

Bloxels - Creating a Background for Your Game Board

Navigation Board

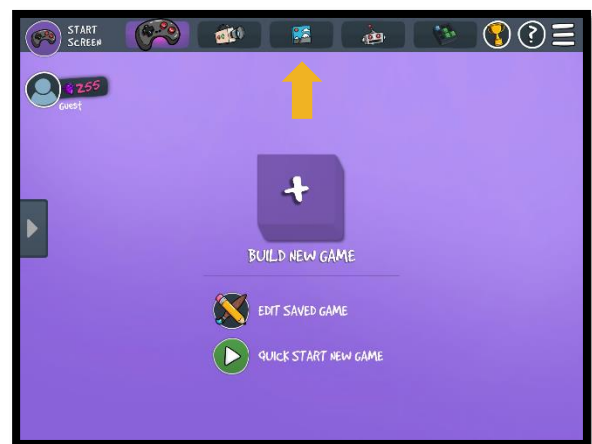
After opening the Bloxels app, a navigation screen will show, giving you the option of where you would like to begin. In order to build your background, you will need to click on the Game Builder Button.



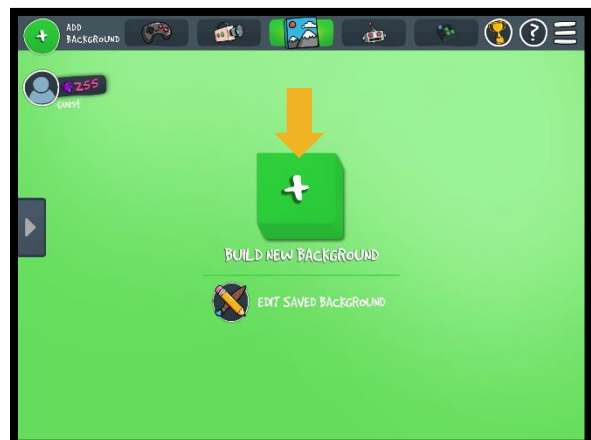
Game Builder

This is where you can begin piecing your game together. After clicking the Game Builder button, your screen will automatically show "Build New Game". There are five different tabs at the top. The tabs are listed in the presenting order from left to right: Build New Game, Build New Animation, Build New Background, Build New Character, and Build New Board.

To begin building your background, click the "Build New Background" tab (the mountain image).



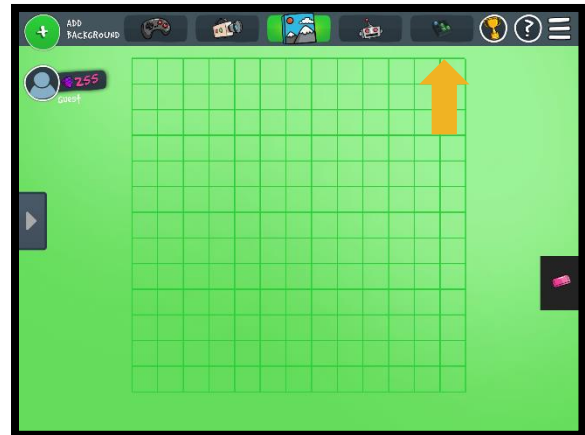
Click the plus sign in the middle of the screen to begin building a new background.



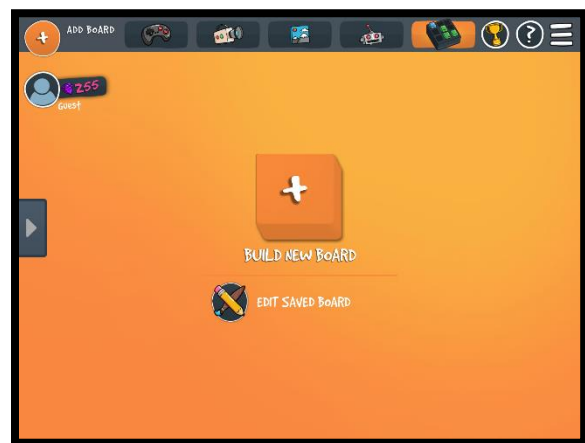
You will see a blank grid. Backgrounds use multiple boards put together to make a single large piece. You can use this space to make a cityscape, clouds, a house and much more.

In this tutorial, you will learn how to create a cityscape.

First, create a new board. Click the “Build New Board” tab (bloxel board image) at the top of your screen.



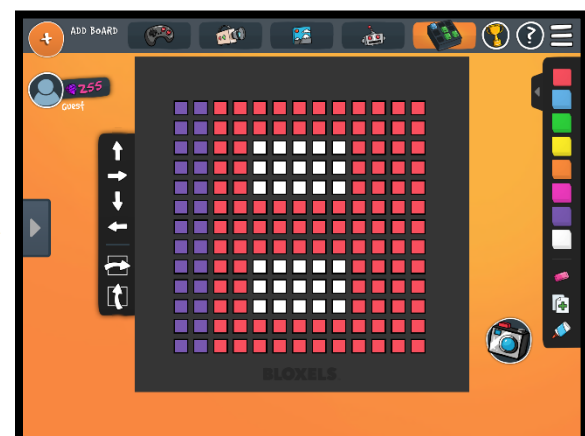
Start building your new board by clicking the plus sign in the middle of the screen.



Use the blocks on the right to create your image on the bloxel board in the middle of the screen. In the example provided, you will see one part of a cityscape building. You can choose any color you would like for the building.



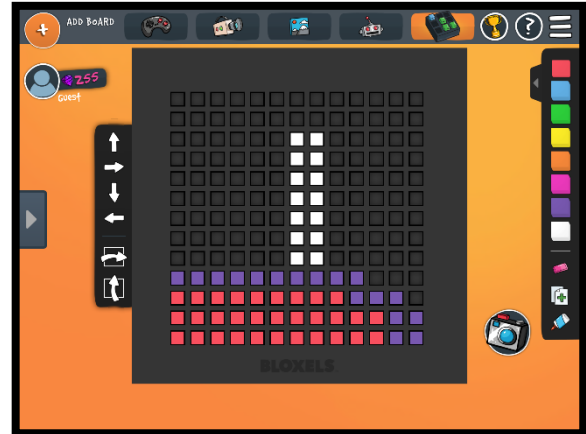
Your board will be automatically saved to the tray on the left side of the screen. Click the right arrow to see the board.



Next, you will need to create the roof. Click the ADD BOARD icon in the upper left corner to create a new board.

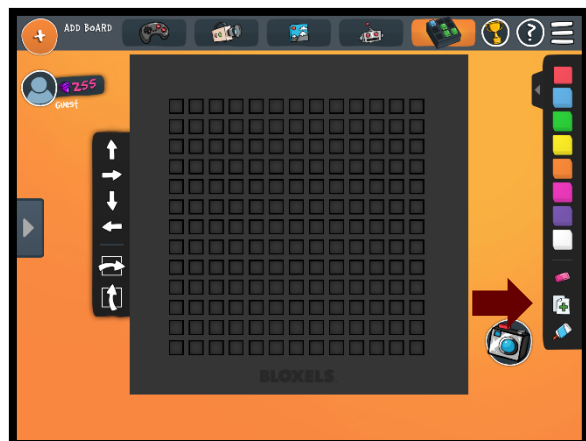
Go through the same steps to build another board. Make sure the colors of your roof is the same as the colors of your building.

After the building and the roof are created, you will notice you only have the right half of each building.

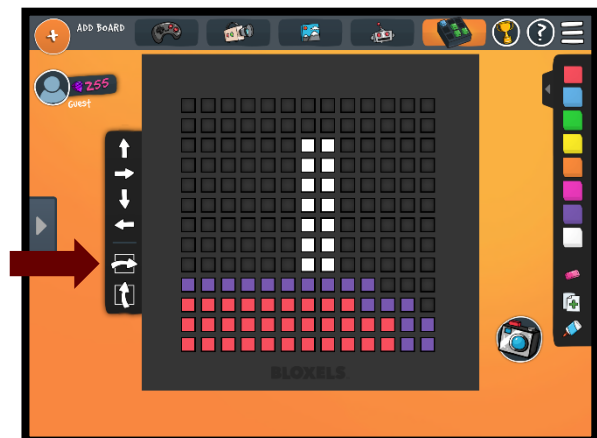


To create the other half of the building and roof, you will need to copy each board. Click the copy button (paper with a plus sign image). Then click the “Add Board” button in the top left corner of your screen.

This will bring you to another blank board. Click the paste button (glue image).

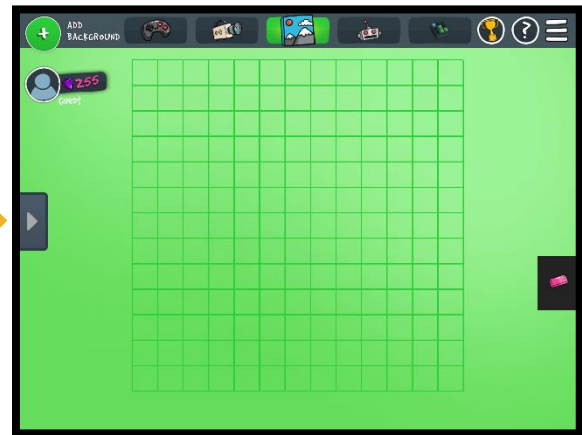


After clicking paste, you will see your previous creation appear. To create the other side of the roof, click the arrow pointing to the right in the square. This will flip your image. Do these steps for both the building board and the roof board. (Don't forget to look in the tray for your building piece)

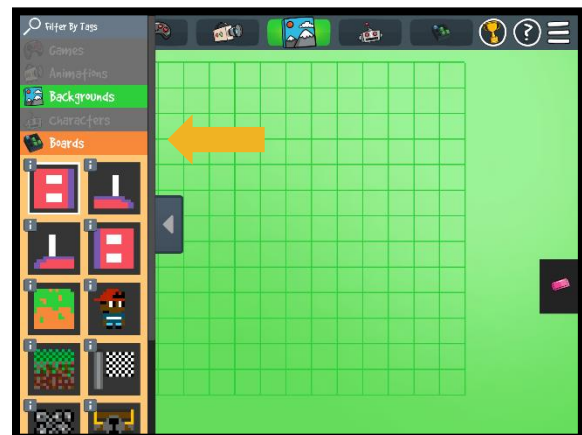


When your boards are ready, go back to the background tab (mountain image) at the top of your screen. Then click the plus button to build your background.

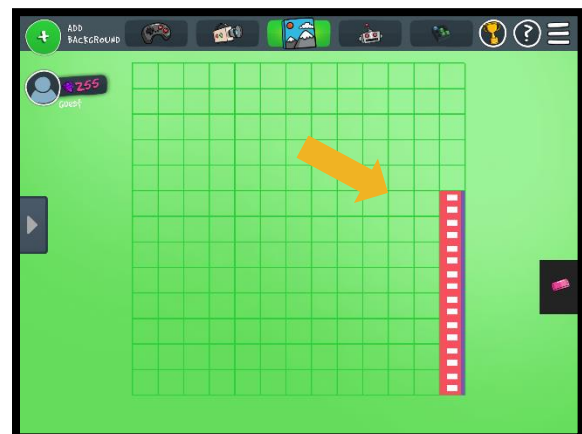
Click the arrow gray arrow on the left of your screen to open your tray.



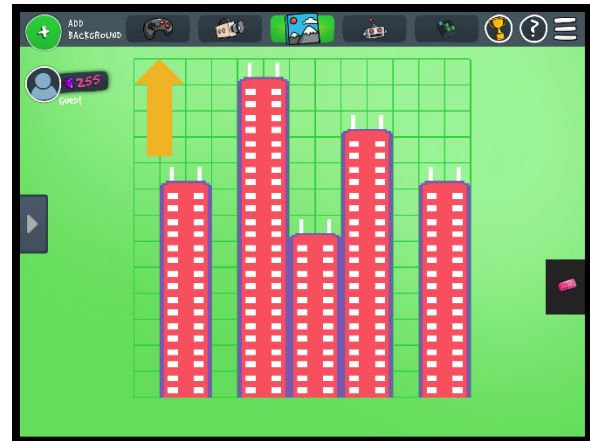
This will open the tray where you see your games, animations, backgrounds, and boards. Click the “Boards” Title. Each board you created will be under this section.



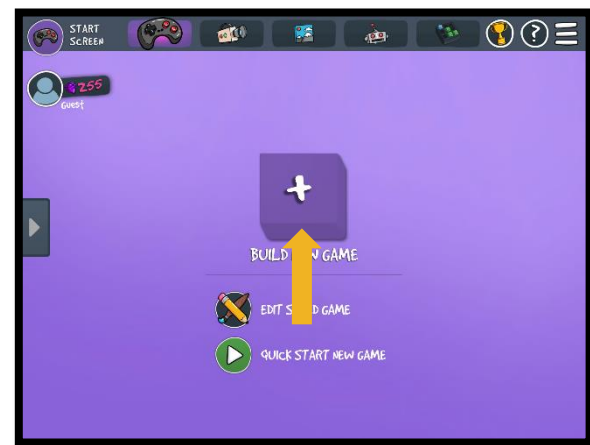
Click the board you want to add first then click the areas on your grid where you would like to place the board. Repeat this step every time you add a new board to your background.



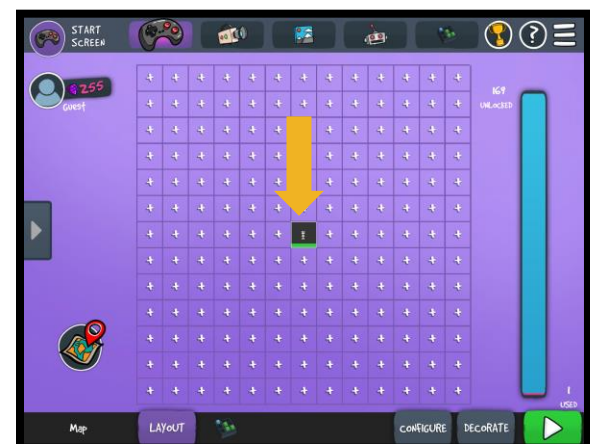
Once you have completed the background you want, click the Game Editor tab at the top of your screen (the controller image).



Click the plus sign in the middle of the screen to begin piecing together your game.

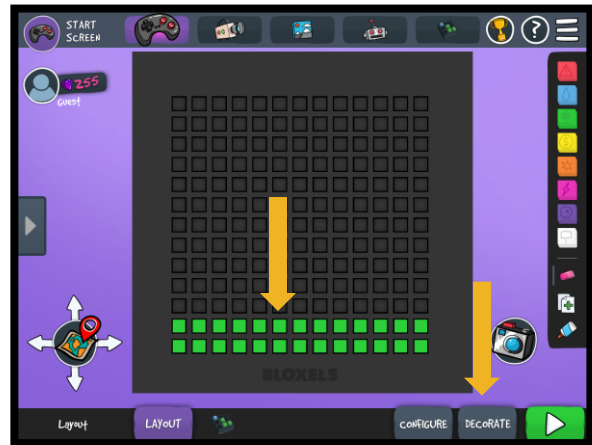


This is where you will collect the pieces to your game. Click the center block with the black background to begin.

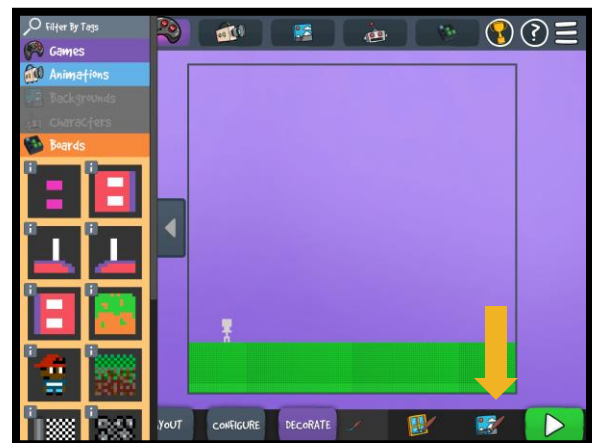


Since you have not created a board yet, you will automatically be given a board under the Game Editor tab to create before you can add your background. The board will already have two rows of green blocks, which represent your terrain. You can keep these two rows or create your own.

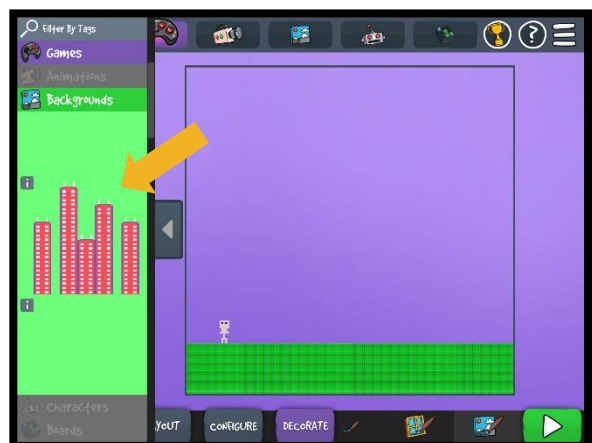
Click the Decorate tab at the bottom of the screen beside the green play button.



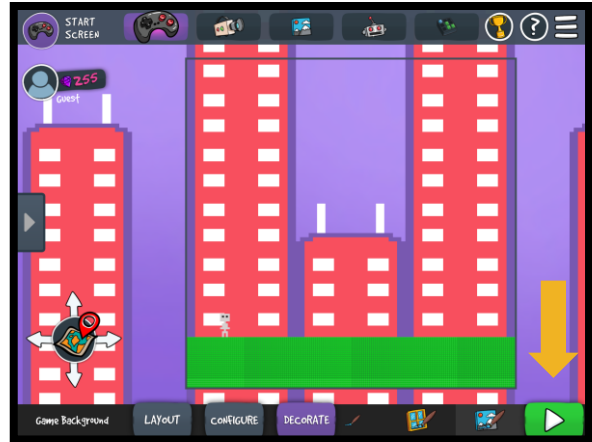
A menu will pop up on the left showing the boards you have created. Click the background tab (mountain image with the paintbrush) to the far right at the bottom of your screen beside the green play button.



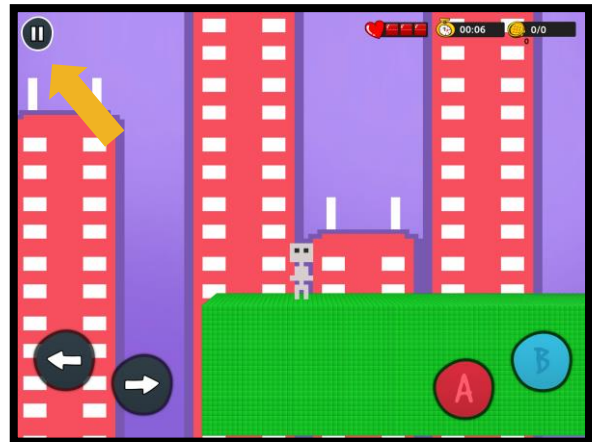
You will see your backgrounds pop up on the left side of your screen. Click the background you created.



This will add your cityscape into your game. Click the green play button in the bottom right corner of your screen to see how your game looks. Your background should appear on your screen along with the terrain you created for your character to walk on.



You can go back and edit your boards and background by clicking the pause button in the top left corner of your screen.



To exit your paused game in order to edit your character, click the exit button in the bottom right corner of your screen

