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Intro to Construct 3

Summary

What am I learning today?

- What is **Construct 3**
- What are the different parts of the Construct *3* ***editor***
- What is a ***tiled background*** and how is it helpful?
- How can I create a ***sprite*** and give it ***behaviors***?
- Can I ***save*** my work, or does it just go away after I'm done?

When I complete this lesson ***I can***...

- Create a new Construct 3 project
- Add a tiled background to my game
- Create and draw my own sprite
- Give my sprite behaviors
- Save my project to a safe place so I can play my game later

Materials You Will Need

- Laptop/Computer
- Chrome browser
- A good and stable Wi-Fi connection
- Construct3
- Resources for our game found here (download these to your computer)
- A curious mind and a little persistence!

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Let's Get Started

What is Construct 3



Construct 3 is a 2D game engine that can be used to design and create your own games which include puzzles, platformer games, role-playing games (RPG's), shooters, racing games, and even storybooks! 🚀

Together, let's follow along in the video below to set up a Construct 3 account

Note: This step is optional, you do not have to create an account in Construct to make projects.

▶️ Create Construct 3 account

Our first game

Now that we have an account all set up, we can start making some cool games! Together, let's start a new project and start working on a super rad game.

▶️ Create first project

This looks complicated…



When looking at a new platform for the first time, it can be confusing, especially when you don't know all of the ways to add components to your game. Here, we see a lot of different menus with a lot of different options.

This may look complicated, but now we are going to learn all about our new tools 🧰. As we go through the video together, check off the items below once you learn about them ✅

▶️ Learn Construct 3's editor

- ❏ Main toolbar
- ❏ Layout view
- ❏ Event sheet view
- ❏ Animations editor

Matching time!

Now it is time to put your new knowledge to the test 🧠. Below are all of the different parts of the editor you learned about, now you just have to match them together!

▶️ Construct 3 Matching Game

Once you finish, call over your **Coding Coach** to see how you did and to brag about your awesome new knowledge 🤓.

Adding objects to our game

Now that we know the basics of our Construct 3 editor, now we can add some objects to our game.

▶️ Adding objects to game

Video Summary

Tiled background



First, we are going to add a cool background to the game. We are using a tiled background. What this does is our background takes an image we provide or draw, and repeats it over and over again. If I draw a cube with a smile on it, it will draw cubes with smiles up and down and across filling the whole screen like we see on the right.

Sprite

After you add your background while following along with the video, we are going to add a sprite. A sprite is just a fancy name for a character in our game 💡. When we add a sprite to our layout, we are able to either draw the sprite ourselves or we can upload an

image. Once we add the artwork for our sprite, we see it in the layout overtop of the background.

Behaviors

Finally, we are going to add a behavior to our sprite 🤖. Construct 3 has many different behaviors to choose from. Physics, for example, adds realistic rules of physics to our sprite (like gravity). We are able to change the behavior's properties to our liking, like the force of gravity, or how quickly the sprite is able to accelerate 👩🏼‍🚀.

We're done, but now what?

Now that we have finished our project, we want to make sure we can save our work and admire it later ⭐.

▶️ Saving our work

Saving your project is one of the most important parts of being a good programmer.

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Check-In and Level Up

🎉 You have just finished your first Construct 3 project. Once you feel like you have learned everything in this section, call over your **Coding Coach** for your next steps 😃!