

Torque Game Builder – Fish Demo Tutorial - Part 1

1. Starting Out

1.1 Create our project

Our first step is to create a new project in Torque Game Builder. To do this we must first open TGB. After loading the application you should be presented with the TGB Level Builder. Creating our project from here is very simple, just click the “File” menu and then click the “New Project...” option (as shown in Figure 1.1.1).

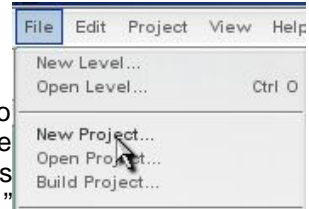


Figure 1.1.1

Now you should be presented with a dialog asking for the name of your new project. Name it “MyFishDemo” and then click “Project Template” drop down and select the Fish template (as shown in Figure 1.1.2). Then click the “Create” button.

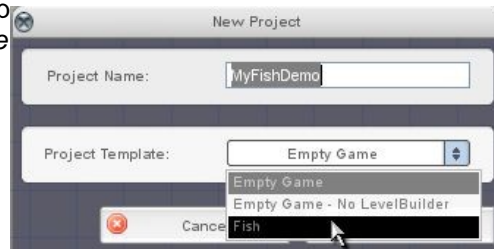


Figure 1.1.2

After you click create you should be presented with your new project with an object library full of fish images and animations on the right panel (as shown in figure 1.1.3).

This was our first step. We now have a new project called “MyFishDemo” with all the images from the “Fish” template.

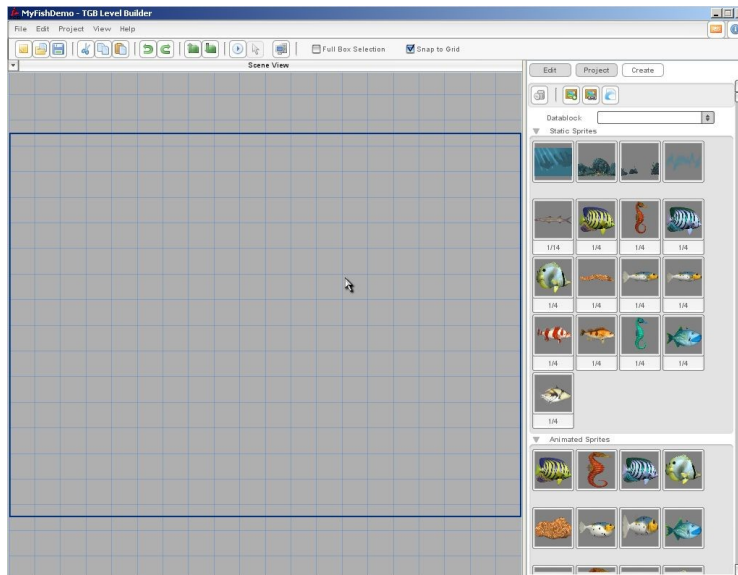


Figure 1.1.3

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1.2 Saving out our level

Now that we have our project set up, we can save out our current empty level. Doing this now will allow us to simply click the save icon later to easily save our progress. So, click the “File” menu and then click the “Save” option (as shown in Figure 1.2.1). Now you should be presented with a file browser. Browse out to your “MyFishDemo/data/levels” folder, type in “MyFishLevel” for the file name and click the “Save File” button (as shown in figure 1.2.2).

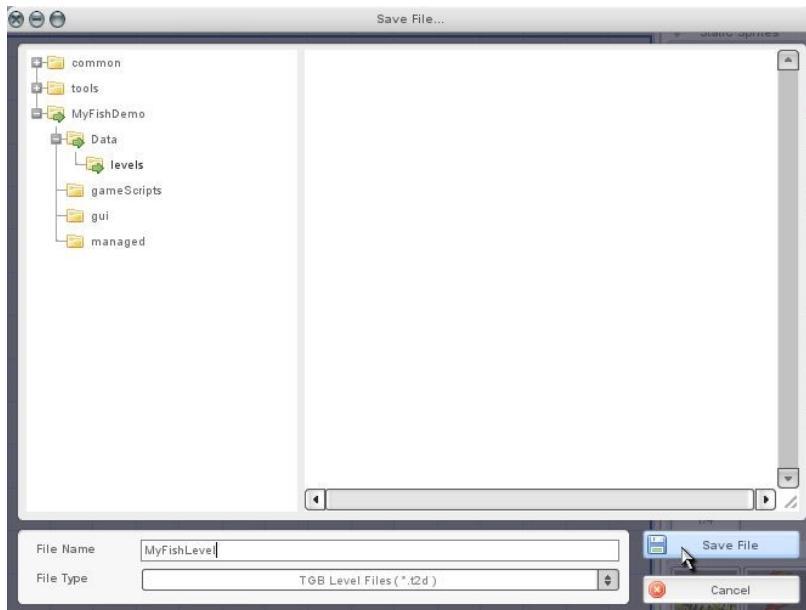


Figure 1.2.2

Now we have successfully saved out our blank level file. Later we can simply hit the save icon to save our progress. In our next part we will begin creating our level.