavior to add:

Anchor	Bound to layout	Destroy outside layout	Drag & Drop	Fade
Flash	Line of sight	Pin	Scroll To	Timer
Tween	Wrap			

Movements

Wrap: Make an object leaving the layout reappear on the other side.

[Help](#)

Behavior: Wrap

If you test your game now you will find that the meteor shoots across your screen never to be seen again

To prevent this you need to add the wrap behaviour which makes the meteor re-appear on the other side of the screen

Add a second behaviour

Wrap



The screenshot shows the Construct 3 editor interface. On the left is the 'Properties' panel for a meteor object. The 'Behaviors' section is expanded to 'Wrap', and the 'Wrap to' dropdown is set to 'Viewport'. A mouse cursor is pointing at the 'Viewport' option. Below the 'Wrap to' dropdown, there are options for 'Add / edit', 'Effects', 'Blend mode', and 'Add / edit'. The 'Effects' section is also expanded, showing 'Viewpoint' selected. The main game scene on the right shows a yellow meteor flying over a landscape with a yellow spaceship and various alien structures. A mouse cursor is also pointing at the meteor in the scene, with the text 'X2' next to it. At the bottom of the scene, a status bar shows 'Mouse: (-174, 317) Acti'.

Behavior: Wrap

The meteor now wraps but it takes a long time to re-appear on the other side

This is because the meteor is wrapped to the whole layout and not just the viewport where you can see your game

In the properties bar

Select wrap to viewport



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Test your game

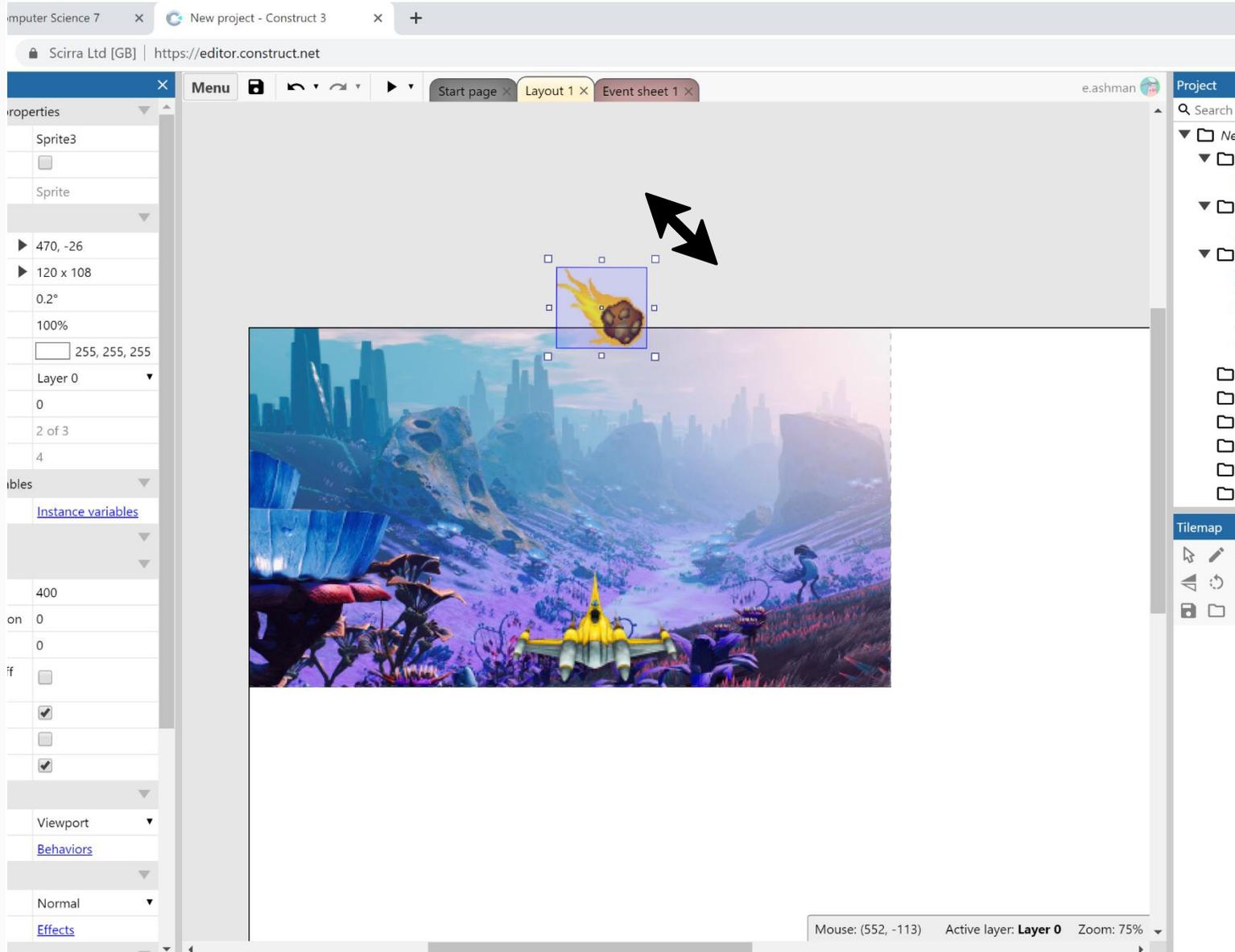
Test your program again

Click on the ►, your meteor should fly across the screen

But we need it to fall down ...



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Rotate sprite

To make your meteor fall down from the sky you need to rotate your sprite

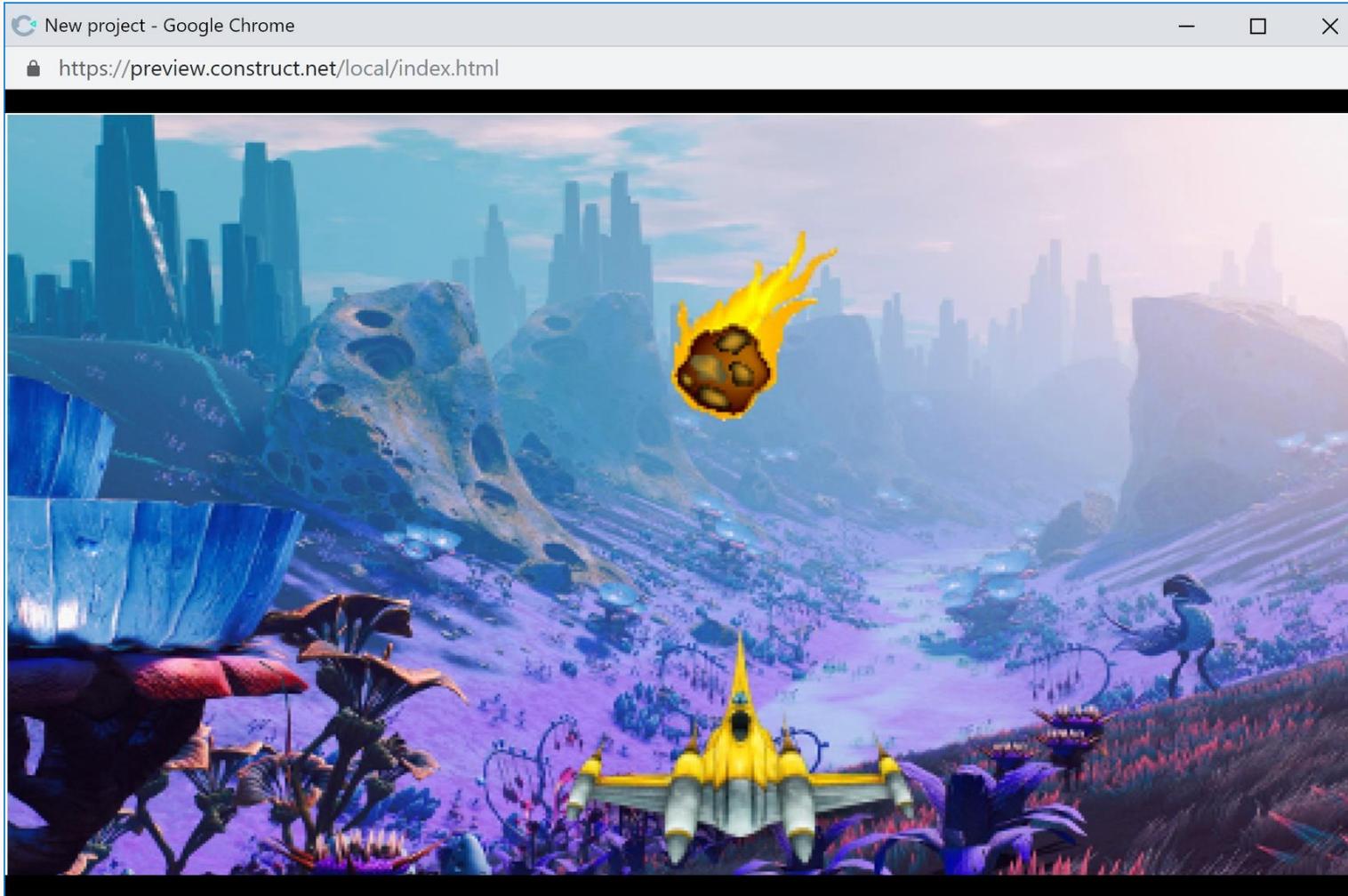
To do this move your mouse cursor to just outside of the resize tool, it will turn into a two ended arrow

Click and drag your sprite to spin it around 90°

You can also set this angle in the properties bar



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Test your game

Test your program again

Click on the ►, your meteor now falls down the screen



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Construct 3 editor interface showing a scene with a yellow ship. The left sidebar displays properties for 'Sprite2' (224 x 154 pixels) and 'Animation 1'. A mouse cursor is hovering over the ship with the text 'X2' next to it. The status bar at the bottom indicates 'Mouse: (477, 380) Active layer: Layer'.

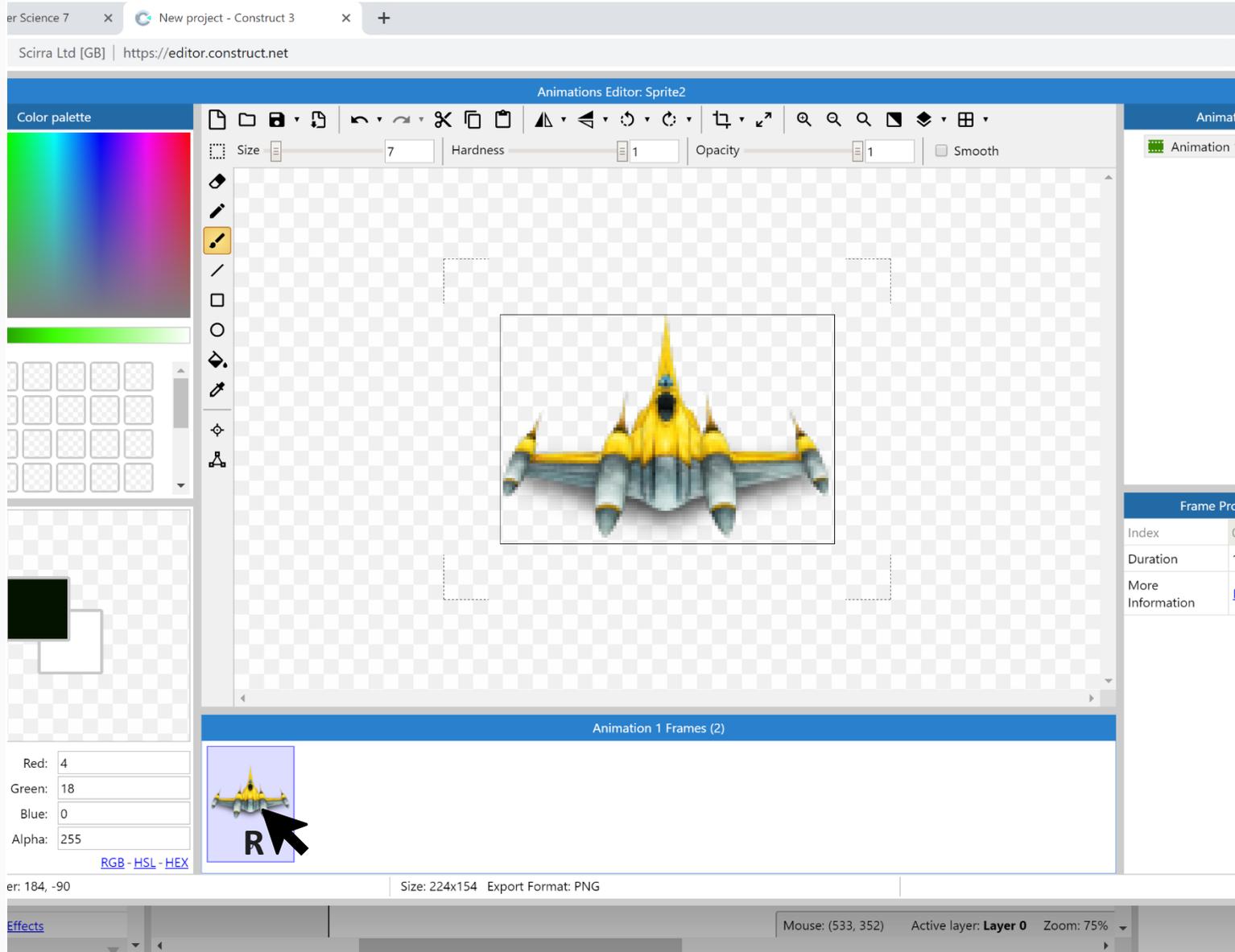
Animate sprite

Now we are going to make our ship fire by adding a second version of the ship sprite which we can switch to by pressing space bar

Double click on the ship to open the image editor



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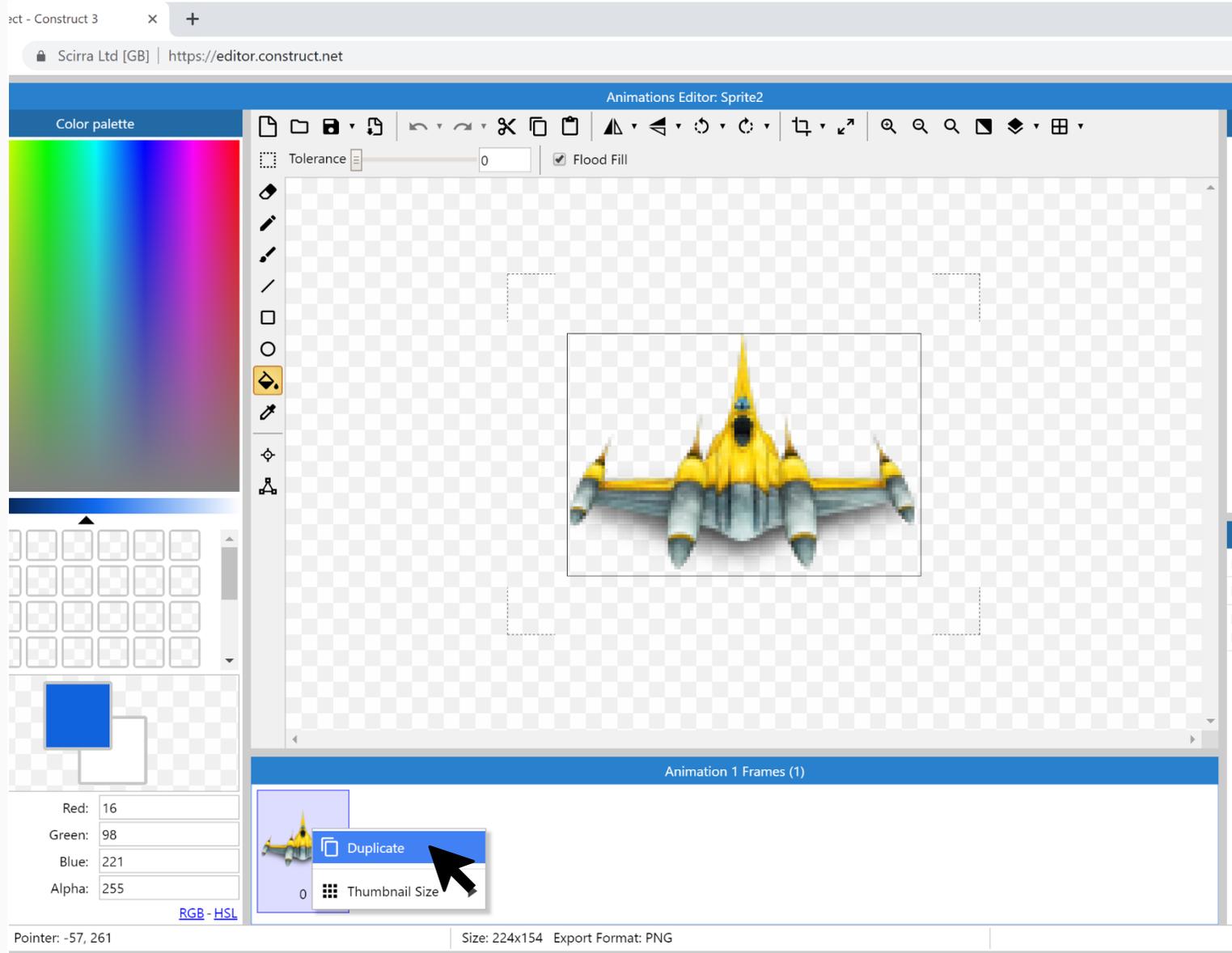


Animate sprite

Right click on the ship's frame

0

Animate sprite



Inc
Du
Mc
Inf

Click on duplicate



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Animate sprite

Construct 3 | Scirra Ltd [GB] | https://editor.construct.net

Animations Editor: Sprite2

Image Points	Number
jin	0

Pointer: -117, 351 | Size: 224x154 | Export Format: PNG | Origin: 112, 77

Click on frame 1



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Construct 3 | Scirra Ltd [GB] | https://editor.construct.net

Animations Editor: Sprite2

Color palette

Thickness: 5 | Opacity: 1 | Smooth

Line tool selected

Animation 1 Frames (2)

Red: 72
Green: 236
Blue: 1
Alpha: 255
RGB - HSL

Pointer: 277, 77 | Size: 224x154 | Export Format: PNG | Length: 63px - Angle: 249°

Animate sprite

Click on the line tool and
select a suitable colour for
your lasers

Draw lines to make the ship
look like it is firing its weapons



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r.construct.net

Animations Editor: Sprite2

Size: 7 Hardness: 1 Opacity: 1 Smooth

Animation Properties	
Name	Animation 1
Speed	5
Loop	<input type="checkbox"/>
Repeat Count	1
Repeat To	0
Ping Pong	<input type="checkbox"/>
More Information	Help

Animation 1 Frames (2)

0 1

Size: 224x154 Export Format: PNG

Animate sprite

To stop the animation from
automatically playing

Click on Animation

Animate sprite

r.construct.net

Animations Editor: Sprite2

Size: 7 Hardness: 1 Opacity: 1 Smooth

Animation 1

Animation Properties	
Name	Animation 1
Speed	0
Loop	<input type="checkbox"/>
Repeat Count	1
Repeat To	0
Ping Pong	<input type="checkbox"/>
More Information	Help

Animation 1 Frames (2)

0 1

Size: 224x154 Export Format: PNG

Set the Speed to 0



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Programming the lasers

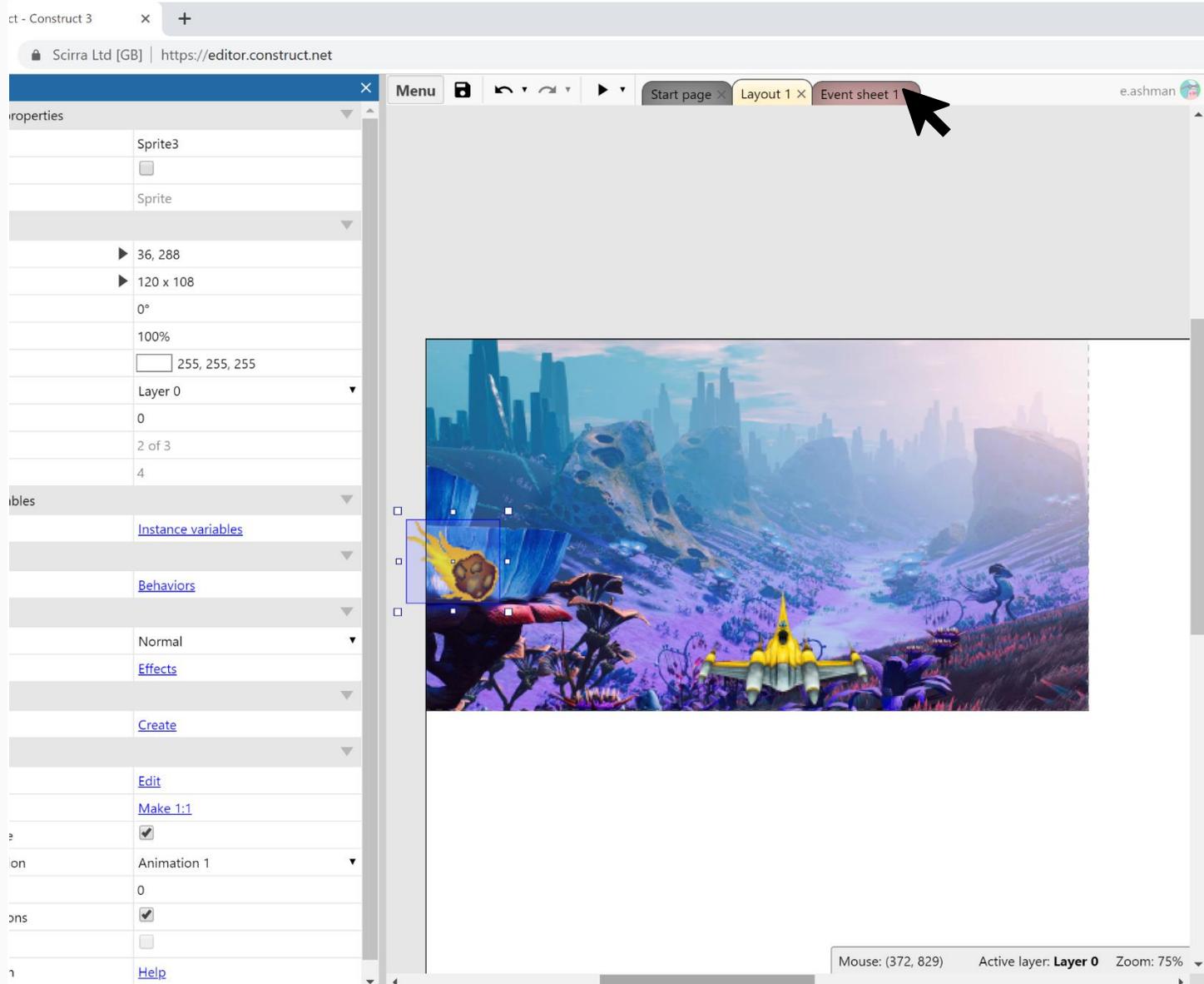


PlayStation.





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Program sprite

Now we are going to program our ship so the game switches to the firing version of our ship sprite when the space key is pressed

In Construct 3 we use events to program our sprites

Click on Event sheet 1



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Construct 3 editor interface showing an empty event sheet. The browser address bar shows 'https://editor.construct.net'. The left sidebar contains properties for 'Sprite3' and a list of objects. The main area displays the text 'This is an empty event sheet' and instructions on how to add events. An 'Add event' link is highlighted in the top-left corner with a mouse cursor. Below the text, an example event sheet is shown with columns for Margin, Conditions, and Actions.

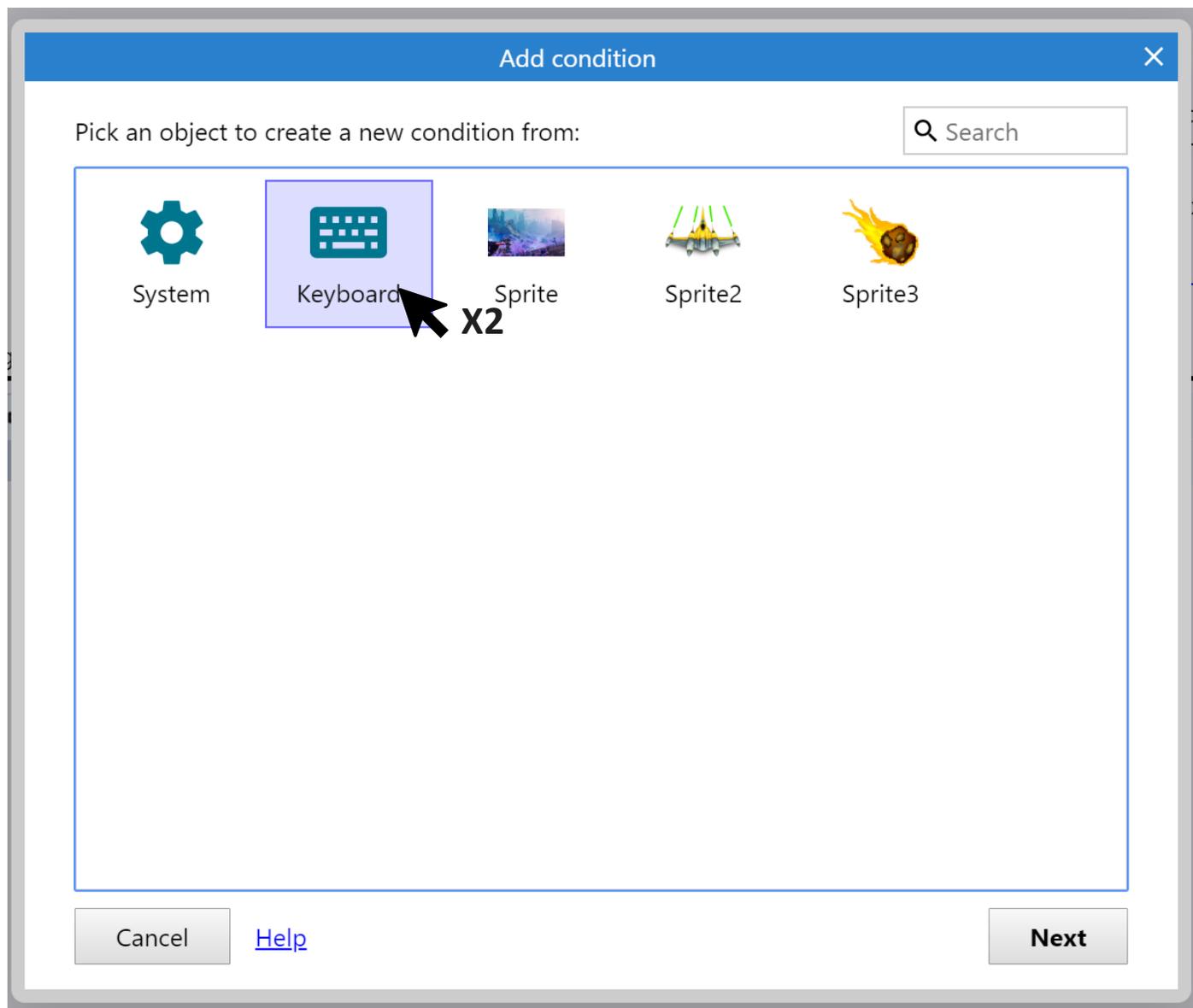
Margin	Conditions	Actions
→ Bullet	On collision with ← Monster	← Monster Destroy
		→ Bullet Destroy

Program sprite

Click on Add event



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Program sprite

Double click on Keyboard



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← Add 'Keyboard' condition ×

On key pressed: Triggered when a keyboard key is pressed.

Key codes

- Key code is down → On key code pressed
- On key code released

Keyboard

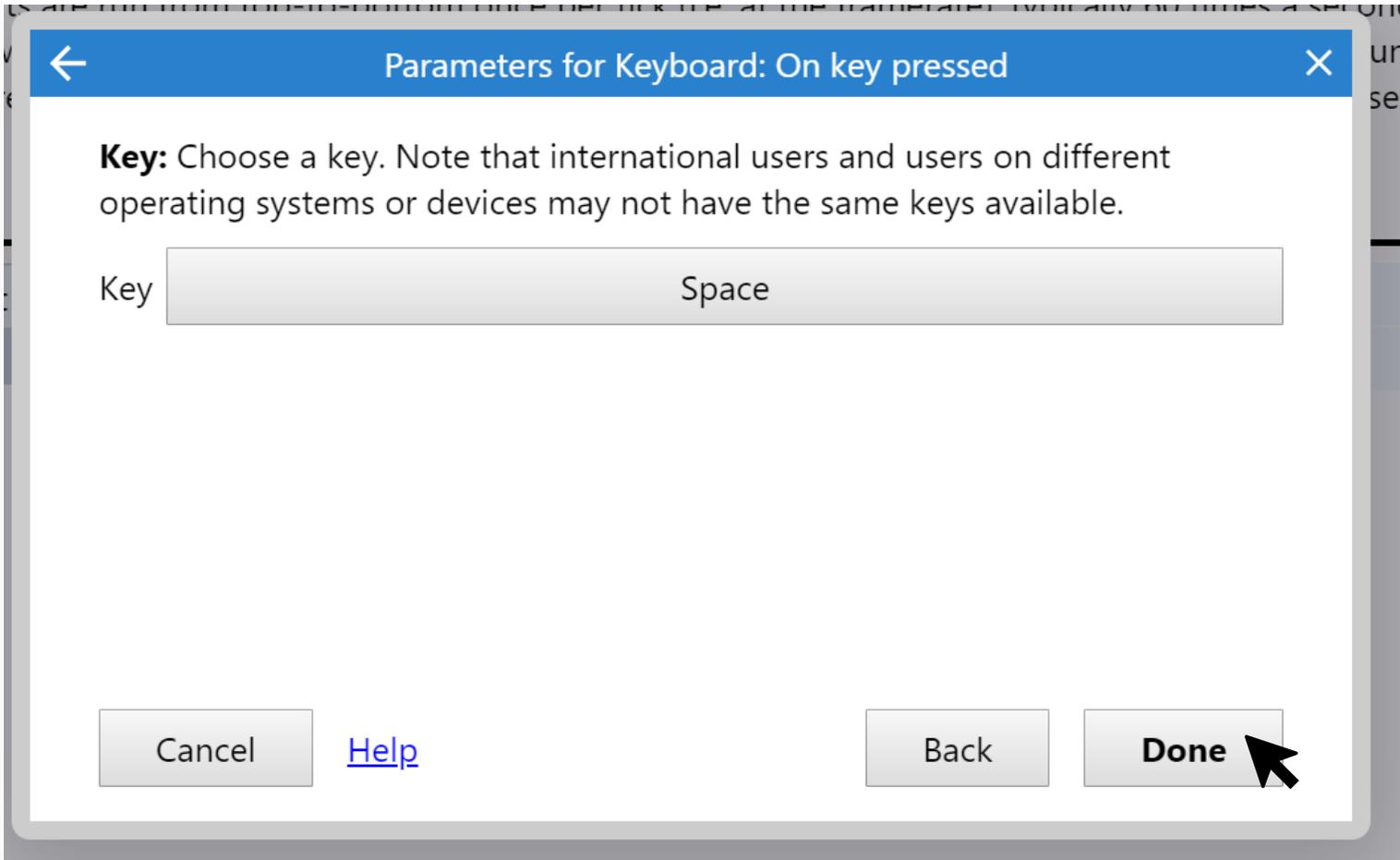
- Key is down → On any key pressed
- On any key released
- On key pressed
- On key released

Cancel [Help](#) Back Next

Program sprite

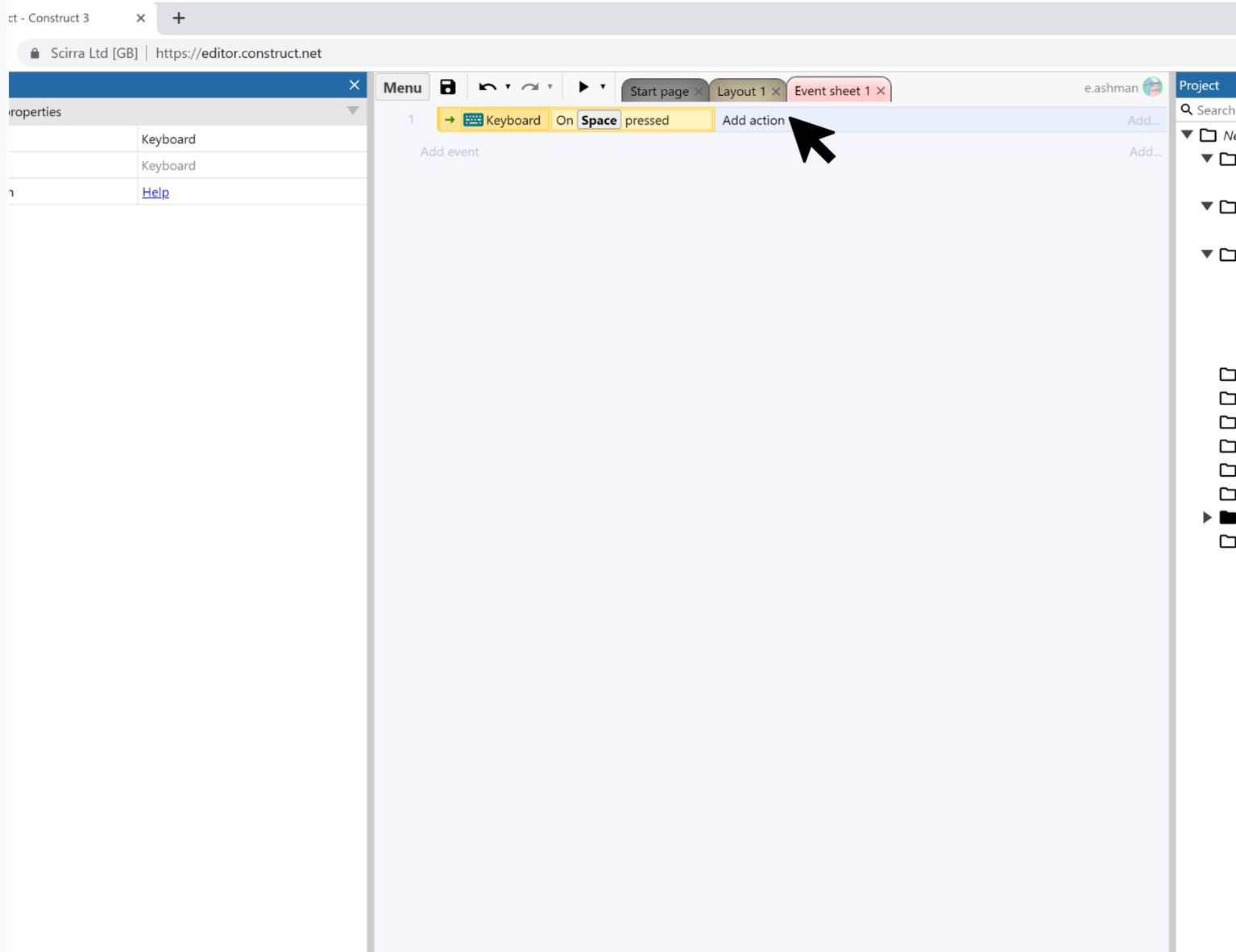
Double click on On key pressed

Program sprite



Add Space key and click Done





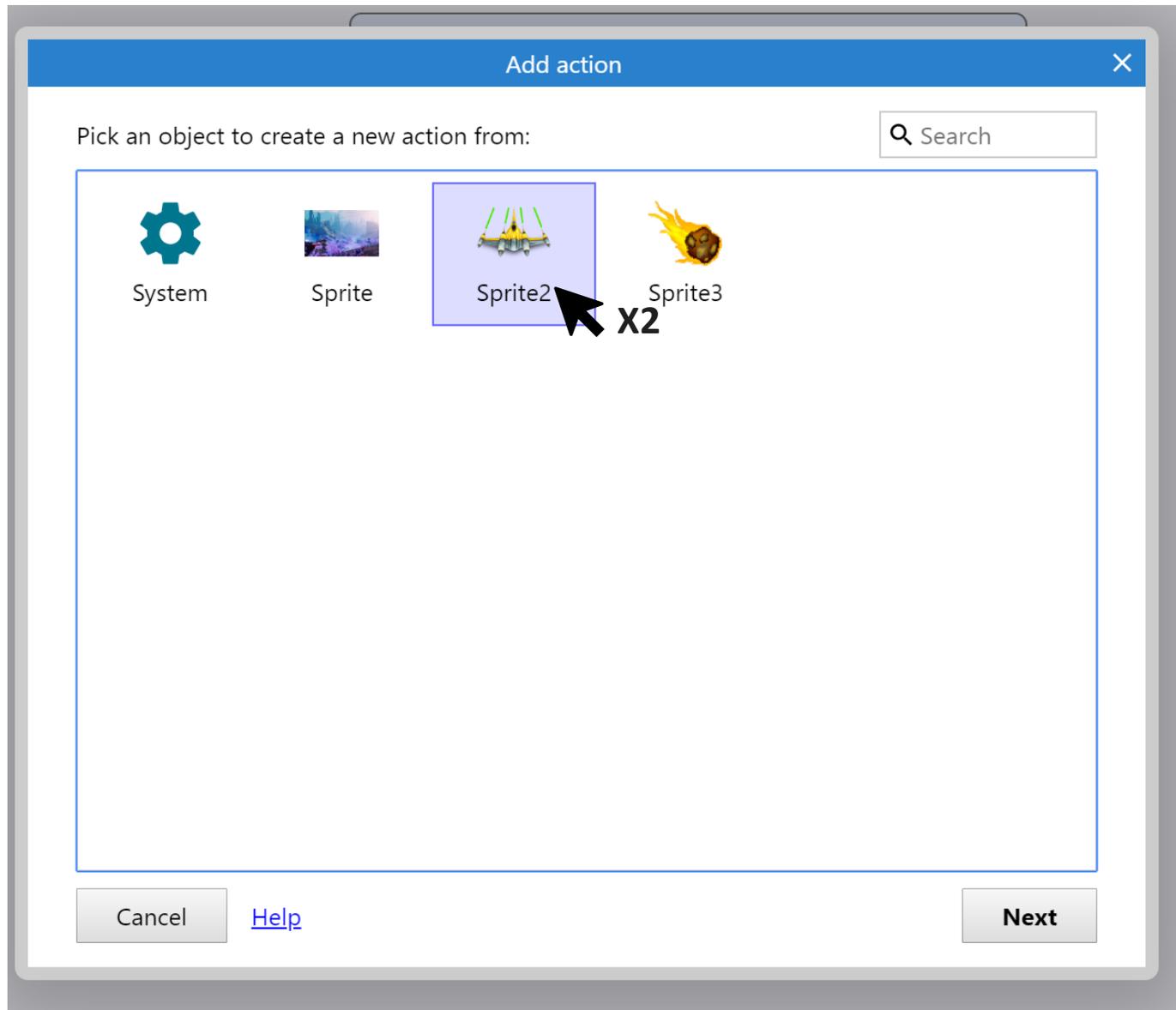
Program sprite

The parameters window will close to take you back to the events tab

Click on Add action



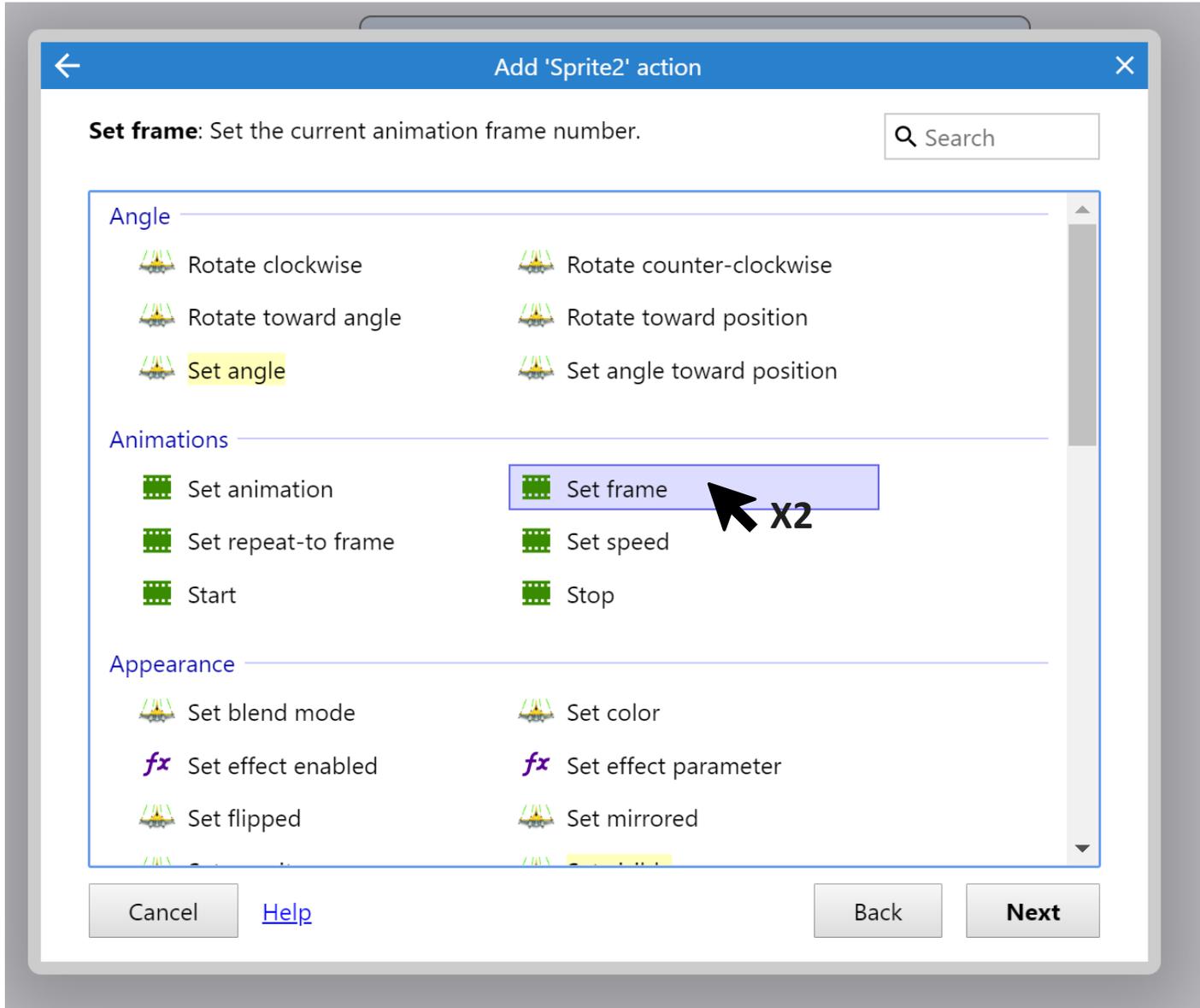
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Program sprite

Double click on your ship

Program sprite



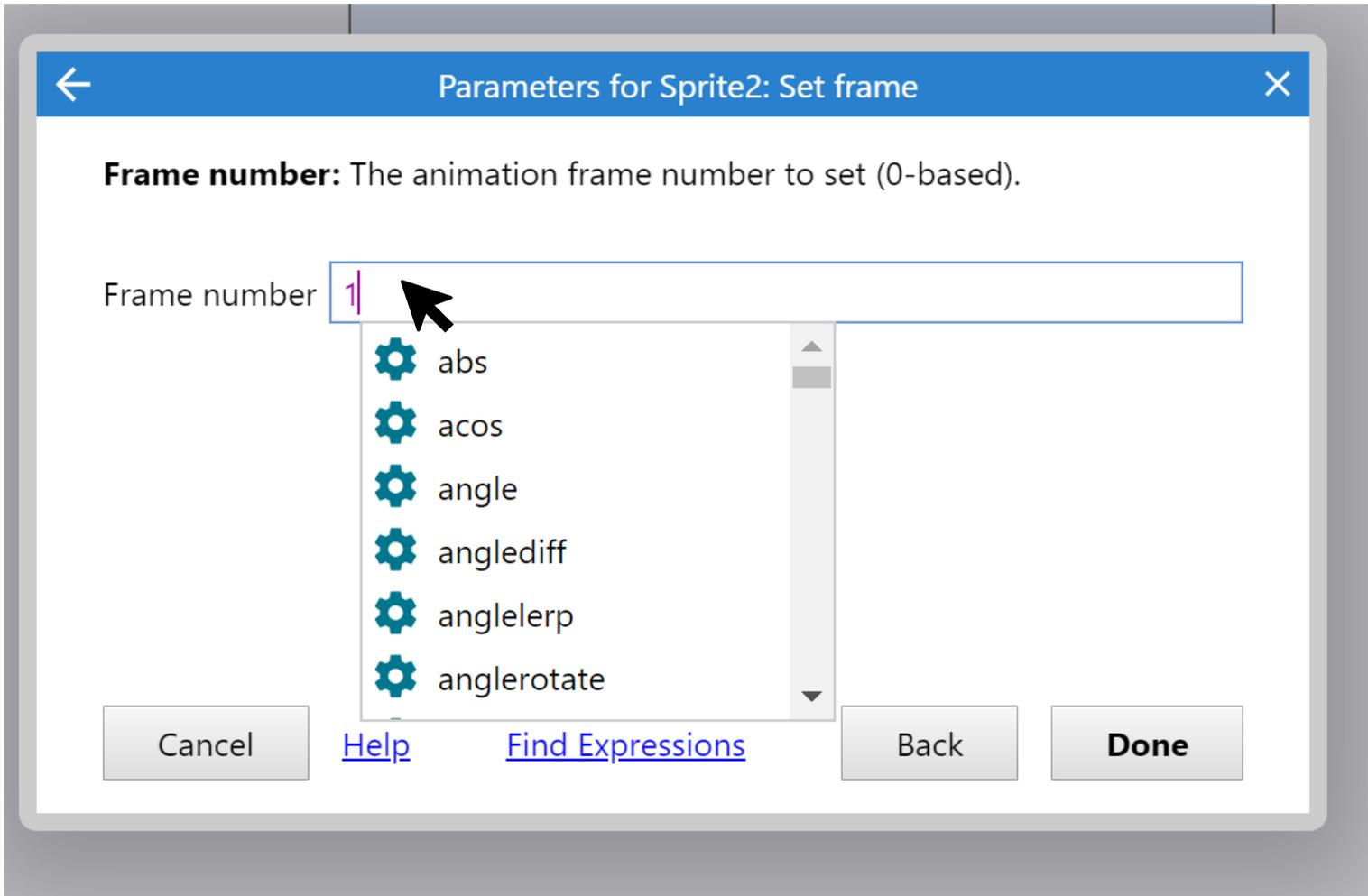
Double click on Set frame



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Program sprite



Set to frame 1

Program sprite



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← Parameters for Sprite2: Set frame ×

Frame number: The animation frame number to set (0-based).

Frame number

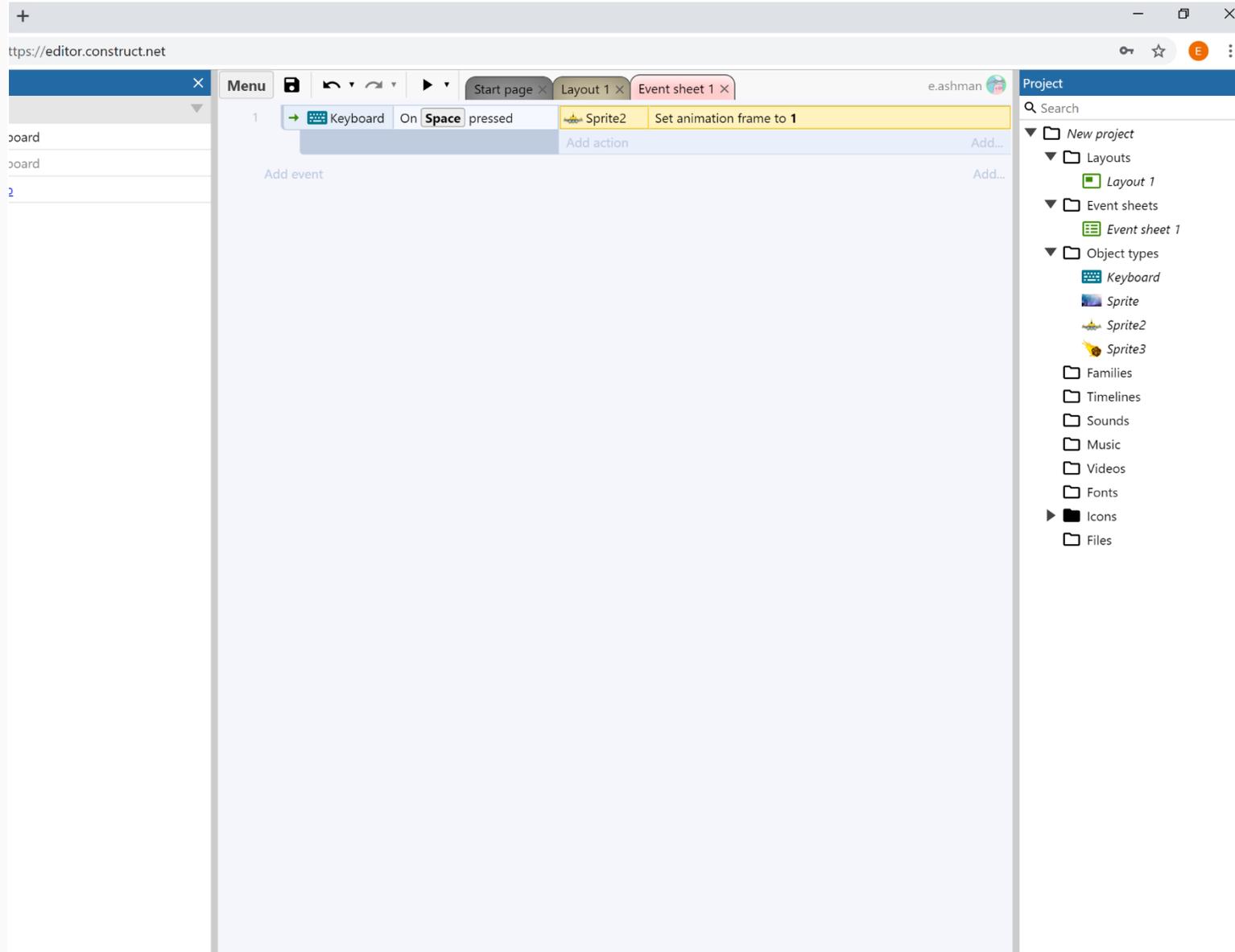
- abs
- acos
- angle
- anglediff
- anglelerp
- anglerotate

Cancel [Help](#) [Find Expressions](#) Back Done

Click Done



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Program sprite

The properties window will
close and your event should
look like this



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The screenshot shows the Construct 3 editor interface. At the top, there's a browser tab for 'Scirra Ltd [GB] | https://editor.construct.net'. Below that, a menu bar contains 'Menu', 'Start page', 'Layout 1', and 'Event sheet 1'. The event sheet shows an event 'Keyboard' with the action 'Sprite2' and 'Set animation frame to 1'. A preview window titled 'New project - Google Chrome' is open, showing a game scene with a yellow spaceship and green laser beams in a sci-fi landscape. The project panel on the right lists various assets like 'Layout', 'Event', 'Object', 'Family', 'Timeline', 'Sound', 'Music', 'Video', 'Font', 'Icon', and 'File'.

Test your game

Now test your program. Click on the ►, then press the space bar on your keyboard and check that your ship fires its weapon and then it goes off

Oh no, the lasers stay on once set off!

Program sprite

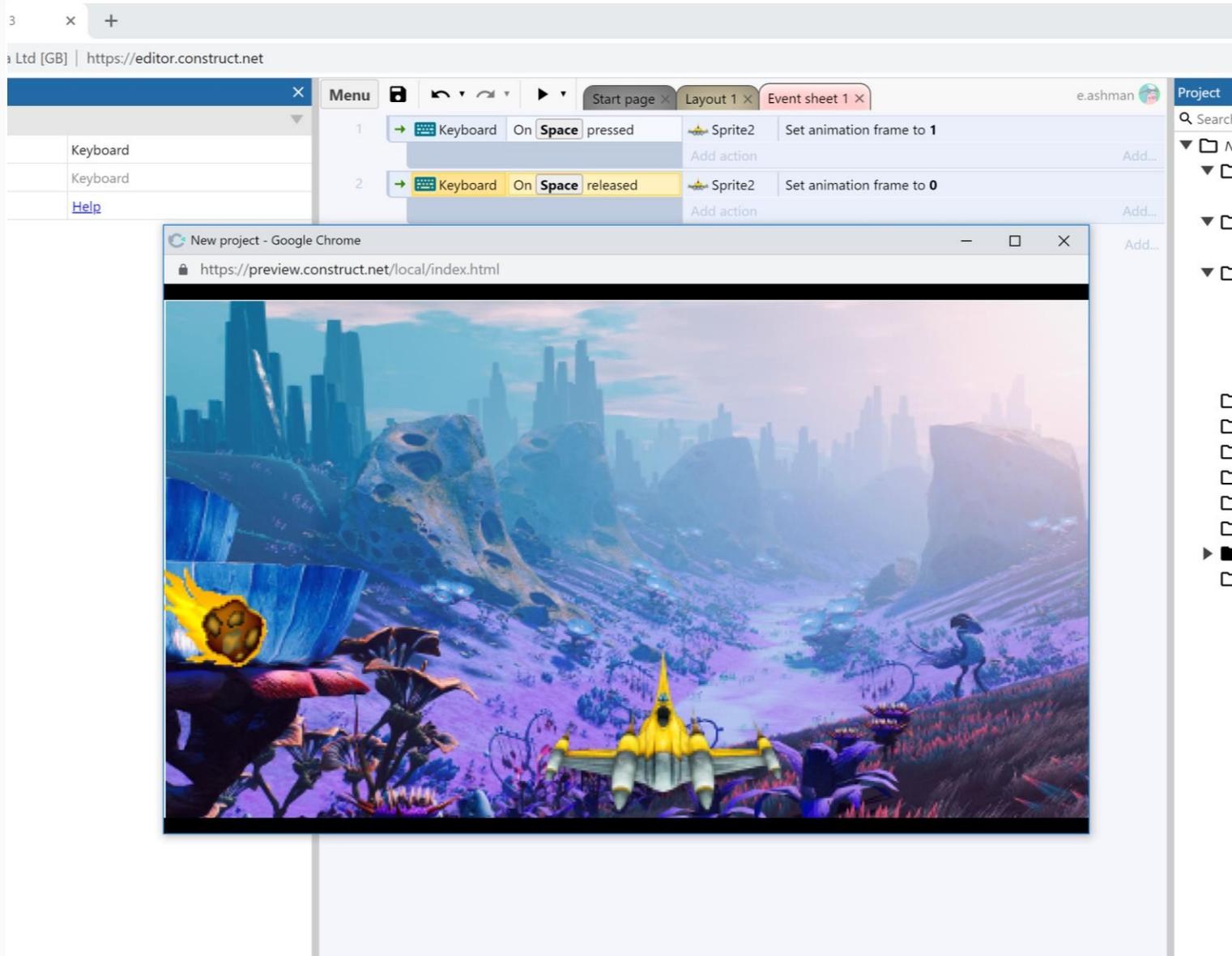
→  Keyboard	On Space pressed	 Sprite2	Set animation frame to 1
		Add action	
→  Keyboard	On Space released	 Sprite2	Set animation frame to 0
		Add action	
Add event			

Add a second event like this

(go back and follow the previous steps if you get stuck)



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Test your game

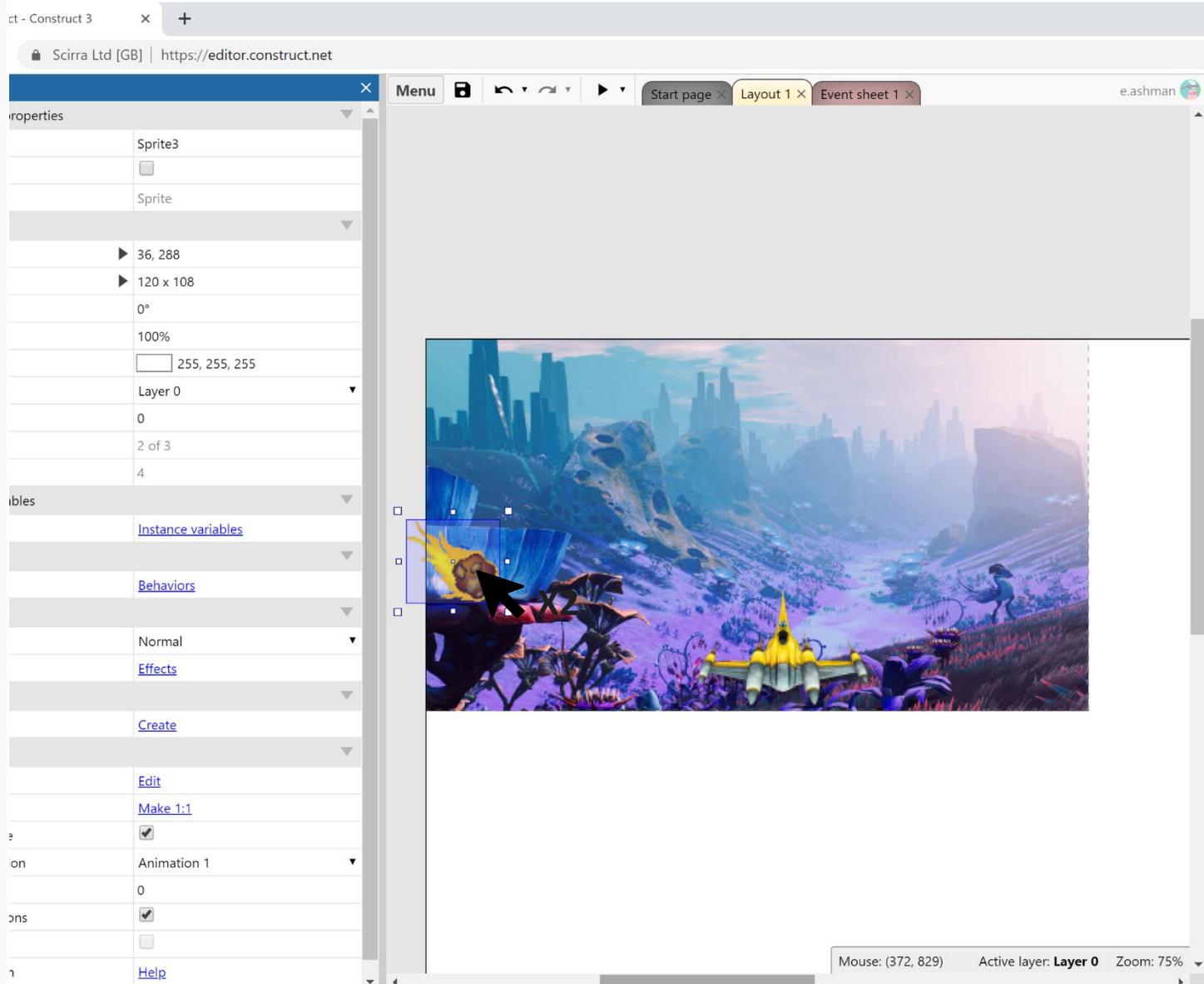
Now test your program again

Click on the ►, then press the space bar on your keyboard and check that your ship fires its weapon and then it goes off

Phew, they go off now!



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Animate sprite

Now we need to make the meteor explode if it is hit by the ship sprite's lasers

We do this by adding a second frame to the meteor sprite which the sprite changes to when a collision with the ship sprite is detected

Double click meteor sprite to open the animations editor



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Construct 3 | Scirra Ltd [GB] | https://editor.construct.net

Animations Editor: Sprite3

Color palette

Size: 7 | Hardness: 1 | Opacity: 1 | Smooth

Animation 1 Frames (1)

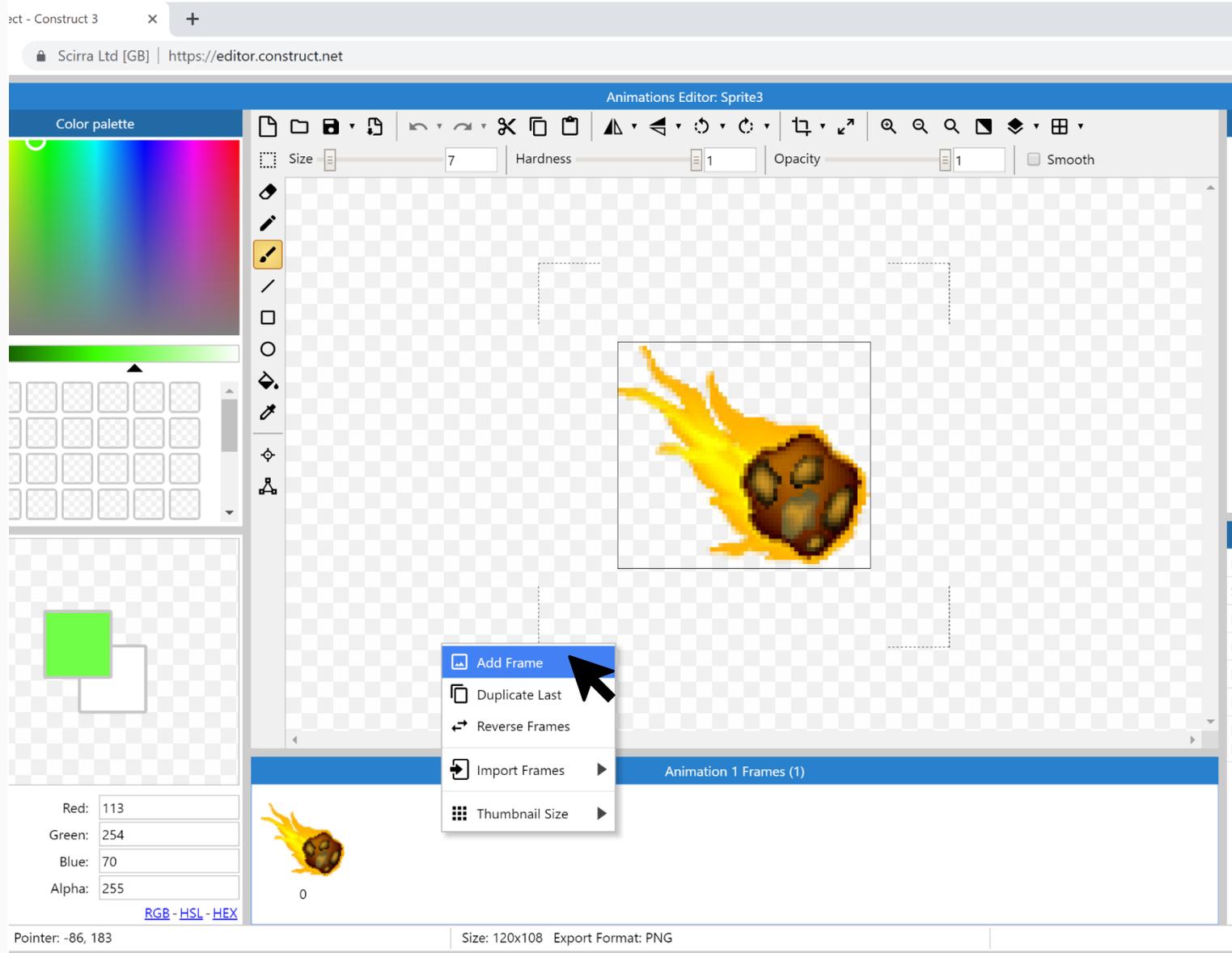
Red: 113
Green: 254
Blue: 70
Alpha: 255
[RGB - HSL - HEX](#)

Pointer: 216, -60 | Size: 120x108 | Export Format: PNG

Animate sprite

Right click in the space next to frame 0 at the bottom in the frames bar

Animate sprite



Click Add Frame to add a new blank frame



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ect - Construct 3 x +

Scirra Ltd [GB] | https://editor.construct.net

Animations Editor: Sprite3

Color palette

Size: 7 Hardness: 1 Opacity: 1 Smooth

Animation 1 Frames (2)

Red: 113
Green: 254
Blue: 70
Alpha: 255
[RGB](#) - [HSL](#) - [HEX](#)

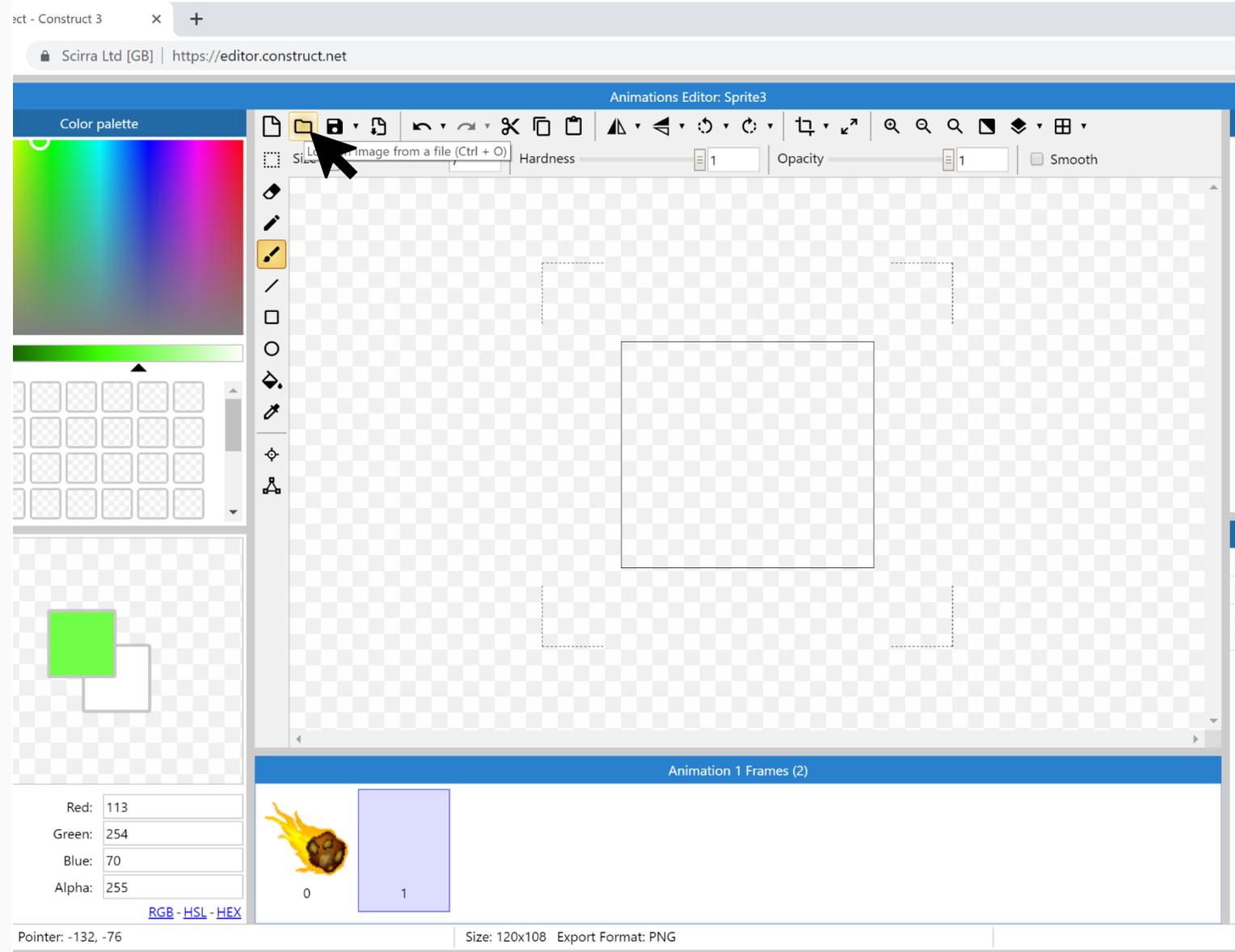
Pointer: -55, 180 | Size: 120x108 Export Format: PNG

Animate sprite

Click on the blank frame to
select it



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Animate sprite

Click on Load image

Select the Explosion from
your Starlink folder



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The screenshot shows the Animations Editor for a sprite named 'Sprite3'. The main canvas displays a fire explosion sprite with a bounding box. The 'Animation Properties' panel on the right is open, showing the following settings:

Animation Properties	
Name	Animation 1
Speed	0
Loop	<input type="checkbox"/>
Repeat Count	1
Repeat To	0
Ping Pong	<input type="checkbox"/>
More Information	Help

Below the main canvas, the 'Animation 1 Frames (2)' section shows two frames of the animation. The first frame (0) shows a fireball, and the second frame (1) shows the fire explosion. The status bar at the bottom indicates 'Size: 120x82 Export Format: PNG'.

Animate sprite

As with the ship sprite, we need to prevent the animation from automatically playing

1. Click on Animation
2. Set the Speed to 0
3. Close the animations editor



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Starlink.

Programming the meteors to
explode



PlayStation.





Program sprite

Now we need to add the event that will trigger the explosion

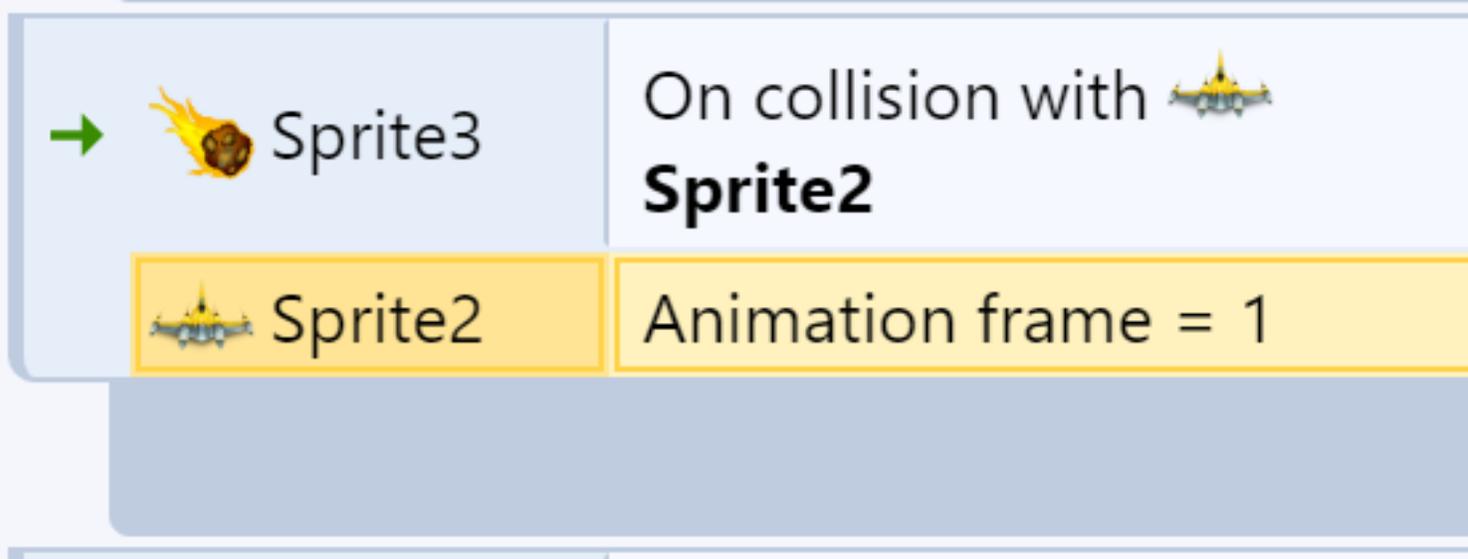
Create this event in your events tab

Now test your program to make sure the meteor explodes when shot and then resets in time to fly across the screen again

The lasers work but the meteor explodes whether you press them or not ...

→  Sprite3	On collision with  Sprite2	 Sprite3	Set animation frame to 1
		 System	Wait 5 seconds
		 Sprite3	Set animation frame to 0
		Add action	

Program sprite



Add a second condition by right clicking under the 1st one that checks that the laser animation frame is visible



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The screenshot shows the Construct 3 editor interface. At the top, there are browser tabs for 'iter Science 7', 'New project - Construct 3', and 'Scirra Ltd [GB] | https://editor.construct.net'. The main workspace is divided into several panels. On the left, there's a 'Properties' panel for 'Sprite3' showing its position (470, -26), size (120 x 108), and rotation (90°). Below that is the 'Instance variables' panel. The central 'Event sheet' panel contains three events: 1. 'Keyboard On Space pressed' triggers 'Sprite2' to 'Set animation frame to 1'. 2. 'Keyboard On Space released' triggers 'Sprite2' to 'Set animation frame to 0'. 3. 'Sprite3 On collision with Sprite2' triggers 'Sprite3' to 'Set animation frame to 1'. An inset window titled 'New project - Google Chrome' shows a preview of the game at 'https://preview.construct.net/local/index.html'. The preview displays a vibrant, alien landscape with a character in a yellow and orange suit flying in the foreground. The right side of the editor has a 'Project' panel with a search bar and a folder tree, and a 'Tilemap' panel with various tool icons.

Test your game

Now test your program again

Click on the ► and make sure the meteor explodes when shot and then resets in time to fall down again

Change the settings and positions as you need

You have now completed the basic game



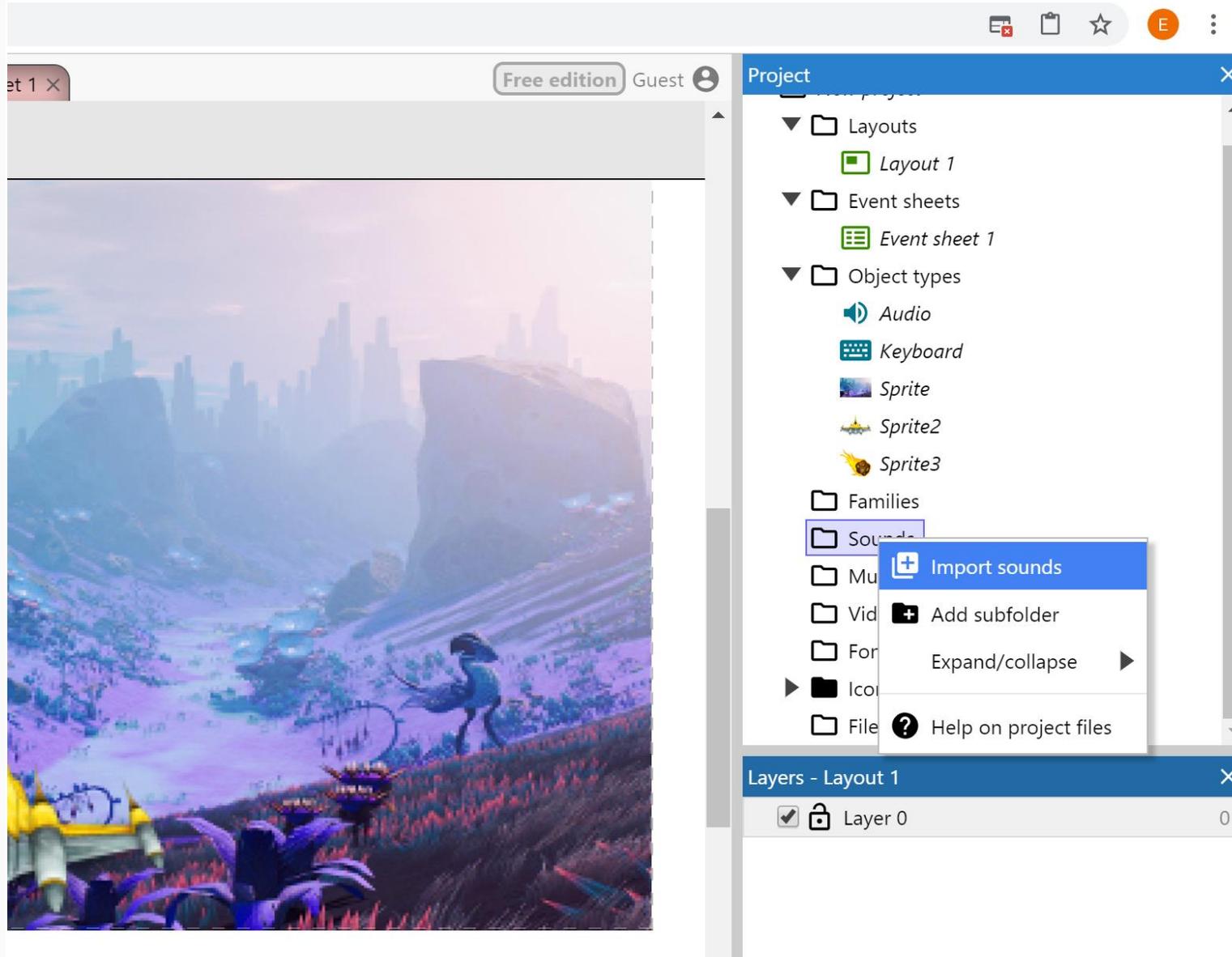
Starlink.

Challenges





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Challenge 1

For this challenge you are going to add sound effects to your game

First you will need to add the sound file to your game

Add audio object to layout view

Right click on sounds and click on import sounds

Click Import Audio

Go to your Starlink folder and double click on 'Primed for battle.mp3'

Click Import

Challenge 1

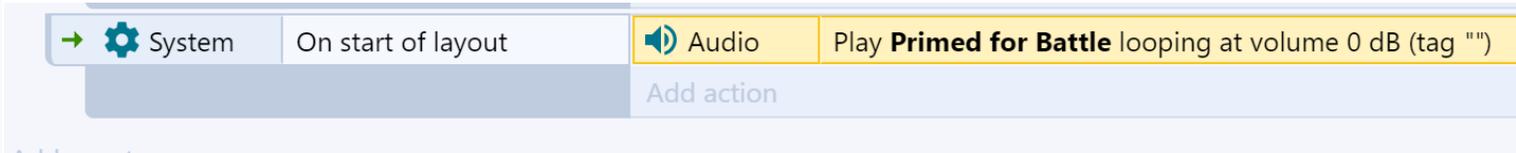
For this challenge you are going to add sound effects to your game

1. Go back to the events sheet and add the following event

Find some other suitable sound files and add them to your game



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Add behavior

Choose a behavior to add:

Search

Movements



8
Direction



Bullet



Car



Custom



Pathfinding



Physics



Platform



Rotate



Sine



Tile
movement



Turret

8 Direction: Moves an object up, down, left, right and on diagonals.

[Help](#)

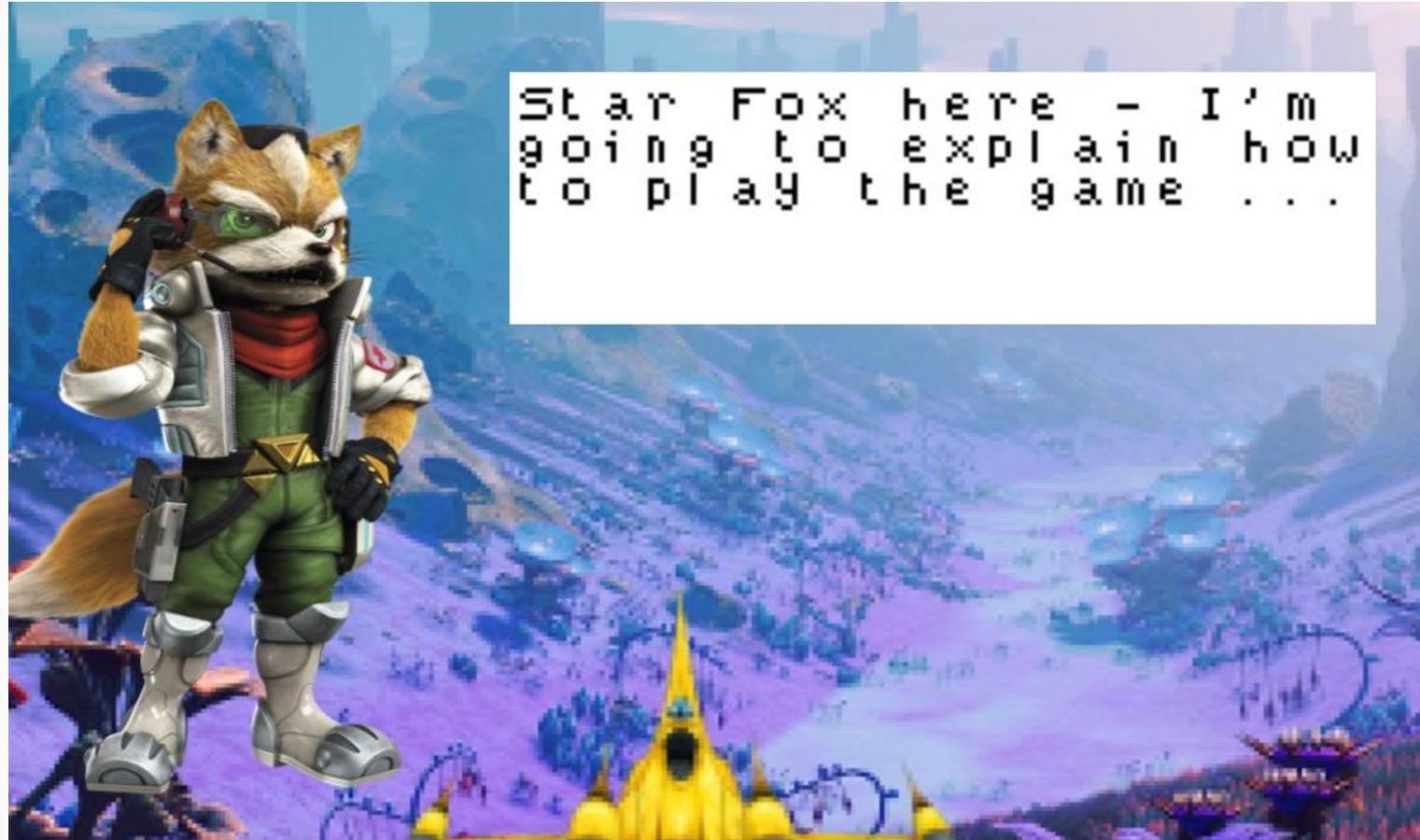
Add

Cancel

Challenge 2

Program the ship to move around the screen using the arrow keys

Challenge 3



Add a character who says how to play the game at the beginning



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Challenge 3



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→  Keyboard	On Enter pressed	 Sprite4	Destroy
		 SpriteFo...	Destroy
		 Sprite5	Destroy
		Add action	

Add code so that the user has to press a specific button to start the game

This event will give you some clues on how to complete this challenge

Challenge 4

Add a scoring system to the game – this will get you started:

1. Add the text object to your layout
2. Right click on it and add an instance variable called score with an initial value of 0
3. In the event sheet add the following to your events

3	→ Sprite3	On collision with  Sprite2	 Sprite3	Set animation frame to 1
	 Sprite2	Animation frame = 1	 System	Wait 5 seconds
4	→  System	On start of layout	 Sprite3	Set animation frame to 0
			 Text	Add 1 to score
5	 System	Every tick	Add action	
			 Audio	Play Primed for Battle looping at volume 0 dB (tag "")
Add event	 System	Every tick	 Text	Set text to "Score: " & <i>Text.score</i>
			Add action	

Challenge 5



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→ System	On start of layout	Audio	Play Primed for Battle looping at volume 0 dB (tag "")
		Sprite3	Set position to $(random(0,250), 0)$
		Add action	

Get the meteor to appear at random places and move in random directions

Use this event as a starting point

Well done!

You are now ready to join us in the
Battle for Atlas