

Torque Game Builder – Shooter Tutorial – Part 1

Introduction

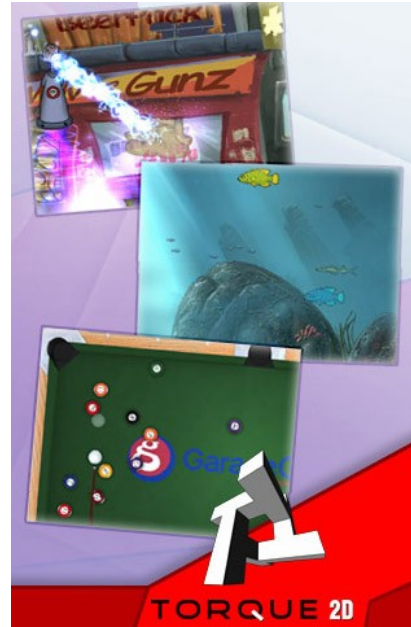
Welcome to Torque Game Builder (TGB)! Our goal is to empower people from all walks of life to make the best 2D games around. We are looking forward to feedback about your experience with TGB, since it will help make the most powerful 2D engine on the planet even better! So please remember to stop by the TGB Private Forums and come talk with other TGB developers, get help, and much more. Also, check out the TGB Product Page whenever there's an update.

Okay, let's get on with this tutorial. We're going to walk you through a quick example of how to use TGB. By the end of this shooter tutorial, you'll have learned how to load sprites and particle-effects, set-up collision detection, accept player input, and even add a hint of gameplay!

We'll treat TGB pretty much as a black box - rather than explaining how everything works inside TGB, our goal here is just to get you up and running as quickly as possible. This tutorial is written so that pretty much anyone can understand it; experienced programmers will no doubt want to skip over some of the explanatory stuff. We're not trying to provide a whole programming tutorial here. We assume you are at least capable of looking at simple script code without your mind exploding. ;) If you want more information on TorqueScript, please see the Torque Documentation in the `documentation/reference/` folder.

We'll be adding to the TGB documentation more and more over time. Be sure to regularly check back and watch for new TGB documentation.

Alright, let's see how to get some stuff up on the screen!



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1.2 Creating a Project

To start, open up your TGB.exe (by clicking the TGB icon on your desktop). By default, the Level Builder will start with the last project that was loaded. This makes it really easy to pick up where you left off (as shown in Figure 1.2.1). If you have been playing around with the Level Builder before reading this you will see whatever you worked on last.

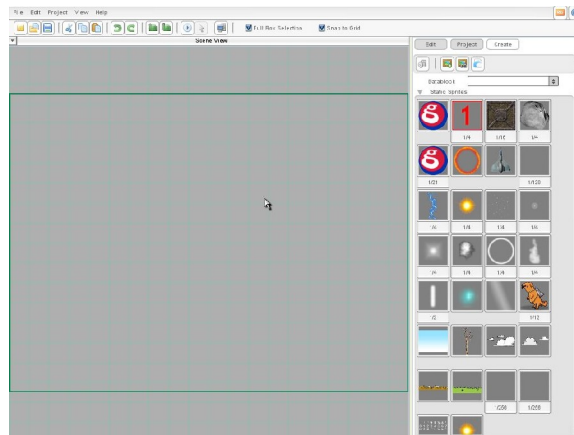


Figure 1.2.1

To create a new project, select **New Project...** from the **File** menu (as shown in Figure 1.2.2).

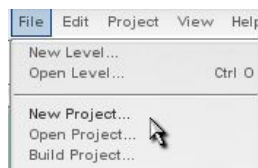


Figure 1.2.2

When you do this, the **New Project** dialog will appear (as shown in Figure 1.2.3).

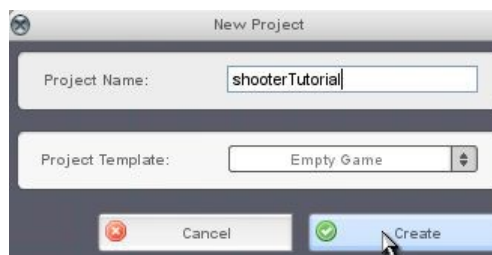


Figure 1.2.3

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In this dialog, you can name your project whatever you wish. For this tutorial, choose a name you are happy with (I chose “shooterTutorial” for my project) and click **Create**. At this point, the Level Builder will clear itself and show you an empty workspace, as shown here (as shown in Figure 1.2.4):

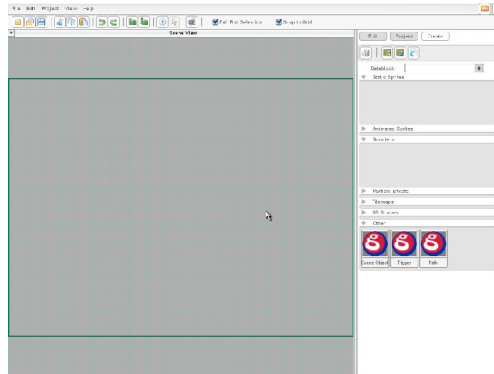


Figure 1.2.4

When you create a new project, the TGB Level Builder automatically sets up the base file hierarchy for your project. Windows and Mac users can find their project directory (assuming you've used the default install directory) in the following locations:

- Windows: “C:\Program Files\TorqueGameBuilder\games\yourProjectName”
- Mac: “/Applications/TorqueGameBuilder/games/yourProjectName”

1.3 Loading Images

So, what should we put up on the screen? Remember, we've got those nifty little demos with lots of art to pull from, so let's use art from those. In fact, let's use the side-scrolling shooter demo. In this tutorial, we'll see how to get started making a little “game” just like this demo. When we're all done, you should not only have a good feel for how to get started with TGB, but you can compare the simple example code we create in this tutorial to the full demo code, and see what the differences are. It will help you learn more about creating more complex projects in TGB.

Important Step - Go back to the games folder. Now go to the scrollerDemo/data/images folder, and copy everything in there (a bunch of pictures) over to our yourProjectName/data/images folder. Choose to replace any files that you get asked about. And viola, we've got some art to work with. Also, go into the scrollerDemo/data/particles folder and copy out the playerJet, and big_explosion effects into your own yourProjectName/data/particles folder, so we can add some good-looking particle effects to the game later.

You will notice that once you get your images put in the right place, nothing happens. This is because we haven't imported them into our scene yet. Importing your images into the Level Builder is an easy process. First, click on the “Create a new ImageMap” button found along the right side of the Level Builder (as shown in Figure 1.3.1):



Figure 1.3.1

Once you click on this button, a dialog should appear asking you to “Choose Your Image File...” (as shown in Figure 1.3.2).

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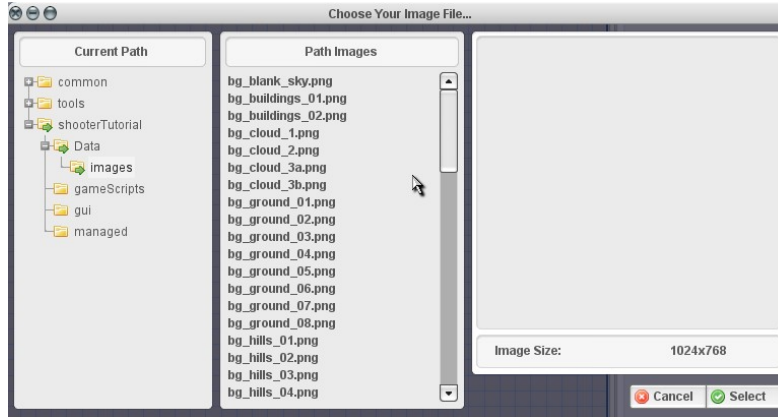


Figure 1.3.2

The file browser should automatically navigate you to `./yourProjectName/data/images` folder. The Path Images directory should give you a list of all the images in that path (as shown in Figure 1.3.3).

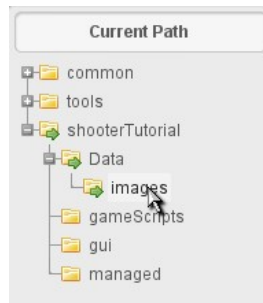


Figure 1.3.3

You can see that there are a good number of images to choose from, though for the purposes of this simple tutorial we are only going to use a few of these images. First, we need to import a ship for the player, an image named “playerShip.png”. Find that image in our list and click select (as shown in Figure 1.3.4).

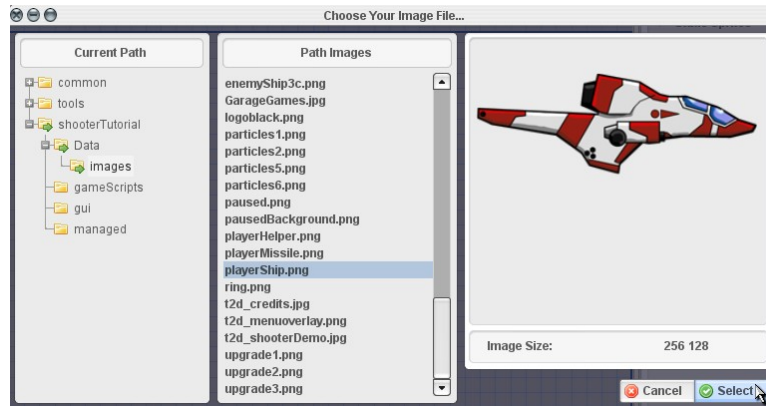


Figure 1.3.4

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Once we have selected our player ship, another dialog (the Image Builder) will pop up asking you to configure the image settings (as shown in Figure 1.3.5).

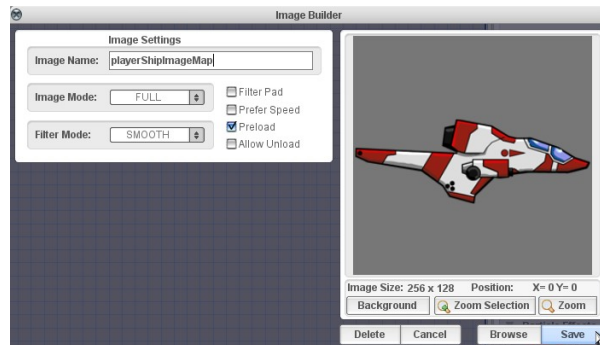


Figure 1.3.5

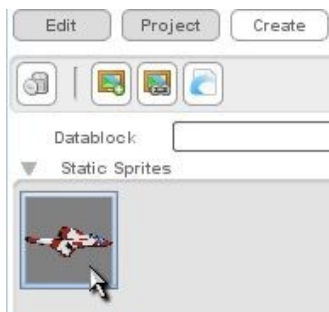


Figure 1.3.6

For now, just leave all of these settings as they are. Click 'Save' to finish importing. Once you have your image imported, you will see it (as an icon) sitting in your static sprites rollout on the right of your screen (as shown in Figure 1.3.6).

Now that you know how to import images, repeat this process to import the rest of the images we will need for this tutorial: `bg_blank_sky`, `enemyMissile`, `enemyShip1`, and `playerMissile`. Also we will want to import our particle images. **One thing to note, when you import your particles, for this tutorial, you will need to modify their Image Mode to Cell within the Image Builder menu.** Import `particles1`, `particles2`, `particles5`, and `particles6`.

Once you have all of your images imported, we can begin making our game world.