



Pac Circle

Game Template Documentation



Twisted By Art©

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!



Table of Contents

1. Description.....	1
2. Folder Content.....	2
3. Template Features.....	3
4. Getting Started.....	4
5. Structure in Construct.....	5
6. HTML Structure.....	6
7. CSS Files and Structure.....	7
8. JavaScript.....	8
9. Sources and Credits.....	9
10. Change Graphics and Sounds.....	10
11. Version History (Changelog).....	11
12. Terms and Considerations.....	12
13. Contact.....	13



1. Description

Name: Pac Circle

Shot description: Minimalist Game 12

Hyper-casual game with simple one-touch controls and procedural difficulty. A tribute to the classic Pac-Man game, but with different gameplay.

How to play? One-touch controls, tap to switch movement direction and avoid enemies.

Version: 1.0.0

Release: 01/11/2022

Latest update: 01/11/2022



Developer: Twisted By Art

Main author: Luan Silva

Email: twistedbyart@outlook.com

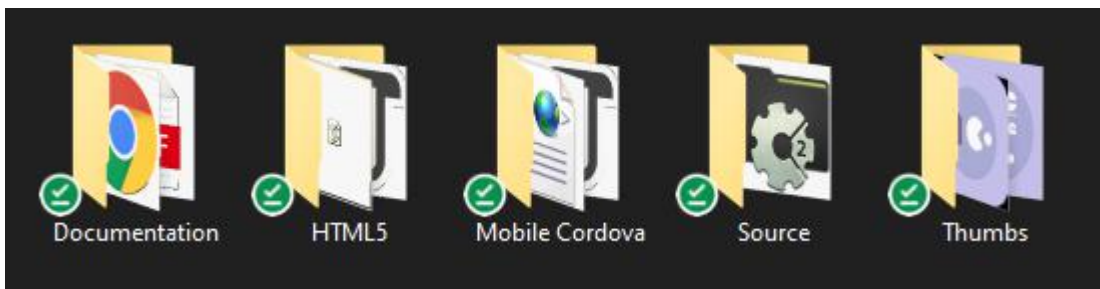
Site: twistedbyart.com



2. Folder Content

Included files on package:

- Source code (editable .capx file)
- HTML5 folder (playable in a website)
- Mobile Cordova (file easily convertible to app mobile)
- 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 in your site
- Resolution full HD 1920px × 1080px
- 100% responsive, in portrait and landscape
- Touch mobile, and mouse controls
- One-Touch gameplay
- Best scoring system with save data
- Procedural difficulty (not quite impossible)
- Polished visual for a better experience
- Endless gameplay
- Code 100% editable in Construct
- Easy to add or reskin images
- Easy to change features like difficulty, speed, score, and others
- AdMob Supported in Construct (not included in code)
- Compatible with all popular browsers
- Without third-party plugins external to the Construct
- Compatible with Construct 2 and Construct 3



4. Getting Started

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.

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 extremely helpful in case you have any doubts 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>

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>

I can make customization and changes if you wish, contact me.



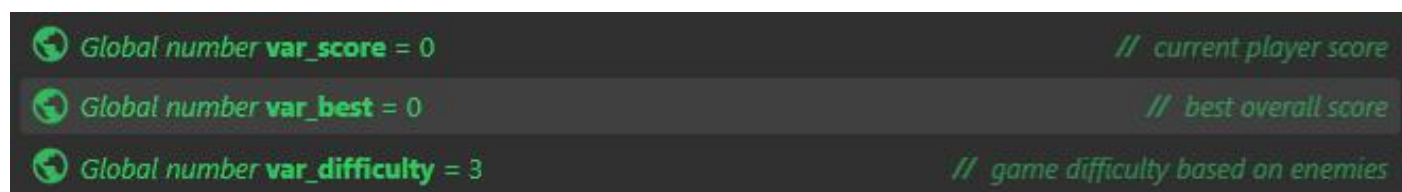
5. Structure in Construct

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

Developed with the most stable version of Construct 2 using the Personal License.

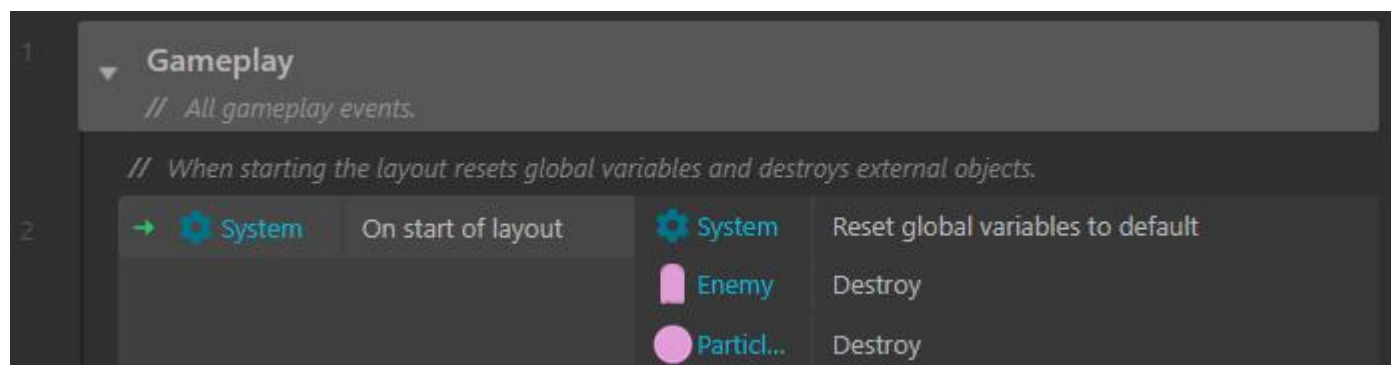
The Construct despite having some complexity, is generally a simple game engine for beginners, as it does not need coding knowledge to use it. Most of its programming is visual and intuitive, in the source file you will find comments on all processes, including the functions of each variable and more 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 code that is difficult to understand, please contact us.



6. HTML Structure

The general template structure is the same throughout the template. Here is the general structure:

```
1 <div id="wrapper">
2
3 <!-- BEGIN HEADER -->
4 <div id="header">
5 <a href="index.html"></a>
6 <ul id="nav">
7 <li><a href="index.html">Home</a></li>
8 <li><a href="about.html">About Us</a></li>
9 <li><a href="products.html">Products</a></li>
10 <li><a href="contact.html">Contact Us</a></li>
11 </ul>
12 </div><!-- end div #header -->
13 <!-- END HEADER -->
14
15 <!-- BEGIN CONTENT -->
16 <div id="contentWrap">
17 <div id="primaryContent">
18 - Primary Content Here -
19 </div><!-- end div #primaryContent -->
20
21 <div id="secondaryContent">
22 - Secondary Content Here -
23 </div><!-- end div #secondary Content -->
24 </div><!-- end div #contentWrap -->
25 <!-- END CONTENT -->
26
27 <!-- BEGIN FOOTER -->
28 <div id="footer">
29 - Footer Content Here -
30 </div><!-- end div #footer -->
31
32 </div><!-- end div #wrapper -->
```




7. CSS Files and Structure

The game use two CSS files. The first one is a generic reset file. Many browser interpret the default behavior of HTML elements differently. By using a general reset CSS file, we can work round this. Keep in mind, that these values might be overridden somewhere else in the file.

The second file contains all of the specific stylings for the canvas and some hacks to be fully compatible with all most popular mobile devices.

If you would like to edit a specific section of the site, simply find the appropriate label in the CSS file, and then scroll down until you find the appropriate style that needs to be edited.



8. JavaScript

All scripts in Construct are JavaScript Modules. This allows the use of the "import" and "export" syntax. Construct also supports writing JavaScript code in the place of actions and events, 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.



9. Sources and Credits

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

- All graphic images by Luan Silva, author of this game template.

Note: It is not allowed to resell or publish (premium) 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.

- All icons and cover files are free for use, made by Luan Silva, author of this game template.

Music and Sound effects files free for use:

- File: all | from: kenney.nl

The following free text fonts were used:

- Font: fingerpop | from: urbanfonts.com



10. Change Graphics and Sounds

You can easily change all the graphics in this template, replacing the files you need in the "images" folder.

Just respect file format (.png or .jpg) and exact size in pixels if you don't want to change any event on Construct.

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 events in Construct, keep the same duration time in seconds.



11. Version History (Changelog)

Version 1 - 01/11/2022

- First published version of this template

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



12. Terms and Considerations

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

It is extremely important to be within the terms and conditions, in accordance with the license acquired.

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 theme. 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. For rating visit: <http://themeforest.net/downloads> and find "Rate this item" below the download button and rate out the theme. Advance Thanks in Prospect!

Developed with great passion by Twisted By Art©



13. Contact

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

If you are interested in customization, reskin, or a completely new game template, send me an e-mail at twistedbyart@outlook.com, it will be a pleasure to work together.

Site:

twistedbyart.com



Some stores that can find my work:

[Codecanyon](#)

| [Construct Store](#)

| [Gamedev Market](#)

| [Codester](#)



Social media:

twistedby.art

| [Facebook](#)

| [YouTube](#)

