

Torque Game Builder – Fish Demo Tutorial - Part 2

2. Creating the Level

2.1 Add our background image

We have three background images that we can place. Let's place the one first on the *Static Sprites* list (as shown in Figure 2.1.1). So click and drag it into your level (as shown in Figure 2.1.2).



Figure 2.1.1

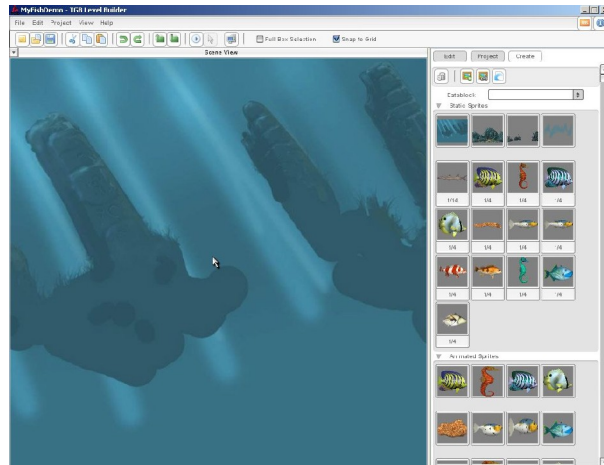


Figure 2.1.2

As you can see, after dropping the image into your level it is far too big. This is because the image's source size was created very big to scale properly with higher resolutions. So let's scale it down. The easiest way to do this is to zoom out (with your mouse wheel or the zoom out button) and then grab a corner. Hold shift and drag (holding shift helps to keep its ratio). Our goal is to make it just bigger than our camera (which is represented as the blue border line behind our image). To do this, you must first size it just inside the camera (as shown in Figure 2.1.3), then scale it out just beyond the camera's borders.

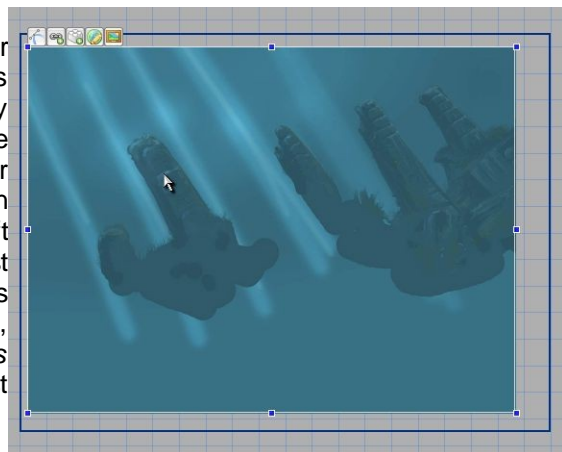


Figure 2.1.3

2.2 Setting our background's layer

Now, there is one more thing we need to do before we can add the next two background images; we need to set this background's layer. In *TGB* objects can exist on different *layers* in the view. The lower the number, the closer the layer is to the front. There are 32 layers that range from layer 0 (the closest to the viewer, so whatever is on this layer will be shown in front of the other layers) to layer 31 (the furthest layer, anything on this layer will be shown behind all other layers). Setting things on different layers can give us some very cool effects. For example, if you set the

Torque Game Builder – Fish Demo Tutorial - Part 2

rock image a few levels before the background image, and then set the fish's level in between, you will see the fish go behind the rocks.

The next question is how we set the layer. This is a very simple process. All you have to do is select the background image, then click on the *Edit* tab (as shown in Figure 2.2.1). Now you should see all of this object's properties, including its image map, position, size, rotation, and, further down a bit, its layer (as shown



Figure 2.2.1

in Figure 2.2.2). Since this is our background image, we will want it pretty far back in the layers. It's always good to keep a layer open the furthest back though, in case you want to move any objects out of view, so let's set this image to layer 30. You can do this by either typing it in and pressing the enter key, or by pressing the right arrow 30 times (as shown in Figure 2.2.3). Keep in mind, whenever you add an image its default layer is 0.

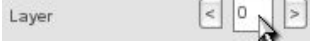


Figure 2.2.2

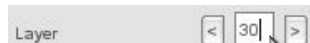


Figure 2.2.3

2.3 Adding and layering our rock images

Now that we know the process for adding, positioning and layering our full screen background images, let's repeat the process for our two rock images. These will need to be added in a layer above the background image, but behind the fish image. We also want to put a bit of a gap between the two rock layer images so our fish can be made to swim between them. Click the *Create* tab to see our images again (as shown in Figure 2.3.1).



Figure 2.3.1



Figure 2.3.2

Now drag the first rock image, (the second image in our *Static Sprites* library (as shown in Figure 2.3.2)), into the center of your level. Just like our background image, click one of the corners and hold the shift key to drag it proportionally. Do this on each corner until it fits our background image nicely. It is better to make it just a slight bit larger than our background image, rather than smaller (as shown in Figure 2.3.3). Click the *Edit* tab and then change its layer to 20.

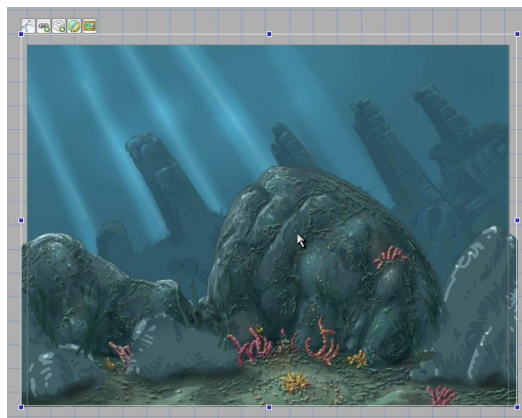


Figure 2.3.3

Torque Game Builder – Fish Demo Tutorial - Part 2

Now we have brought in our first rock image; lets add our second one. As you can see, on the rock image we just added there are some areas that seem to be detailed very roughly in comparison to the rest. These are the spots that our next layer will fit over, so when sizing and positioning our next rock layer we must make sure we fit it nicely over those areas. Click on the *Create* tab again and this time we are getting the third image in our *Static Sprites* library (as shown in *Figure 2.3.4*). Drag that image into the center of our level and resize it to fit our other rock image. (Just like we did before, you can hold shift to keep the resizing proportional when using the corner handles on the object).



Figure 2.3.4

Once you get your object to the right size and position (as shown in *Figure 2.3.5*), you can then go to the *Edit* tab and change its layer to 12. Having it on layer 12 should give us plenty of layers between the two rock images to give us the feeling of depth as the fish moves between them (as shown in *Figure 2.3.6*).

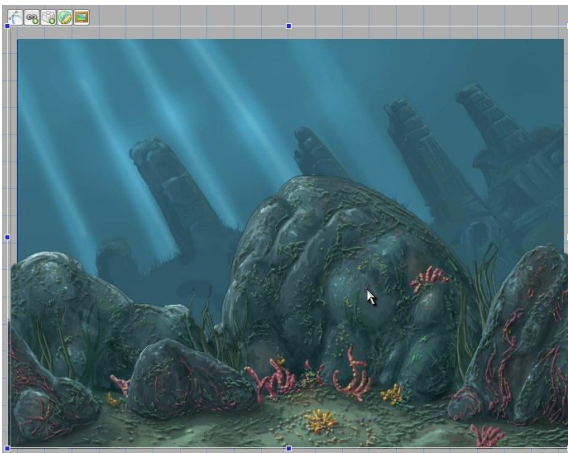


Figure 2.3.5

We have now placed our background image (layered to be shown behind everything), our back rock image (to be shown behind everything but our background), and our front rock image (to be shown a few layers in front of our back rock image). Our base level is complete!



Figure 2.3.6