

Torque Game Builder – Fish Game Tutorial - Part 1

Introduction

Welcome to the Torque Game Builder Fish Game Tutorial set. This tutorial set will take you through creating a very simple and basic fish themed game in the Torque Game Builder. This tutorial is ideal for those new to coding and/or scripting as well as those who are familiar with it and are just new to Torque Game Builder (TGB). This is divided into multiple steps with each step being a different document, that way it should be easy to follow and pick up at a later time.

You will see reference numbers for “Code Samples” as they are presented through the document. These numbers can be used as a reference to find an easily copied and pasted version of the code in a simple .txt file (the name should parallel the .pdf file name) in the “Code Samples” folder (this is especially for those who have issues copying and pasting code from .pdf files).

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).

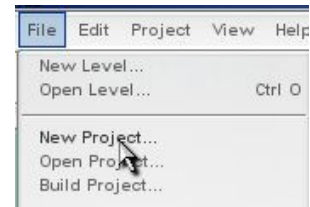


Figure 1.1.1

Now you should be presented with a dialog asking for the name of your new project, name it “MyFishGame” and then click the “Create” button (as shown in Figure 1.1.2).

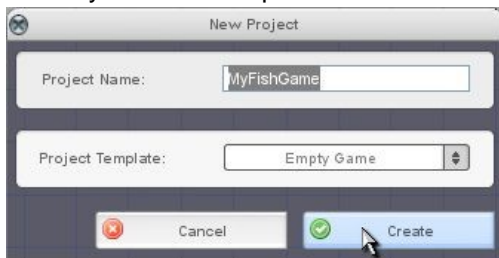


Figure 1.1.2

As you can see we leave Project Template at “Empty Game.” We do this so we can have a clean slate to work on, we will go over bringing in our fish images from the Fish Demo and then creating TGB images out of them inside the Builder.

After you click create you should be presented with your new project with a fairly bare object library on the right panel (as shown in figure 1.1.3). As you can see, with just a couple of clicks you can have a new project.

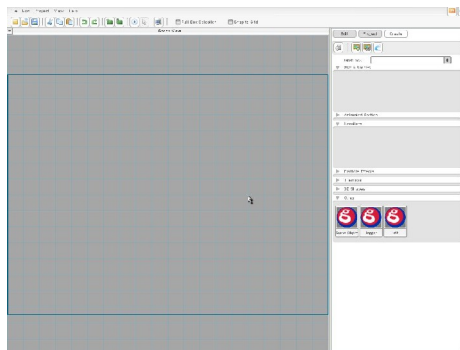


Figure 1.1.3

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1.2 Bring over any needed images

We already have all of the images we need for this game in the Fish Demo so all we need to do is bring them over into our new project. First we need to copy over the actual image files into our image folder inside our project folder. To do this, browse into your “games” folder. In there go into the “ExampleMyFishDemo/data/images” folder. Here are all the images we need for our game, in fact we don’t need all of these even, so select the following files we need:

- background.jpg
- fishimages.jpg
- rocksfar.jpg
- rocksnear.jpg
- wave.png

That's it! With those selected, copy them.

Now let's browse to our own project's image folder. Go back to your “games” folder and this time browse out to “MyFishGame/data/images” and paste the images there. Our first step is done.

Our next step involves bringing them into the TGB Level Builder by using the Image Map Builder tool. First fire up the TGB application. There are two ways to bring up the Image Map Builder. You can either browse out to the Project->Image Map Builder menu (shown in Figure 1.2.1) or you can click the Image Builder quick launch icon in the Create tab (shown in Figure 1.2.2).

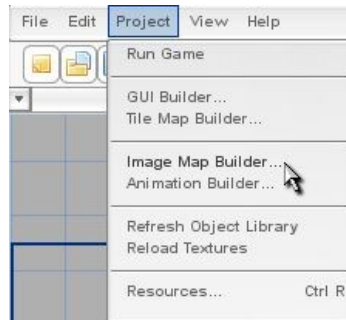


Figure 1.2.1

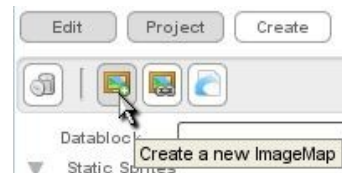


Figure 1.2.2

Once you bring up the Image Map Builder, by either way presented, you should see a file browser with a space for an image preview (as shown in Figure 1.2.3).

In here you can browse through the directories within your Fish Game project to find the images you want to import into the Level Builder “Image Map” format. When you click on an image you will get a nice image preview of what it will look like as you bring it in.

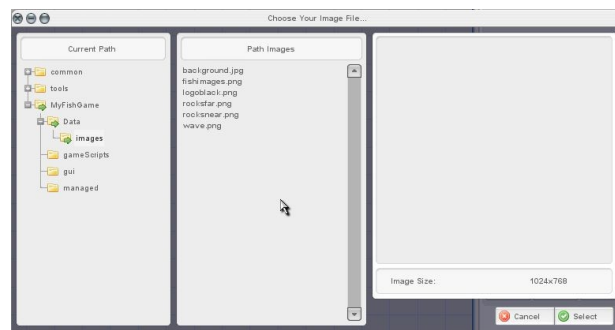
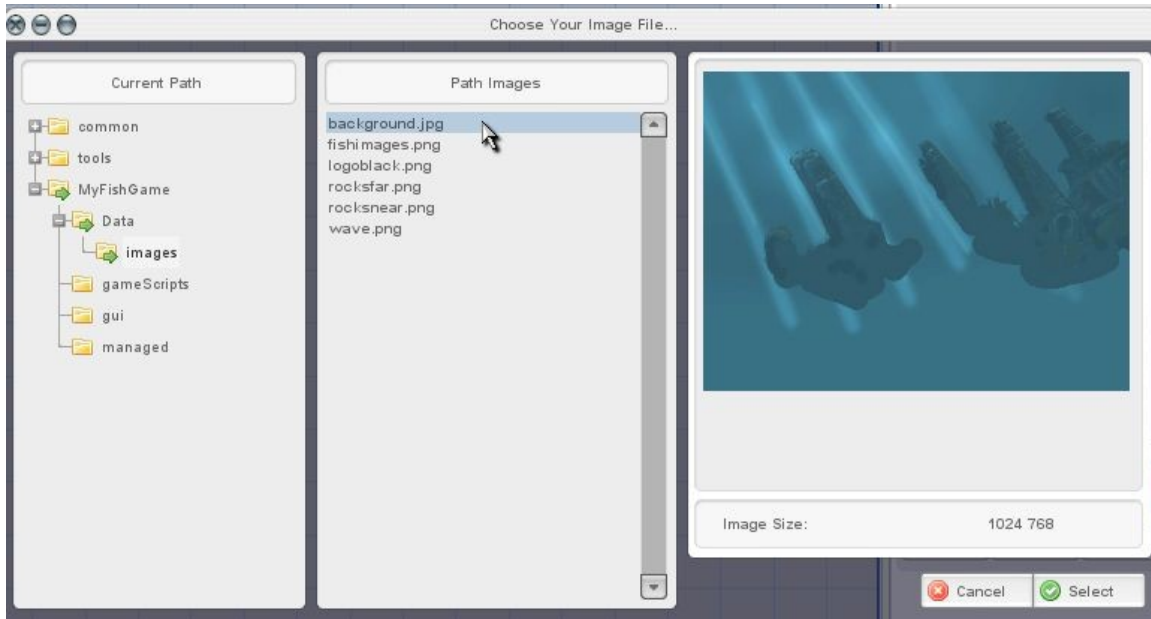


Figure 1.2.3

Select background.jpg and you should be able to see the preview of the background seascape (as shown in Figure 1.2.5). Also note it gives you the images width and height.

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With the background.jpg selected (and showing correctly in the preview), click the “Select” button. After clicking select, a new dialog should be brought up with a number of options (as shown in Figure 1.2.5). This is the actual Image Map Builder, we can do quite a few things that will effect numerous properties of our image as it is loaded into the Level Builder.

The most important setting for our images right now is the “Image Mode” setting. The default is “FULL”... what this means is that the entire image will be used for the image map, which is what we want in this case. The other options are CELL and KEY, these allow you to divide up a single image into multiple image maps. So in this case all we have to do is hit save, since all of the default settings work perfectly for our image.



Figure 1.2.5

When you hit save it should close the dialog and then you should now see our image in the Static Sprites list as well as the Scrollers list (as shown in Figure 1.2.6).

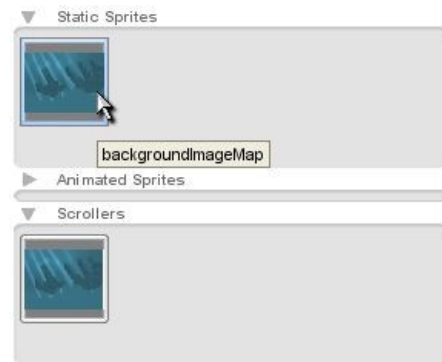


Figure 1.2.6

Now we can move on to our next image. Bring up the Image Map Builder again and you should be prompted to browse for a file again. This time you should select fishimages.png. In the preview you'll notice there are numerous images with a pink background behind them all (as shown in Figure 1.2.7). This image is using the KEY image mode mentioned before. What this does is take all the images that are inside of a specified color background, in our case a bright pink (works well since images usually don't have pink around their borders). Press the “Select” button to bring up the Image Map Builder dialog. The one setting you need to change this time is the Image Mode dropdown from “FULL” to “KEY” mode. When you select the KEY

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mode the preview should change to showing each image in its own box (as shown in Figure 1.2.8).

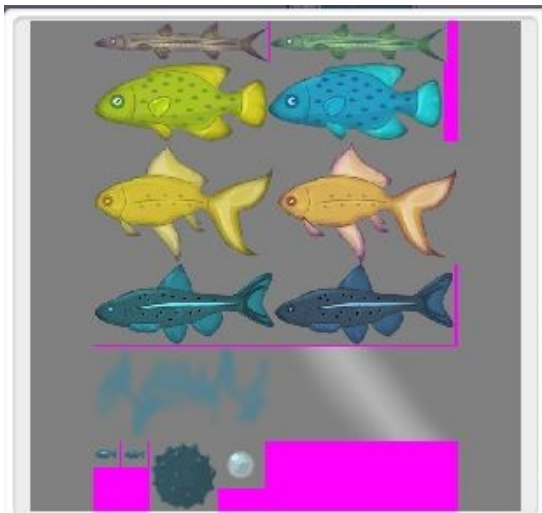


Figure 1.2.7

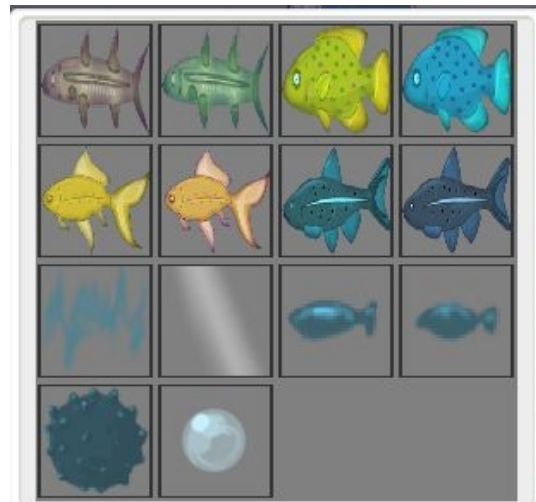


Figure 1.2.8

What this means is now our image is no longer one “FULL” image, it is now separated into an image map with 14 frames, that way we can reference each separate frame as if it were its own image map. As you can see this provides us with a lot of different and useful images in just a single image file. Now we can complete the creation of this image map by clicking on the “Save” button. After the dialog closes you should see the image map get added to the Static Sprites object library, though this time not to the Scrollers (as shown in Figure 1.2.9). It doesn't get added to the Scrollers because only a “FULL” image map can be a Scroller.

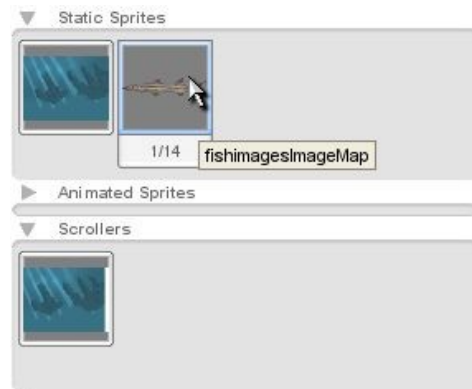


Figure 1.2.9

The image that is shown is just the first frame (as its properly numbered 1 of 14). To cycle through the image frames, simply click on the tab below the image icon and you'll see it cycle.

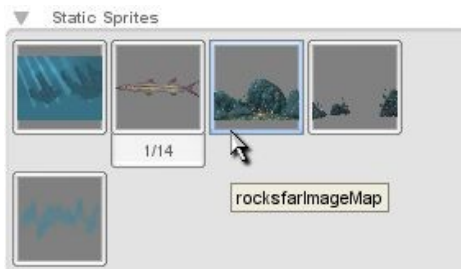


Figure 1.2.10

Now we need to load in the rest of the images, fortunately the rest are just “FULL” images like our first one so it's a simple process of loading the Image Map Builder, browsing to the file, selecting, then clicking save. So now proceed to load the following images in as “FULL” mode image maps (you can use our first image, “background.jpg”, as an example if needed): rocksfar.png, rocksnear.png, and wave.png. After you finish, your static sprites library should have all of the images in it (as shown in Figure 1.2.10).

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1.3 Finished!

We have successfully completed the first step in our Fish Game! We now have a new project and the proper images loaded into the Level Builder to begin creating our level and fish, in our next step we will setup keys to control the movement of a fish.