

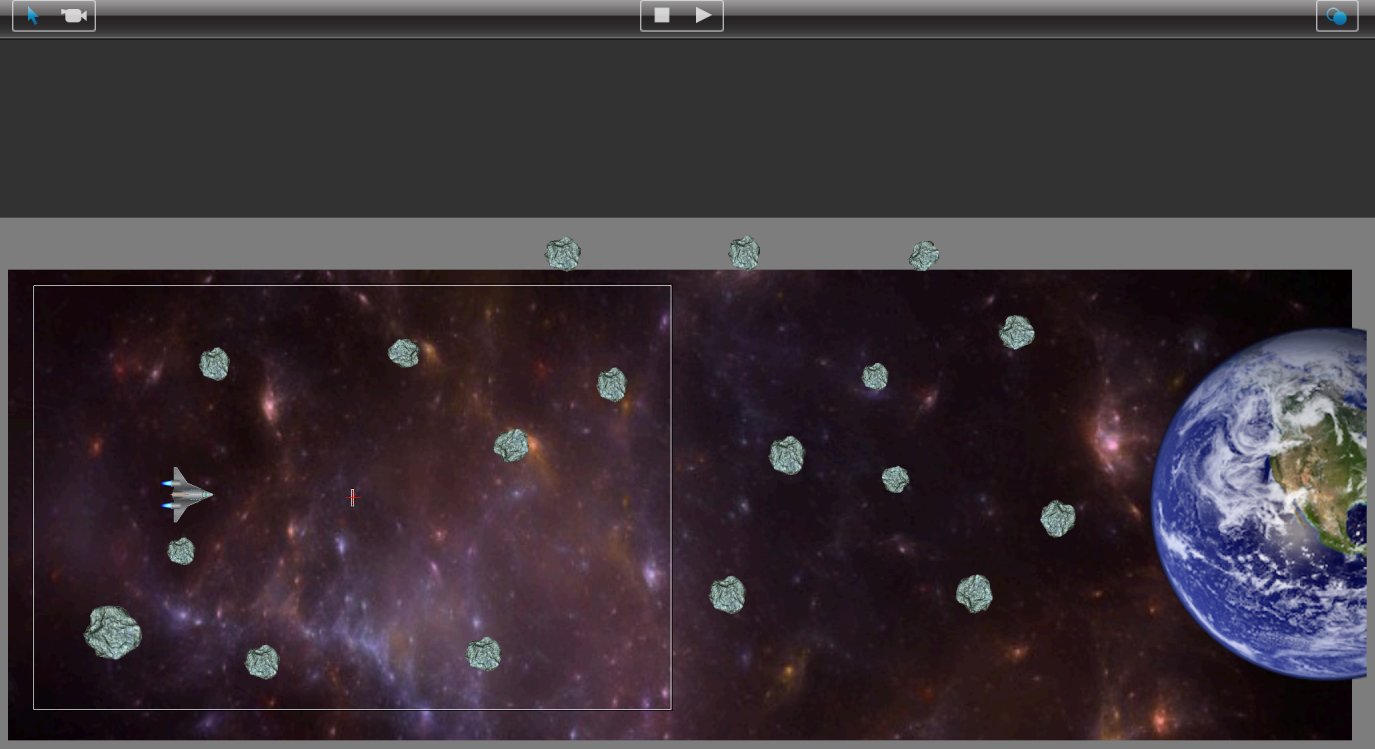
Earthbound

Game Salad Arcade

Inspector

Game Scene

Attributes		Layers
Name	gampage	text
Time	0	real
Size		size
Width	960	real
Height	320	real
Wrap X	<input type="checkbox"/>	boolean
Wrap Y	<input type="checkbox"/>	boolean
Gravity		point
X	0	real
Y	9.8	real
Color		color
Camera		rect
Autorotate		attributes









Library

Behaviors Images Sounds Fonts

Standard Custom

B Accelerate	Accelerate (Persistent)
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Inspector Game Scene

Actors	Attributes	Devices
 ship	 asteroid	
 missile	 background	
 earth	 winpage	

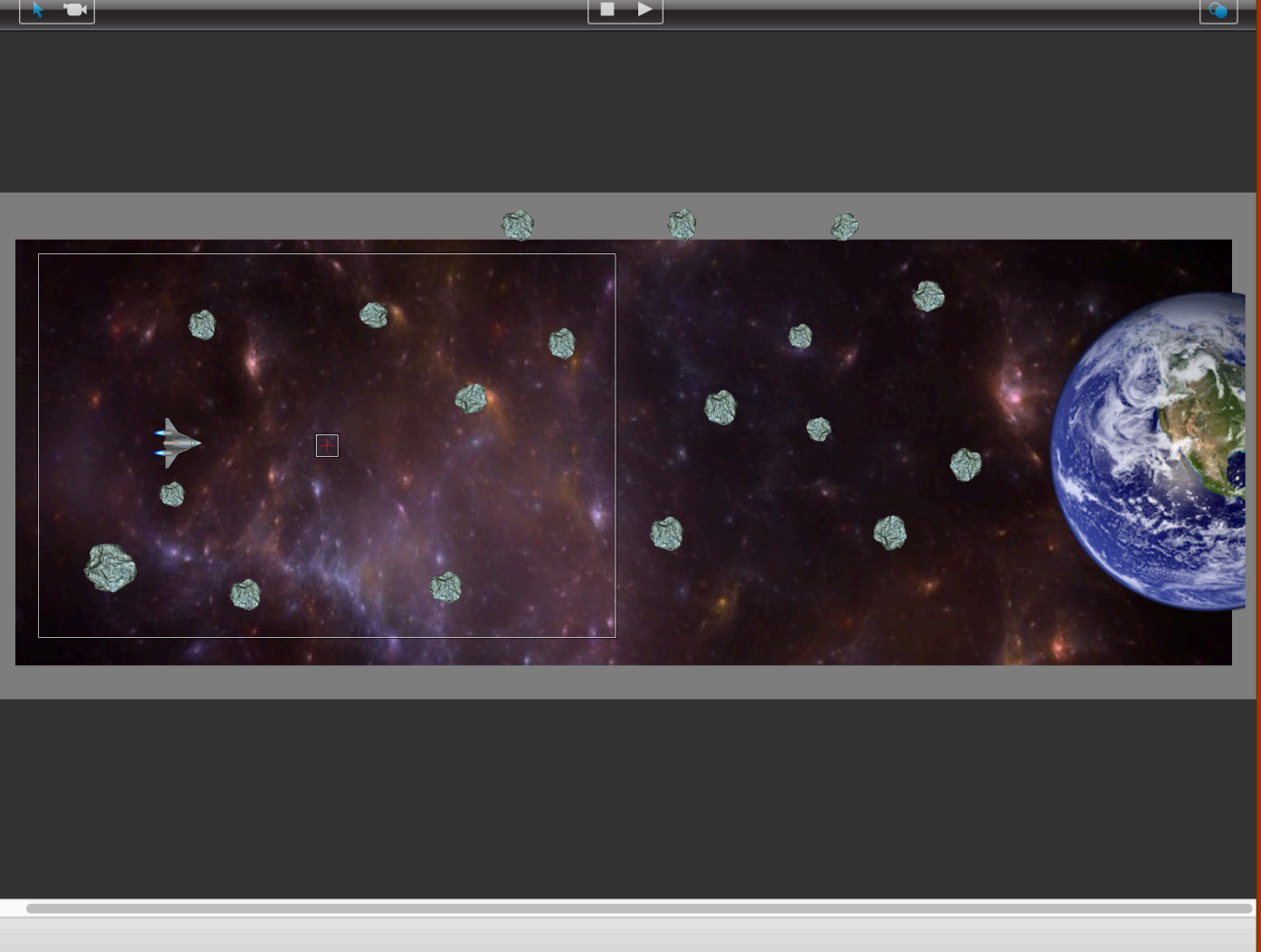
+ - All

Library Behaviors Images Sounds Fonts

Project Purchased

 explosion	 landing	 missile	 space
 takeoff	 thrusters		

+ - Purchase Sounds...



Earthbound - gampage



Preview



HTML5 Preview



Publish



Feedback

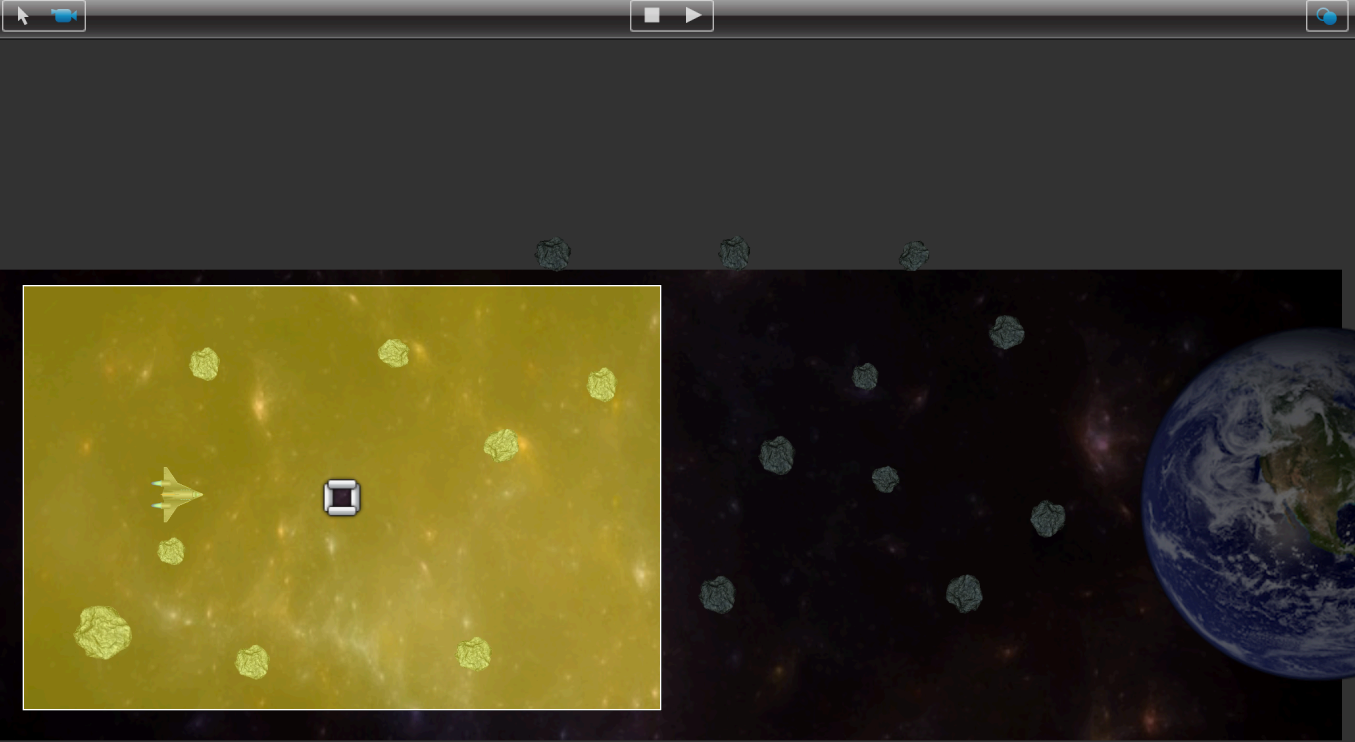


Help

Inspector Game Scene

Attributes Layers

Name	gampage	text
Time	0	real
Size		size
Width	960	real
Height	320	real
Wrap X	<input type="checkbox"/>	boolean
Wrap Y	<input type="checkbox"/>	boolean
Gravity		point
X	0	real
Y	9.8	real
Color		color
Camera		rect
Origin		point
X	0	real
Y	0	real
Size		size
Tracking Area		size
Width	20	real
Height	20	real
Rotation	0	real
Autorotate		attributes



Library Behaviors Images Sounds Fonts

Standard Custom

- Change Table Value
- Change Velocity
- Collide
- Constrain Attribute
- Control Camera
- Copy Table
- Destroy
- Display Text
- Group

Control Camera
(Persistent Behavior)

Follow me, I'm famous! Add this behavior to an actor and the scene's camera will scroll to keep the actor in view. The "follow" or "tracking" area around the actor is defined in the Scene Editor using Camera Edit mode.

Notes: Only one actor instance...



Create Group Create Rule



Attributes

Name	background	text
Time	0	real
▶ Position		point
▶ Size		size
Rotation	0	angle
▶ Color		color
Image	stars_clouds_bac...	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
▶ Graphics		attributes
▶ Motion		attributes
▼ Physics		attributes
Density	1	real
Friction	3	real
Bounciness	1	real
Fixed Rotation	<input type="checkbox"/>	boolean
Movable	<input type="checkbox"/>	boolean
Collision Shape	Rectangle	enumer...
Drag	0	real
Angular Drag	0	real
Can Sleep	<input checked="" type="checkbox"/>	boolean

Drag your behaviors here

Library Behaviors Images Sounds Fonts

Standard Custom

Accelerate Accelerate / Persistent

Navigation icons: Back/Forward, Home, Scenes, Tables



HTML5 Preview, Publish, Feedback, Help

Create Group Create Rule



Attributes

Name	ship	text
Time	0	real
Position		point
Size		size
Width	50	real
Height	50	real
Rotation	0	angle
Color		color
Image	ship	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
Graphics		attributes
Motion		attributes
Physics		attributes
Density	1	real
Friction	3	real
Bounciness	1	real
Fixed Rotation	<input type="checkbox"/>	boolean
Movable	<input checked="" type="checkbox"/>	boolean
Collision Shape	Circle	enumer...
Drag	0	real

- ▶ On Play Sound: SPACE BACKGROUND
- ▶ On Play Sound: TAKEOFF
- ▶ On Rule: SHOW BLASTERS AND MAKE BLASTER SOUND WHEN ANY ARROW KEY IS DOWN
- ▶ On Rule: SHOW NO BLASTERS WHEN ANY ARROW KEY IS UP
- ▶ On Rule: MOVE UP
- ▶ On Rule: MOVE RIGHT
- ▶ On Rule: MOVE DOWN
- ▶ On Rule: MOVE LEFT
- ▶ On Rule: DIE ON COLLISION WITH ASTEROID
- ▶ On Rule: SHOOT MISSILE
- ▶ On Rule: LAND ON EARTH AND PLAY LANDING SOUND
- ▶ On Control Camera

Library: Behaviors, Images, Sounds, Fonts

Standard Custom

Accelerate Accelerate / Persistent



Attributes

Name	ship	text
Time	0	real
Position		point
Size		size
Rotation	0	angle
Color		color
Image	ship	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
Graphics		attributes
Motion		attributes
Physics		attributes

Standard Custom

B Accelerate	Accelerate (Persistent Behavior) Specify the speed and direction (angle) of acceleration of an actor. Best used in a rule that checks for a keyboard event. Note: If the drag behavior is not also applied to an actor, acceleration will be continuously applied, adding
B Accelerate Toward	
A Add/Remove Row	
B Animate	
A Buzz	
A Change Attribute	
A Change Image	
A Change Scene	
B Change Size	
A Change Table Value	

On Play Sound: SPACE BACKGROUND

Sound: space Loop Run to completion

Volume: 0.6 Positional Sound

Pitch: 1 Velocity Shift

On Play Sound: TAKEOFF

Sound: takeoff Loop Run to completion

Volume: 1 Positional Sound

Pitch: 1 Velocity Shift

On Rule: SHOW BLASTERS AND MAKE BLASTER SOUND WHEN ANY ARROW KEY IS DOWN

When Any conditions are valid:

- Actor receives event key up Keyboard is down
- Actor receives event key right Keyboard is down
- Actor receives event key down Keyboard is down

On Change Image

Set Image to: ship

On Play Sound

Sound: thrusters Loop Run to completion

Volume: 1 Positional Sound

Pitch: 1 Velocity Shift

Otherwise:



On Rule: SHOW BLASTERS AND MAKE BLASTER SOUND WHEN ANY ARROW KEY IS DOWN

On Rule: SHOW NO BLASTERS WHEN ANY ARROW KEY IS UP

When All conditions are valid:
Actor receives event key up Keyboard is up
Actor receives event key right Keyboard is up
Actor receives event key down Keyboard is up

On Change Image
Set Image to: ship no blasters

Otherwise:

On Rule: MOVE UP

When All conditions are valid:
Actor receives event key up Keyboard is down

On Move
Direction: 90 Relative to: scene Move Type: additive
Speed: 100

Otherwise:

On Rule: MOVE RIGHT

On Rule: MOVE DOWN

Attributes table with columns Name, Value, Type. Includes ship, 0, real, point, size, angle, color, image, text, boolean, attributes.

Library section with Standard and Custom tabs. Lists behaviors like Accelerate, Add/Remove Row, Animate, Buzz, Change Attribute, Change Image, Change Scene, Change Size, Change Table Value. Includes description for Accelerate.





Attributes

Name	ship	text
Time	0	real
Position		point
Size		size
Rotation	0	angle
Color		color
Image	ship	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
Graphics		attributes
Motion		attributes
Physics		attributes

Library Behaviors Images Sounds Fonts

- Standard Custom
- Accelerate
 - Accelerate Toward
 - Add/Remove Row
 - Animate
 - Buzz
 - Change Attribute
 - Change Image
 - Change Scene
 - Change Size
 - Change Table Value
- Accelerate (Persistent Behavior)**
- Specify the speed and direction (angle) of acceleration of an actor. Best used in a rule that checks for a keyboard event. Note: If the drag behavior is not also applied to an actor, acceleration will be continuously applied, adding velocity and increasing speed.

On Rule: MOVE UP

On Rule: MOVE RIGHT

When All conditions are valid:

Actor receives event key right Keyboard is down

On Move

Direction: 0 Relative to: scene Move Type: additive

Speed: 100

On Rule: MOVE DOWN

When All conditions are valid:

Actor receives event key down Keyboard is down

On Move

Direction: 270 Relative to: scene Move Type: additive

Speed: 100

On Rule: MOVE LEFT

On Rule: DIE ON COLLISION WITH ASTEROID



Create Group Create Rule



Attributes

Name	ship	text
Time	0	real
Position		point
Size		size
Rotation	0	angle
Color		color
Image	ship	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
Graphics		attributes
Motion		attributes
Physics		attributes

Library Behaviors Images Sounds Fonts

- Standard Custom
- Accelerate
 - Accelerate Toward
 - Add/Remove Row
 - Animate
 - Buzz
 - Change Attribute
 - Change Image
 - Change Scene
 - Change Size
 - Change Table Value

Accelerate (Persistent Behavior)

Specify the speed and direction (angle) of acceleration of an actor. Best used in a rule that checks for a keyboard event. Note: If the drag behavior is not also applied to an actor, acceleration will be continuously applied, adding

On Rule: MOVE DOWN

On Rule: MOVE LEFT

When All conditions are valid:

Actor receives event key left Keyboard is down

On Move

Direction: 180 Relative to: scene Move Type: additive

Speed: 100

Otherwise:

On Rule: DIE ON COLLISION WITH ASTEROID

When All conditions are valid:

Actor receives event overlaps or collides with actor of type asteroid

On Destroy

Destroy this actor

On Play Sound

Sound: explosion Loop Run to completion

Volume: 1 Positional Sound

Pitch: 1 Velocity Shift

Otherwise:



Attributes

Name	ship	text
Time	0	real
Position		point
Size		size
Rotation	0	angle
Color		color
Image	ship	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
Graphics		attributes
Motion		attributes
Physics		attributes

Library

Behaviors Images Sounds Fonts

Standard Custom

B Accelerate	Accelerate (Persistent Behavior) Specify the speed and direction (angle) of acceleration of an actor. Best used in a rule that checks for a keyboard event. Note: If the drag behavior is not also applied to an actor, acceleration will be continuously applied, adding velocity and momentum to the actor.
B Accelerate Toward	
A Add/Remove Row	
B Animate	
A Buzz	
A Change Attribute	
A Change Image	
A Change Scene	
B Change Size	
A Change Table Value	

Rule: MOVE DOWN

Rule: MOVE LEFT

Rule: DIE ON COLLISION WITH ASTEROID

Rule: SHOOT MISSILE

When All conditions are valid:

Actor receives event key space Keyboard is down

Play Sound

Sound: missile Loop Run to completion

Volume: 1 Positional Sound

Pitch: 1 Velocity Shift

Spawn Actor

Actor: missile Layer Order: in front of actor

Direction: 0 Relative to: scene

Position: 0 0 Relative to: actor

Rule: LAND ON EARTH AND PLAY LANDING SOUND

Control Camera

Create Group Create Rule



Attributes

Name	ship	text
Time	0	real
Position		point
Size		size
Rotation	0	angle
Color		color
Image	ship	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
Graphics		attributes
Motion		attributes
Physics		attributes

Library Behaviors Images Sounds Fonts

Standard Custom

- Accelerate
- Accelerate Toward
- Add/Remove Row
- Animate
- Buzz
- Change Attribute
- Change Image
- Change Scene
- Change Size
- Change Table Value

Accelerate (Persistent Behavior)

Specify the speed and direction (angle) of acceleration of an actor. Best used in a rule that checks for a keyboard event. Note: If the drag behavior is not also applied to an actor, acceleration will be continuously applied, adding

Rule: MOVE DOWN

Rule: MOVE LEFT

Rule: DIE ON COLLISION WITH ASTEROID

Rule: SHOOT MISSILE

When All conditions are valid:

Actor receives event key space Keyboard is down

Play Sound

Sound: missile Loop Run to completion

Volume: 1 Positional Sound

Pitch: 1 Velocity Shift

Spawn Actor

Actor: missile Layer Order: in front of actor

Direction: 0 Relative to: scene

Position: 0 0 Relative to: actor

Rule: LAND ON EARTH AND PLAY LANDING SOUND

Control Camera



Attributes

Name	ship	text
Time	0	real
Position		point
Size		size
Rotation	0	angle
Color		color
Image	ship	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
Graphics		attributes
Motion		attributes
Physics		attributes

Standard Custom

B Accelerate	Accelerate (Persistent Behavior) Specify the speed and direction (angle) of acceleration of an actor. Best used in a rule that checks for a keyboard event. Note: If the drag behavior is not also applied to an actor, acceleration will be continuously applied, adding velocity to the actor's movement.
B Accelerate Toward	
A Add/Remove Row	
B Animate	
A Buzz	
A Change Attribute	
A Change Image	
A Change Scene	
B Change Size	
A Change Table Value	

▶ On Rule: DIE ON COLLISION WITH ASTEROID

▶ On Rule: SHOOT MISSILE

▼ On Rule: LAND ON EARTH AND PLAY LANDING SOUND

When All conditions are valid:

Actor receives event overlaps or collides with actor of type earth

▼ On Play Sound

Sound: landing Loop Run to completion

Volume: 1 Positional Sound

Pitch: 1 Velocity Shift

▼ On Timer

After 2 seconds Run to Completion

▼ On Change Scene

Go to Scene: winpage No ad

Scene Index: 1

▶ Otherwise:

▼ On Control Camera

Control Camera

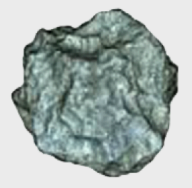
Back/Forward Home Scenes Tables

Go forward to the next editor



HTML5 Preview Publish Feedback Help

Create Group Create Rule



Attributes

Name	asteroid	text
Time	0	real
Position		point
Size		size
Rotation	0	angle
Color		color
Image	asteroid	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
Graphics		attributes
Motion		attributes
Physics		attributes

Library Behaviors Images Sounds Fonts

Standard Custom

- Accelerate
- Accelerate Toward
- Add/Remove Row
- Animate
- Buzz
- Change Attribute
- Change Image
- Change Scene
- Change Size
- Change Table Value

Accelerate (Persistent Behavior)

Specify the speed and direction (angle) of acceleration of an actor. Best used in a rule that checks for a keyboard event. Note: If the drag behavior is not also applied to an actor, acceleration will be continuously applied, adding and adding to the actor's velocity.

Change Velocity: ASTEROIDS FLY AROUND

Direction: random() Relative to: scene

Speed: 100

Timer: SPAWN NEW ASTEROIDS

Every 7 seconds Run to Completion

Spawn Actor

Actor: asteroid Layer Order: in front of actor

Direction: random() Relative to: scene

Position: random() random() Relative to: scene

Rule: ASTEROID DESTROYED BY MISSILE AND EXPLOSION SOUND PLAYS

When Any conditions are valid:

Actor receives event overlaps or collides with actor of type missile

Destroy


Destroy this actor

Play Sound

Sound: explosion Loop Run to completion

Volume: 1 Positional Sound

Pitch: 1 Velocity Shift



Attributes

Name	missile	text
Time	0	real
Position		point
Size		size
Rotation	0	angle
Color		color
Image	missile	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
Graphics		attributes
Motion		attributes
Physics		attributes

Library

Behaviors Images Sounds Fonts

Standard Custom

- Accelerate
- Accelerate Toward
- Add/Remove Row
- Animate
- Buzz
- Change Attribute
- Change Image
- Change Scene
- Change Size
- Change Table Value

Accelerate (Persistent Behavior)

Specify the speed and direction (angle) of acceleration of an actor. Best used in a rule that checks for a keyboard event. Note: If the drag behavior is not also applied to an actor, acceleration will be continuously applied, adding

On Change Velocity: MISSILE FLIES FORWARDS

Direction: 0 Relative to: scene

Speed: 200

On Rule: MISSILE DESTROYED WHEN COLLIDES WITH ASTEROID

When All conditions are valid:

Actor receives event overlaps or collides with actor of type asteroid

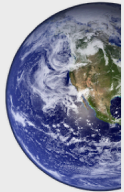
On Destroy

Destroy this actor

Otherwise:



Create Group Create Rule



Attributes

Name	earth	text
Time	0	real
▶ Position		point
▶ Size		size
Rotation	0	angle
▶ Color	<input type="text"/>	color
Image	blueearth	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
▶ Graphics		attributes
▶ Motion		attributes
▼ Physics		attributes
Density	1	real
Friction	3	real
Bounciness	1	real
Fixed Rotation	<input type="checkbox"/>	boolean
Movable	<input type="checkbox"/>	boolean
Collision Shape	Rectangle	enumer...
Drag	0	real
Angular Drag	0	real
Can Sleep	<input checked="" type="checkbox"/>	boolean

Drag your behaviors here

+ -

Library Behaviors Images Sounds Fonts

Standard Custom

Accelerate Accelerate / Persistent

+ -



Preview



HTML5 Preview



Publish



Feedback



Help

Inspector Game Scene

Actors Attributes Devices



ship



asteroid



missile



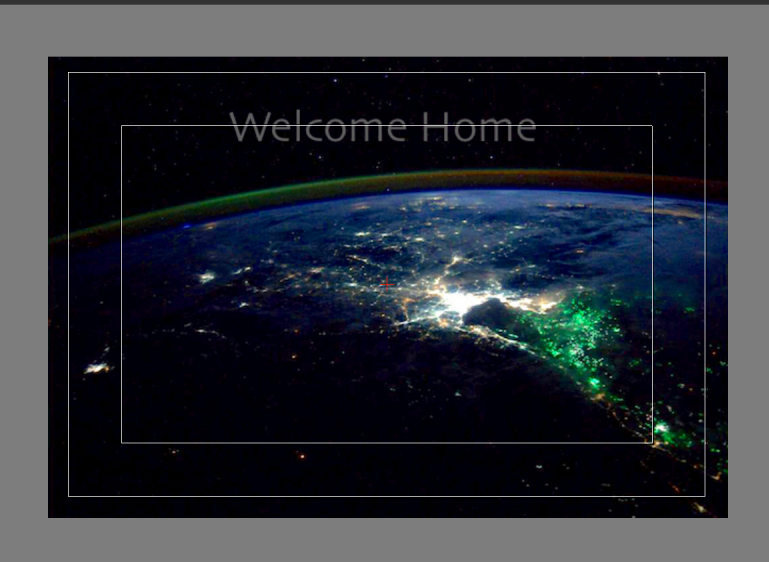
background



earth



winpage



+ - All

Library Behaviors Images Sounds Fonts

Project Purchased



ship



ship no...



asteroid



missile



stars_cl...



blueearth



congrats

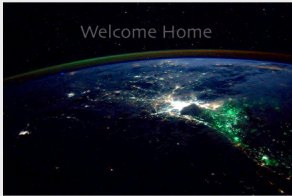
+ - Purchase Images...

Navigation icons: Back/Forward, Home, Scenes, Tables

Preview button (green play icon)

HTML5 Preview, Publish, Feedback, Help icons

Create Group, Create Rule buttons



Attributes

Name	winpage	text
Time	0	real
▶ Position		point
▶ Size		size
Rotation	0	angle
▶ Color	<input type="text"/>	color
Image	congrats	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
▶ Graphics		attributes
▶ Motion		attributes
▼ Physics		attributes
Density	1	real
Friction	3	real
Bounciness	1	real
Fixed Rotation	<input type="checkbox"/>	boolean
Movable	<input type="checkbox"/>	boolean
Collision Shape	Rectangle	enumer...
Drag	0	real
Angular Drag	0	real
Can Sleep	<input checked="" type="checkbox"/>	boolean

Drag your behaviors here

Library: Behaviors, Images, Sounds, Fonts

Standard Custom

Accelerate Accelerate /Persistent

Publish to GS Studio

STUDIO ICON 512px by 512px
Spark Skill Logo bit.ly/2ax9252

STUDIO SCREEN SHOT:

Use Command+Shift+4 to capture
Open in Preview and resize to 1334px by 750px

Add game description

MAY NEED TO REFRESH SCREEN