

Space Voyager **v2.0**

Documentation

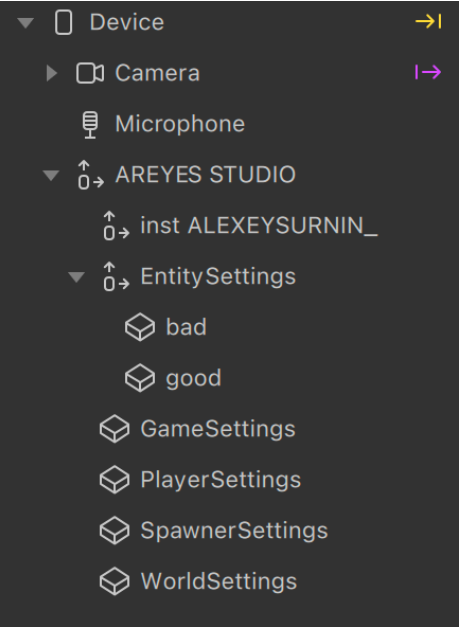
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Settings



You can customize this template via patches and **blocks**.

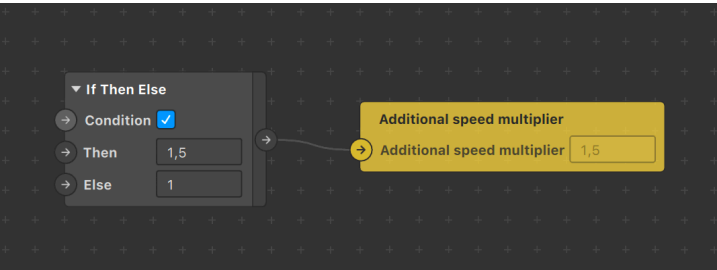
To tweak something global, such as controls or loading, use blocks under AREYES folder.

WorldSettings

This block is for setting the game speed

Start Speed	Starting speed of the game. Updated after launching the game
Speed Multiplier	Speed multiplier which will be multiplied once per interval
Speed Multiply Interval	-
Additional Speed Multiplier	An additional multiplier, use for bonuses or a sharp change in speed.
Max Speed	-

To change an additional speed multiplier, use only **If Then Else**. Do not use animations or Exp Smooth, **this will affect performance**



GameSettings

This block is for setting the timer after which the game ends

Timer	Time value in ms
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SpawnerSettings

This block is for setting the coordinates of the spawn and despawn of objects

Min spawn interval	Minimum interval between object spawns
Max spawn interval	Maximum interval between object spawns
Angle	The range of angles between which objects will appear. In degrees
X	The start and end position of the entity along the X axis
Y	The start and end position of the entity along the Y axis

PlayerSettings

This block is for player customization

Max players	Maximum number of players. Maximum 5
Max health	Maximum and starting amount of player health
View colliders	Enable visibility of colliders. For easy sizing
Collider size	Player collider dimensions
Movement range	Range of motion in two axes
Controller smoothing	Exponential smoothing factor for object movement
Sensitivity Controller	Sensitivity of movement. 0 to 1
Position	Player center position

EffectSettings

This block is for setting the duration of the effects. Time in ms. 0 - infinity

Time chopper	-
Time Tripleshot	-
Time Across	-
Time Lazer	-

BulletSettings

This block is for customizing bullets

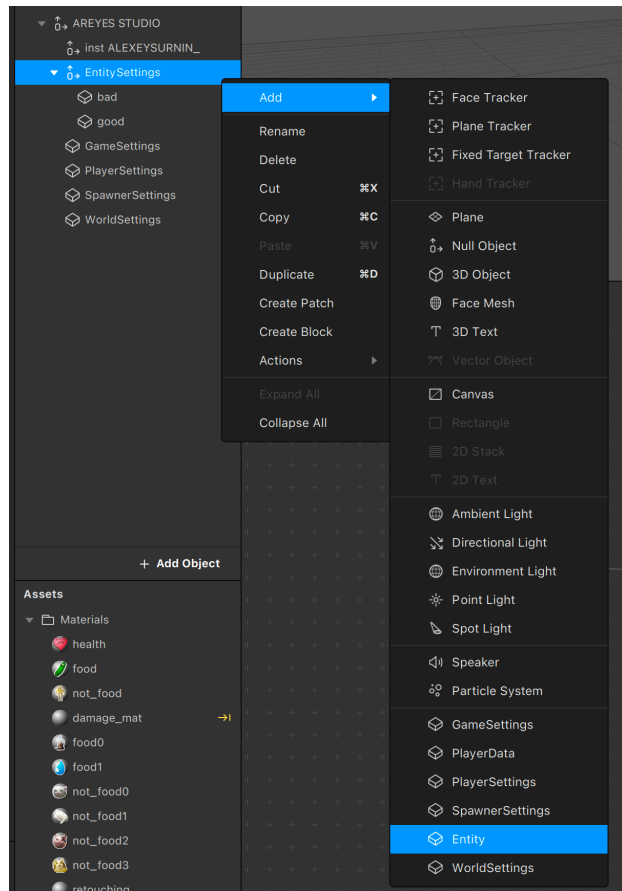
Dynamic	Is Entity type dynamic. See Dynamic instance
Block name	Block name for Dynamic instance
Custom Path	See Custom Path
View colliders	Enable visibility of colliders. For easy sizing
Collider size	Collider size between opposite bounds
Collider position	By default, collider size is relative to object center. Change this param to move collider center
Speed	Bullet speed
Additional Speed Multiplier	-
Distance	Bullet flight distance. After which the bullet is destroyed

LazerSettings

Dynamic	Is Entity type dynamic. See Dynamic instance
Block name	Block name for Dynamic instance
Custom Path	See Custom Path
View colliders	Enable visibility of colliders. For easy sizing
Collider size	Collider size between opposite bounds
Collider position	By default, collider size is relative to object center. Change this param to move collider center
Activate animation time	Time in ms
Deactivate animation time	Time in ms

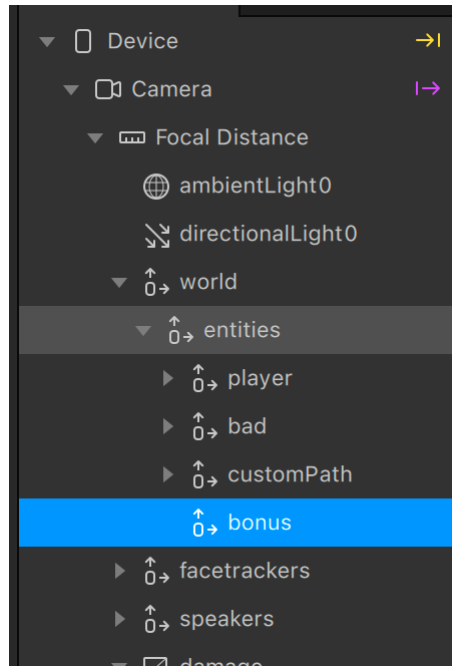
Entity system

Creation



Step 1. Press Right-Mouse Button on “Entity Settings” object, go Add and choose “Entity” from the end of the list.

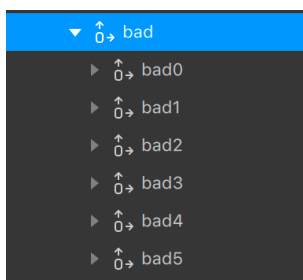
Step 2. Name this object uniquely, i. e. “bonus”.



Step 3. Create new nullObject inside entities folder and name it same. This object will be parent for all entities inside and will define their logic. **These entities are called instances of “bonus” type.**

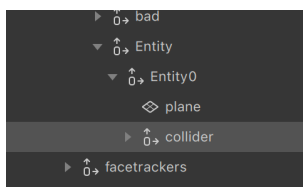
Step 4. Create new nullObject inside “bonus” and name it uniquely, i. e. “bonus0”

Step 5. Then add new plane or 3D mesh inside “bonus0” object.



You’ve created “bonus” entity type with **one** instance inside. The more instances of entity type you have, the more entities of this type can be spawn during the game. This means that now you will see only one “bonus” during the game.

To fix this, just duplicate “bonus0” object a few times using “Ctrl+D” shortcut. It is recommended to have at least 10 instances of each entity type, but this depends on Spawn Chance setting.



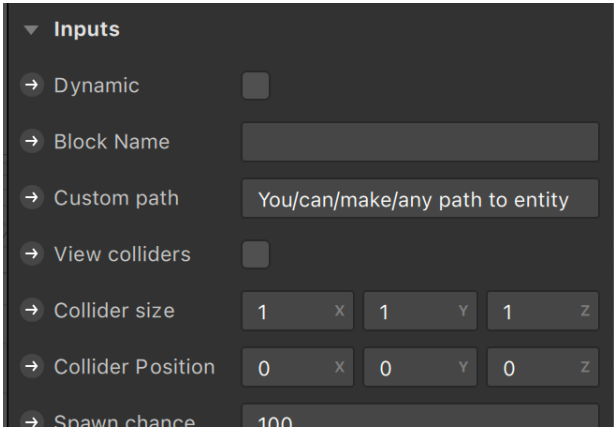
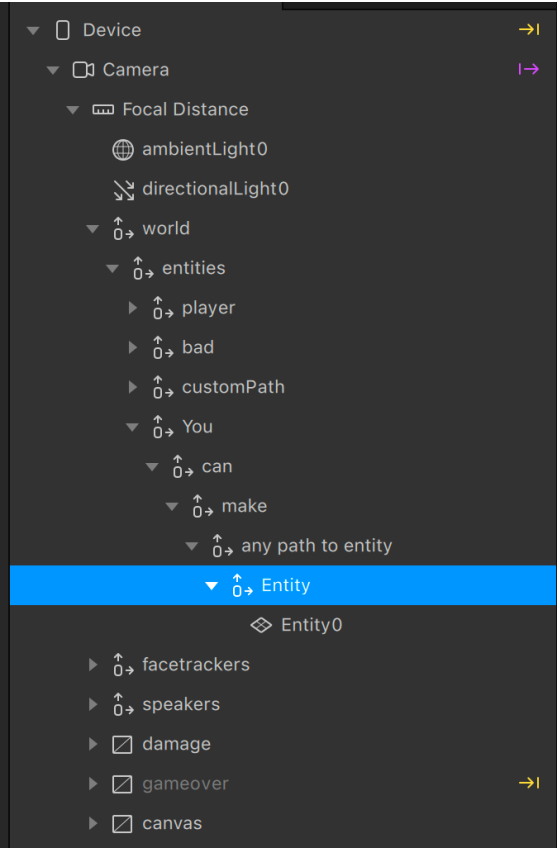
If you want to **debug colliders** of entities, add “collider” nullObject with plane or box each entity. This is optional

Entity Settings

Dynamic	Is Entity type dynamic. See Dynamic instance
Block name	Block name for Dynamic instance
Custom Path	See Custom Path
View colliders	Enable visibility of colliders. For easy sizing
Collider size	Collider size between opposite bounds
Collider position	By default, collider size is relative to object center. Change this param to move collider center
Spawn chance	Item spawn chance. The higher the value, the greater the chance of spawn.
Bubble text	The text that will appear after entity pickup
Target bubble text	The text that will appear after a bullet hit
Add score	Add or remove player score on pickup
Add score on skip	Add or remove player score after item despair
Add score on target	Add or remove player score after a bullet hit
Add health	Add or remove player health on pickup
Add health on skip	Add or remove player health after item despair
Add health on target	Add or remove player health after a bullet hit
Death animation	Animation after death
Bullet collide	Detect bullet collision
Player collide	Detect player collision
Min spawn interval	Minimum interval between this type of entity spawns
Spawn group	Combine several types of entities into one group. Then they will have a joint min spawn interval

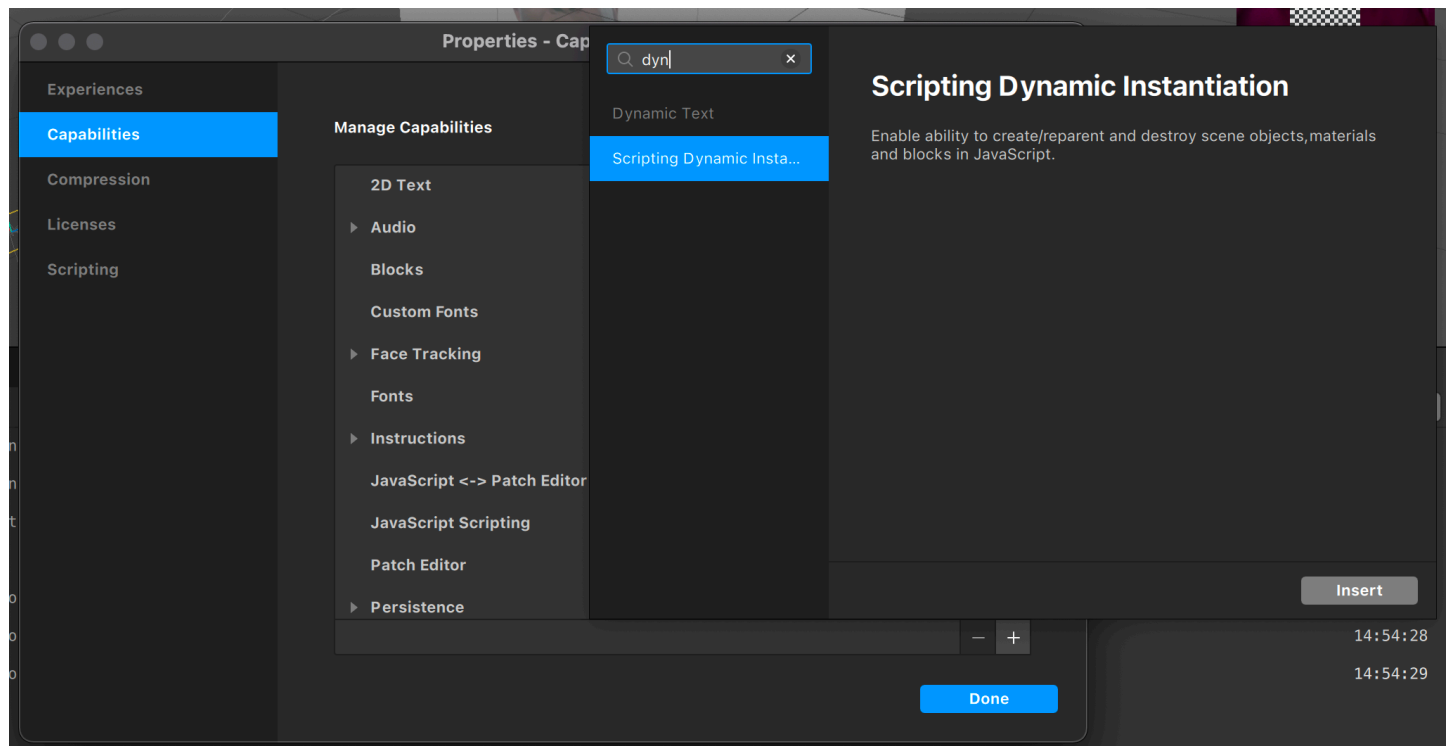
Custom Path

You can make any path to entity. This is for using the Render Pass. For example, if you need to render two entities in one pass.

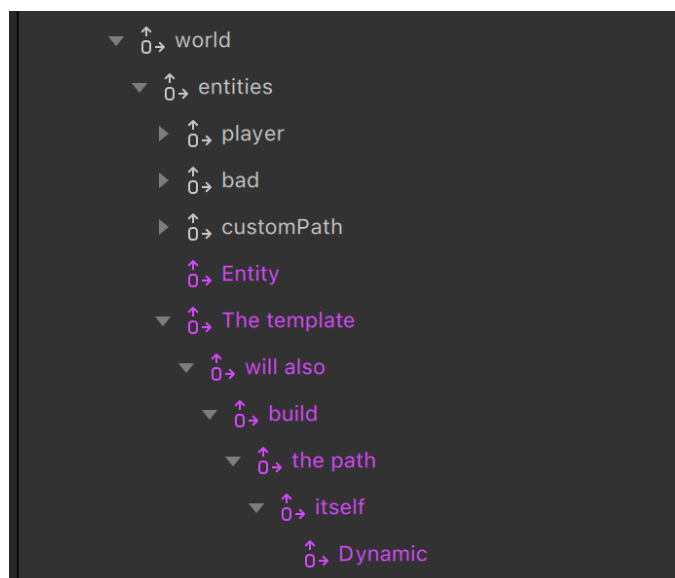
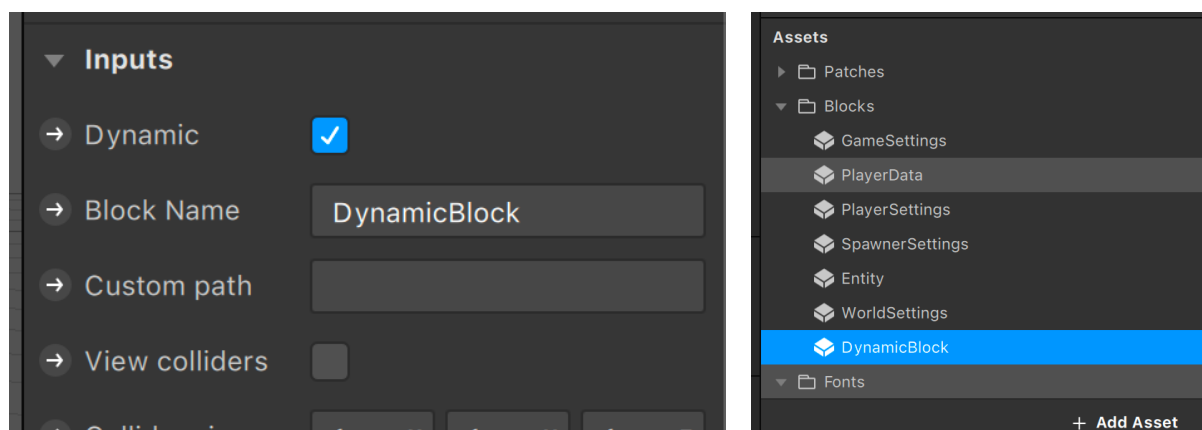


Dynamic Instance

To activate Dynamic Instance add "Scripting Dynamic Instantiation" to capability



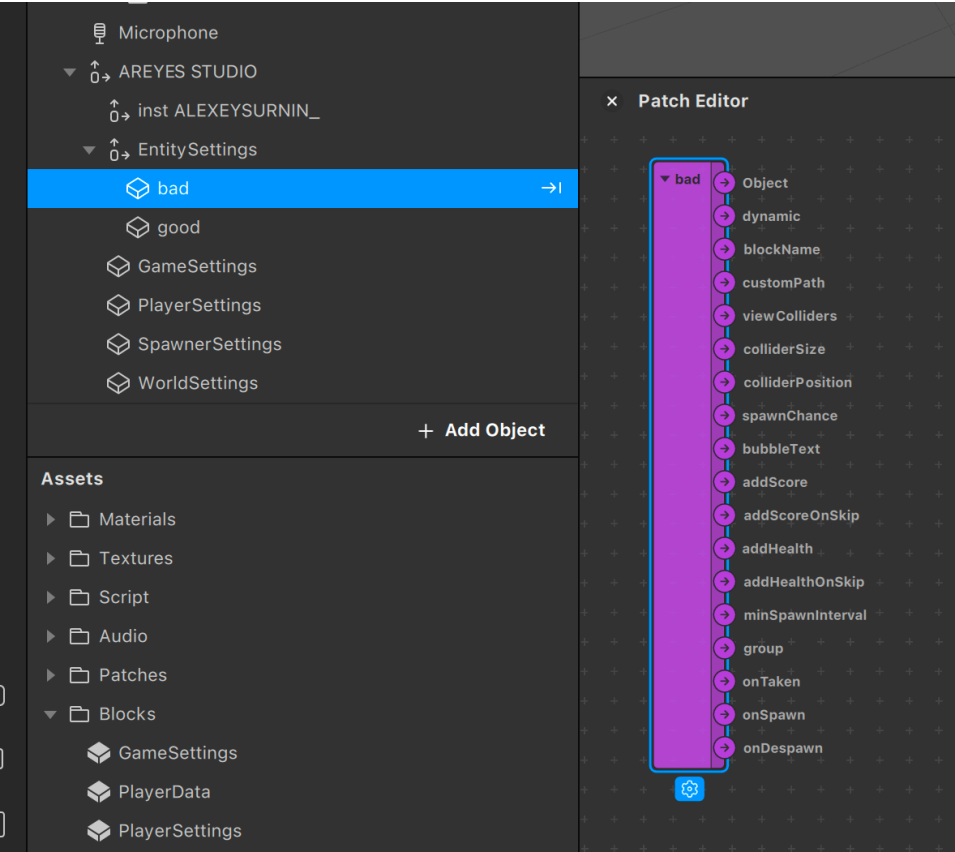
To create a dynamic entity, you need to create a block in assets, create a block with a new entity in EntitySettings and specify the name of your block in the Block name column, also check the box opposite dynamic



After loading the game, a path to dynamic entities will be built. After the start of the game, entities will spawn or despawn, depending on the Spawner settings

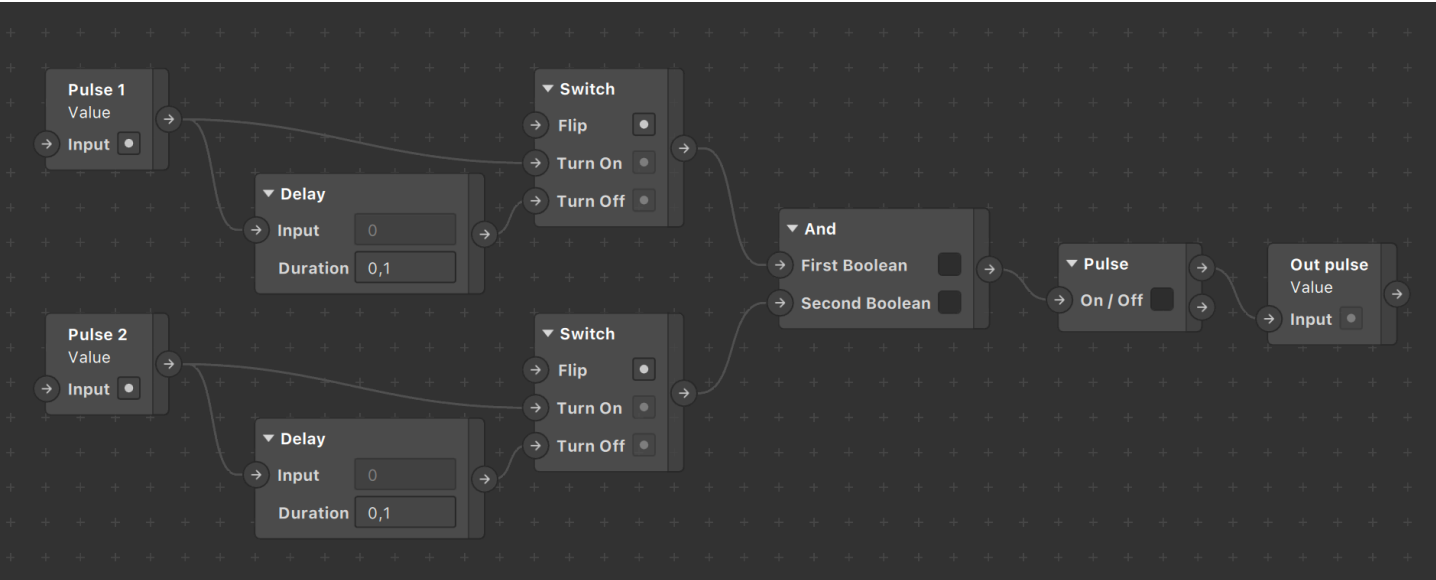
Events

To handle events, you need to drag and drop a block with entity settings in the Patch Editor

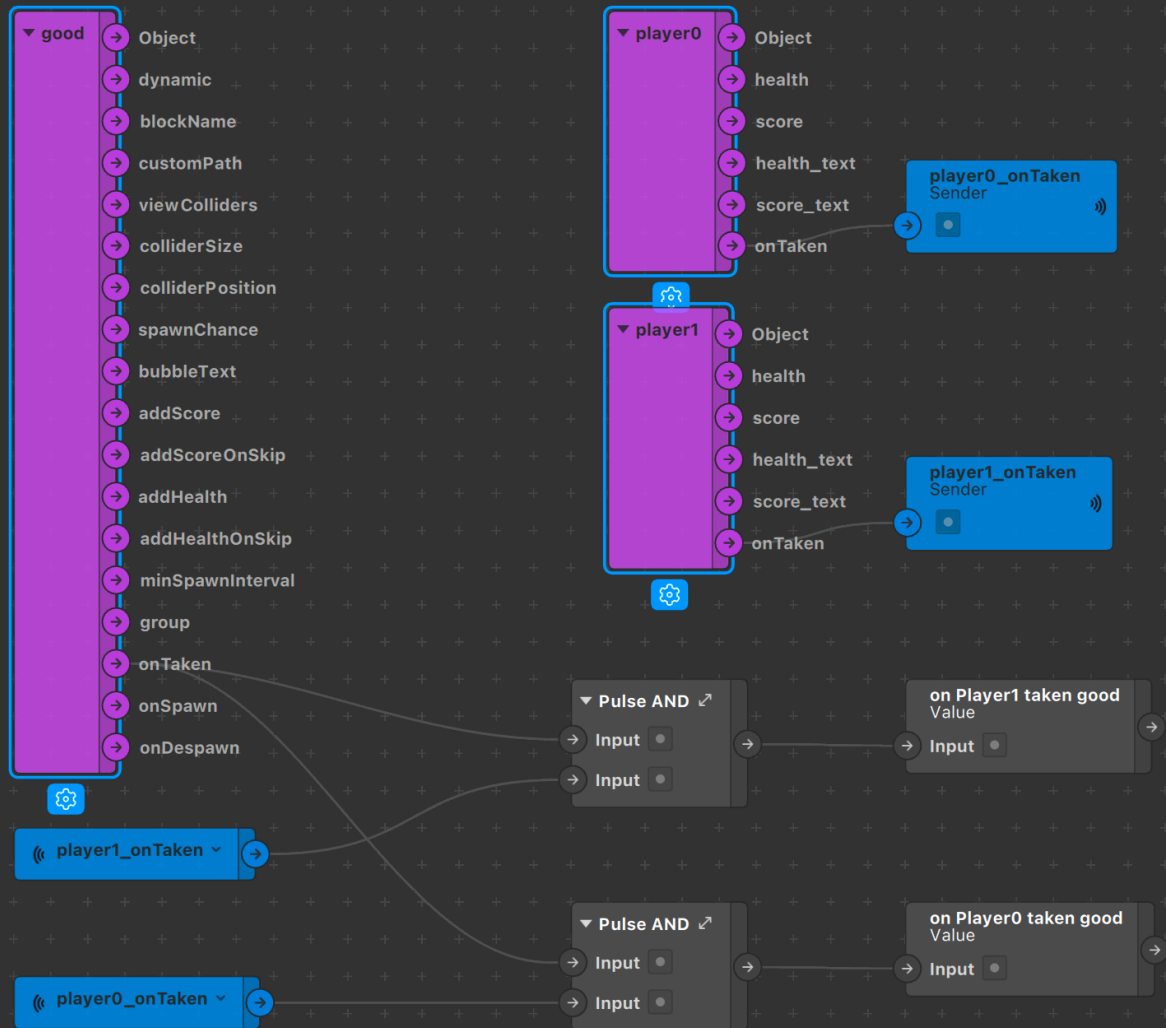


onTaken	Fires on collision with any player
onSpawn	Fires on spawn
onDespawn	Fires on despawn
onTarget	Fires on bullet hit

To determine which player picked up the Entity, you can create a Pulse AND patch. And use onTaken from Entity Settings block and onTaken from PlayerData block



Pulse AND Patch



Effects

Effects conflict

When an effect is activated, all conflicting effects are automatically deactivated

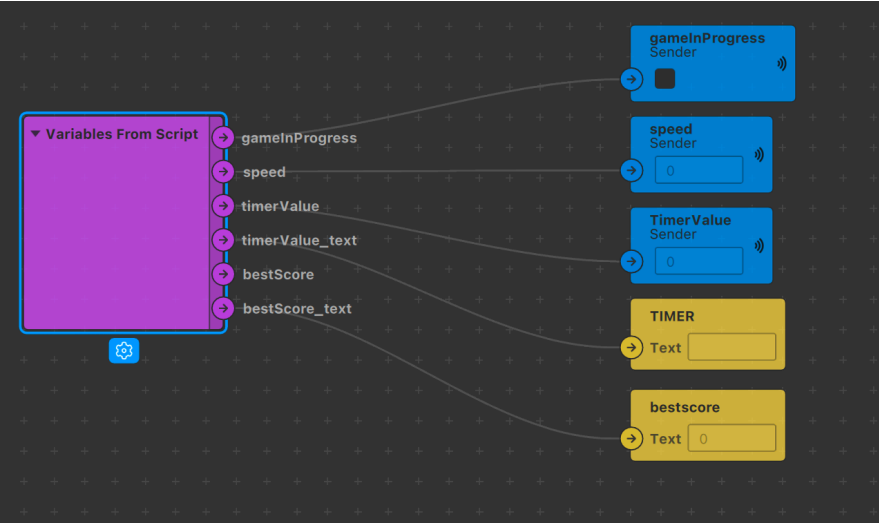
Effect name	Conflict with
chopper	-
tripleshot	across, lazer
across	tripleshot, lazer
lazer	chopper, across, tripleshot

Effect controller

Controller allows you to activate, deactivate and receive events of activation and deactivation of effects for each player separately

Face ID	Index of player
Activate chopper	Activate pulse
Activate tripleshot	Activate pulse
Activate across	Activate pulse
Activate lazer	Activate pulse
Deactivate chopper	Deactivate pulse
Deactivate tripleshot	Deactivate pulse
Deactivate across	Deactivate pulse
Deactivate lazer	Deactivate pulse
onActivateChopper	onActivate. Event
onActivateTripleshot	onActivate. Event
onActivateAcross	onActivate. Event
onActivateLazer	onActivate. Event
onDeactivateChopper	onDeactivate. Event
onDeactivateTripleshot	onDeactivate. Event
onDeactivateAcross	onDeactivate. Event
onDeactivateLazer	onDeactivate. Event

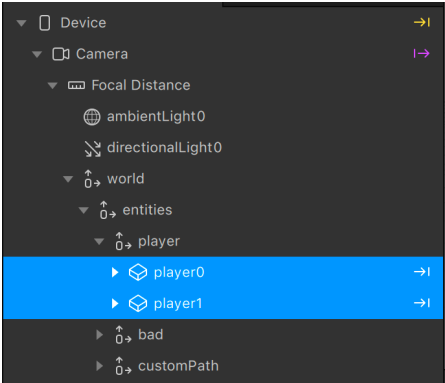
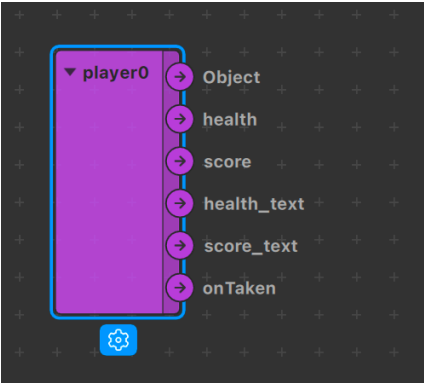
Global Variables



gameInProgress	The state of the game. True if the game is started
speed	The speed of moving objects, environment, etc.
timerValue	Timer value in seconds. Number
timerValue_text	Timer value in seconds. Text
bestScore	Best score. Number
bestScore_text	Best score. Text

Player Data

Player data is passed to patches through the PlayerData block. It's in world / entities / player folder

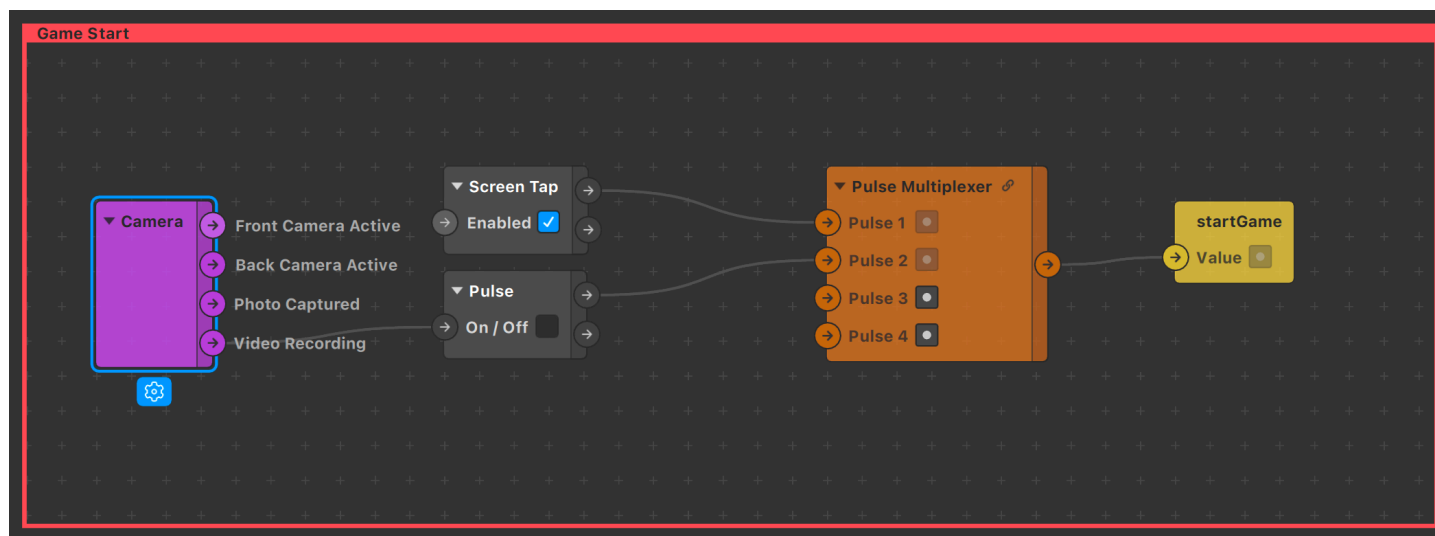


health	Current health. Number
score	Current score. Number
health_text	Current health. Text
score_text	Current score. Text
Shot	Custom shot event
onTaken	Event. Fires on collision with any object
onShot	Event. Fires on shot

Global Methods

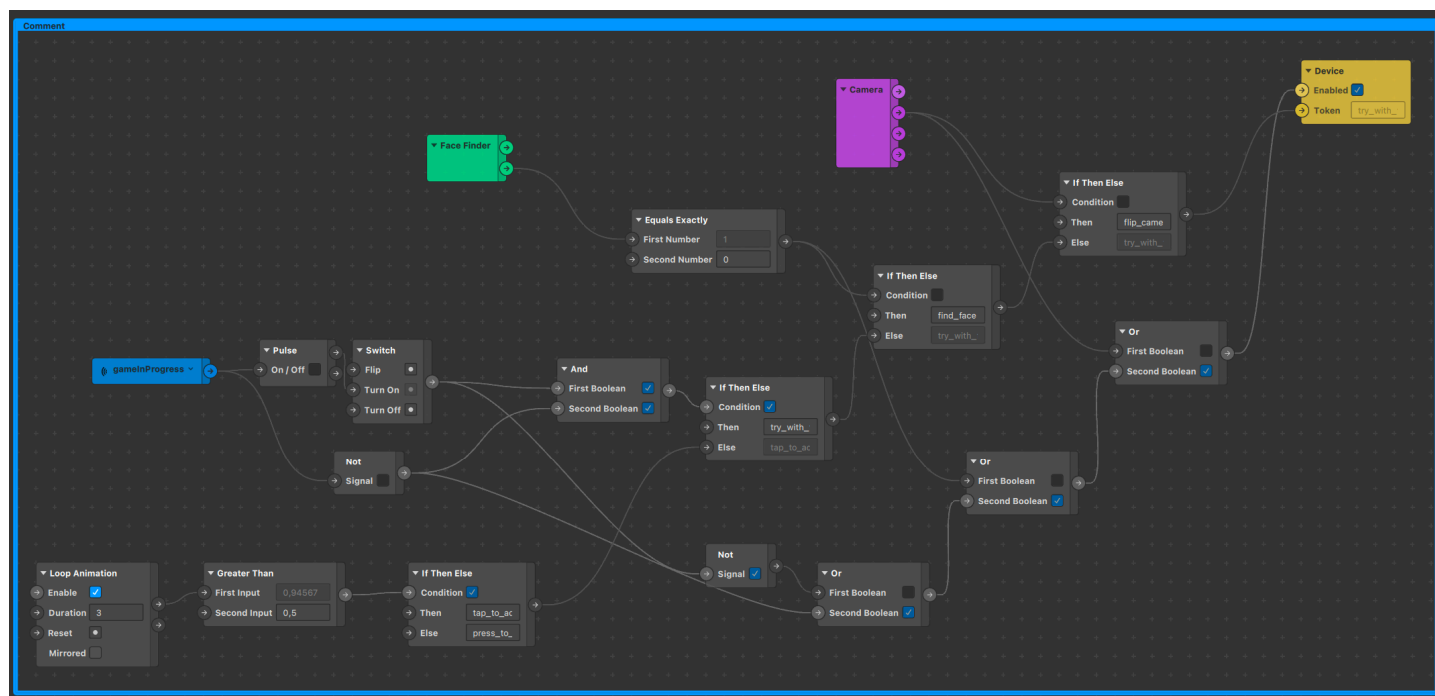
despawnEntities	Despawn all entities. For example, before the start of the bonus level
startGame	Start game
stopGame	Stop game

By default, the game starts when you tap the screen or when you start recording a video



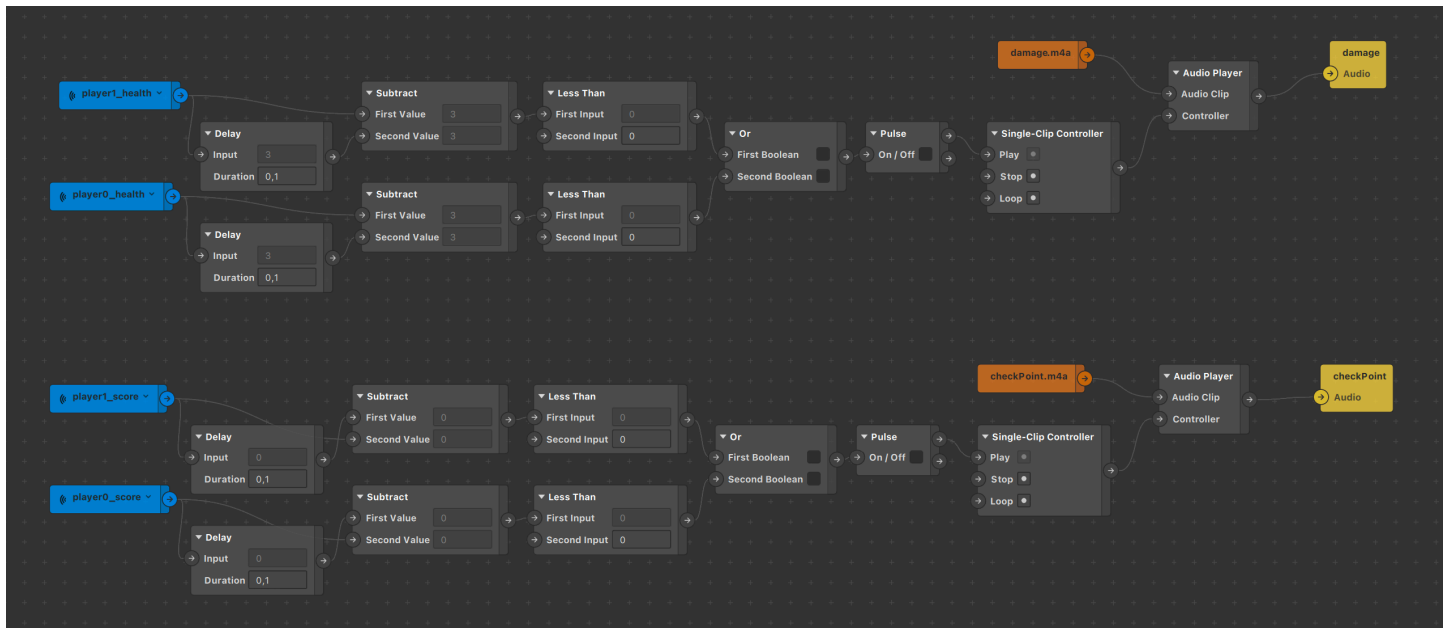
Instructions

The settings for all instructions are displayed in the Patch Editor. You can fully customize, change the logic to fit your needs



Audio

All audio is also controlled via the Patch editor. You can use any available events to play sounds. The most popular events and sounds are already included in the template, you just need to replace the file



To convert any audio to .m4a use [this site](#)

Settings:

- sampling rate - 44100 Hz
- audio channels - mono
- audio codec - aac

Optional settings

Change sampling rate:

44100 Hz

Change audio channels:

mono

Trim audio:

to

00:00:00

Normalize audio:

☐

Select audio codec:

aac

Q&A

If anything goes wrong you can always get help in our Telegram chat by link t.me/sparkargames

If you have any feature ideas, feel free to contact me. Almost **every** feature that comes in updates have been suggested by template users!

Q: I want to edit script, but I see something scary inside script.js

A: Sadly, you can't edit the script. Use Events and States in Patch Editor to extend template capabilities.

Q: How can I remove or change the license in the filter?

A: You can use [this program](#) to change licenses

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