

User Manual

About Template:

Endless Walker Template is a game where players tap the screen and time the stretched legs to pass through each obstacle.

The farther the player goes the harder it gets. Backgrounds and scenery change as you progress.

Features:

- Infinite Levels
- 14 Characters
- In-game shop with unlockable characters and cosmetics
- Admob interstitial and banner

Included Files:

- C3 File
- Documentation
- HTML5 Files

Controls:

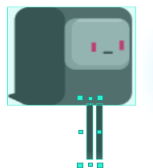
Tap the screen and time the stretched legs to pass through each obstacle.

How to Reskin The File:

Open Endless Walker on construct 3 and click layout game under layouts. Checkmark Layer 2 to access the in-game sprite.

All objects are also available in the Objects layout

In-game sprite contains 3 sprites shown below.





Body and two legs. They can be edited and changed as you wish but do keep the size the same. Trees and clouds are all separated and can be changed for a different scenery for backgrounds.

Shop layout contains all the purchasable objects. Add objects or make changes to objects here.

Event Sheets:

Admob Plugin Info:

The event sheet contains admob events already placed in areas such as a banner ad that is shown above while the game is running and when a player loses once an interstitial will show then when a player loses every 4 times an interstitial will show.

FIND RESULTS: MOBILE (2 RESULTS)				
PROJECT	EVENT SHEET	WHERE	IC...	MATCH
Grow Taller	Event sheet 2	Event 1 action 1		MobileAdvert: Create banner advert "" size: Smart portrait position: top show: true
Grow Taller	Event sheet 2	Event 12 action 1		MobileAdvert: Create interstitial advert "" show: true

Source Credits: LiteBoot