



# Antigravity

Game Template Documentation



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Thank you for purchasing my theme.

If you have any questions that are beyond the scope of this help file,  
please feel free to email via my user page contact form [here](#).

Thanks so much!



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## 1. Description

Game Name: Antigravity

Shot description: Minimalist Game 25

Fast and challenging hyper-casual game, good for passing your free time. With gameplay for all ages, it's very easy to learn to play.

How to play? With one touch, the player switches from top to bottom and needs to send the platforms to score.

Version: 1.0.0

Release: 01/30/2023

Latest update: 01/30/2023



Developer: Twisted By Art

Main author: Luan Silva

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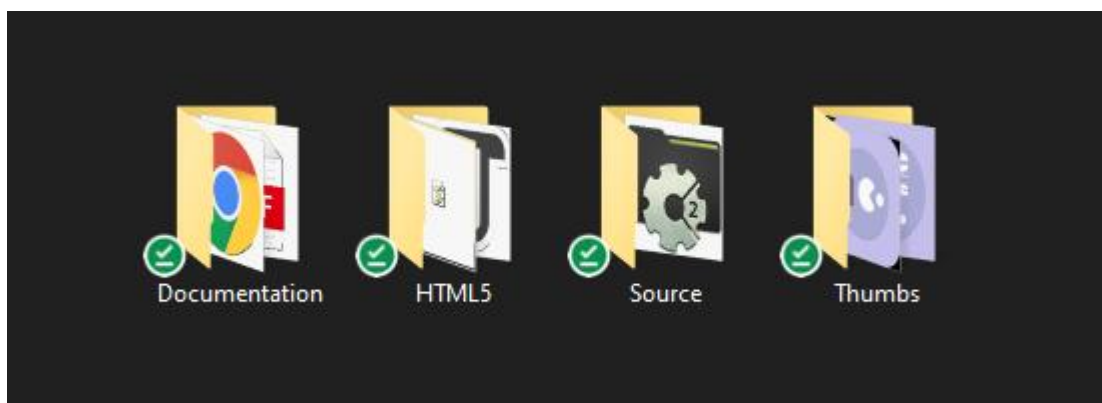
Site: [twistedbyart.com](https://twistedbyart.com)



## 2. Folder Content

Included files on package:

- Source code (editable .capx and .c3p files)
- HTML5 folder (playable in a website)
- Thumbs (contains the game's cover and icon)
- Documentation (this help file)



*(Example of the "Pac Circle" template)*

Obs.: In the folders, you will also find the graphic files in PNG, sound FX, music, and text fonts. They are listed in the "Sources and Credits" category of this document.



### 3. Template Features

- Full game ready to be included on your website
- Resolution full HD 1920px × 1080px
- Responsive, made for landscape
- Touch mobile, keyboard, and mouse controls
- Best scoring system with local save data
- One-Touch and endless gameplay
- Procedural difficulty (it doesn't become impossible)
- Polished visual for a better experience
- Compatible with Construct 2 and Construct 3
- Easy to add or reskin images and sounds
- Through C3 you can easily generate a mobile app
- AdMob Supported (not included in code)
- Without third-party plugins external to the Construct
- Developed on Construct 2, personal license



## 4. Getting Started

First extract the files from the .zip folder, after extracting them, you will find the HTML folder ready to upload on your server.

To install this template on your website, you need to host and embed it.

Server installation: Just upload the "HTML5" folder on your server, this folder contains the game files ready for your website.

Game Embedding: The proper way to embed the game is in a full-screen web page or in an iframe. In the first case, the game will fit the screen size, in the second, that of the iframe. The alignment will be proportioned to the aspect ratio of the game.

It supports all major browsers like Google Chrome, Mozilla Firefox, Safari, Opera, Internet Explorer 9, and above.

Links I recommend to help publish the game:

Publishing to the web: <https://www.construct.net/en/tutorials/publishing-to-the-web-10>

How to publish mobile apps: <https://www.construct.net/en/tutorials/publish-mobile-apps-26>



## 5. How to Edit

To make any changes directly to the game properties, you will need at least a basic knowledge of the Construct game engine, where this template was developed.

Below are the links to access the manuals for both Construct 2 and Construct 3, you can use the one you prefer to make the necessary changes. But I always recommend using the latest and most stable version of Construct 3.

The manuals can be very useful if you have any questions about the functions of the programs, follow the links:

Construct 3 Manuals: <https://www.construct.net/en/make-games/manuals>

Construct 2: <https://www.construct.net/en/construct-2/manuals/construct-2>

Construct tutorials forum: <https://www.construct.net/en/tutorials>

I can make customization and exclusive changes for your project. If you are interested, contact me to check availability.



## 6. Construct Structure

This template is 100% editable in the Construct 2 and Construct 3 game engines. It does not use third-party plugins or behaviors.

It was developed on the most stable version of Construct 2, using a personal license.

The Construct despite having some complexity, is generally a simple game engine for beginners. As it does not need coding knowledge to use it. Most of its programming is visual and intuitive, in the source file you will find comments on all processes, including the functions of each variable and more complex mechanics. This game template is great for learning how to use Construct.

A variable is simply a value that can change (or vary), and they are stored separately for each instance, hence the name instance variables.



(Example of the "Pac Circle" template)

You will find all processes organized in layouts, event sheets, folders, and when necessary sub-folders described according to their purposes.



(Example of the "Pac Circle" template)

For any part of the programming events that is difficult to understand, I will be available to help.



## 7. JavaScript

Every script in Construct is JavaScript Modules. This allows the use of the "import" and "export" syntax. Construct also supports writing JavaScript code in the place of programming event sheets. As well as in separate JavaScript files (not applicable for this theme).

This template contains:

- jQuery - is a Javascript library that greatly reduces the amount of code that you must write.
- CreateJs - is a suite of modular libraries and tools which work together to enable rich interactive content on open web technologies via HTML5.



## 8. Sources and Credits

I've used the following images, icons, sounds, fonts, or other files as listed.

- Each graphic image was made by Twisted By Art, Luan, author of this game template.
- All icons and cover files are free for use and were made by Twisted By Art.

Note 1: The purchase of this template does not include the right to use these graphics externally. If you are interested in using it in external projects or purchasing its editable files, please contact me.

Note 2: It is not allowed to resell or publish (premium) this game on stores like Google and Apple without changing these graphics. For upload in server websites that do not resell, their use is allowed there is no need to reskin.

Music and Sound effects files free for use:

- File: all | from: [opengameart.org](https://opengameart.org)

The following free text fonts were used:

- Font: neuropol x | from: [dafont.com](https://dafont.com)



## 9. Change Graphics and sounds

The most recommended way to reskin images and change the sounds of this template is using the Construct engine. To avoid possible incompatibilities and game bugs.

You can easily change the graphics by replacing the files you need in the "images" folder using an image editor like Photoshop. Just respect file format (.png or .jpg) and exact size in pixels if you don't want to change any event sheet on Construct.

For some objects, especially if it's interactive and with animations. This method may not work correctly, as there may be an incompatibility with programming events, engine behavior, or inconsistency in the collision points of the sprite image.

To change the sounds of the game works similarly to the images, it must necessarily keep the same file format and name. In some cases, changing to a sound with different playback times can cause game bugs. If you don't want to change any event in Construct, keep the same duration time in seconds.



## 10. Version History (Changelog)

Version 1 - 01/30/2023

- First published version of this template

If this template has previous versions and you want the source for one of them, please contact me.



## 11. Terms and Considerations

This template is subject to compliance with the legal terms and conditions of the respective website where you purchased it.

It is extremely important to use this template within the legal terms and conditions, under your purchased license type.

Once again, thank you so much for purchasing this template!

As I said at the beginning, I'd be glad to help you if you have any questions relating to this template. No guarantees, but I'll do my best to assist.

If you have a more general question relating to the themes on ThemeForest, you might consider visiting the forums and asking your question in the "Item Discussion" section.

Please do rate us if you like our theme and support. We look forward to your valuable review.

If purchased on Codecanyon for rating visit: <https://codecanyon.net/downloads> and find "Rate this item" below the download button and rate out the theme. Advance Thanks in Prospect!

Game developed with great passion by ©Twisted By Art.



## 12. Contact

For others available game templates, graphic assets, illustrations, and more. Access the pages below!

If you are interested in any customization, reskin, or a completely new game template. Send me an e-mail at [twistedbyart@outlook.com](mailto:twistedbyart@outlook.com), it will be a pleasure to work together.

[twistedbyart.com](https://twistedbyart.com)



Some stores that can find my work:

[Codecanyon](#)

| [Construct Store](#)

| [GameDev Market](#)

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