

EN

# DRAW YOUR GAME

HOW TO USE ?

# DRAW YOUR GAME



ZeroOne  
Digital Studio

## DRAW YOUR GAME

Education

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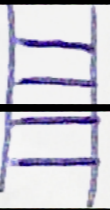



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# SUMMARY

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# ESSENTIALS

Take 4 colored markers (red, blue, black and green). Each of them represents something different:

## Black color

The black color represents static objects.

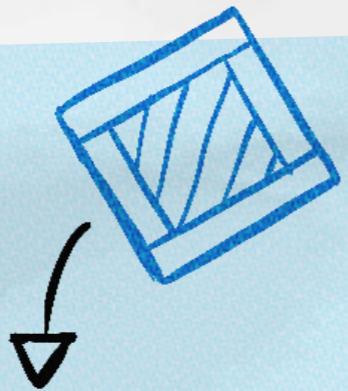
Draw floors, platforms, houses, trees and more. Drawn objects won't move, they'll be a solid base for moving the hero.



## Blue color

The blue color represents physical objects.

Draw cubes, balloons and rocks and touch them to make them fall. Be careful: a blue object will be destroyed if it touches a red object.





## Red color

**The red color represents enemies.**

Draw monsters, spikes or other villains.

Your hero loses a life if he touches them. Be careful ;)



## Green color

**The green color represents bouncing objects.**

Draw trampolines, springs or even mushrooms. If you jump on green items, they'll make you jump higher!



**For best results, draw only on white paper with white lighting like daylight!**

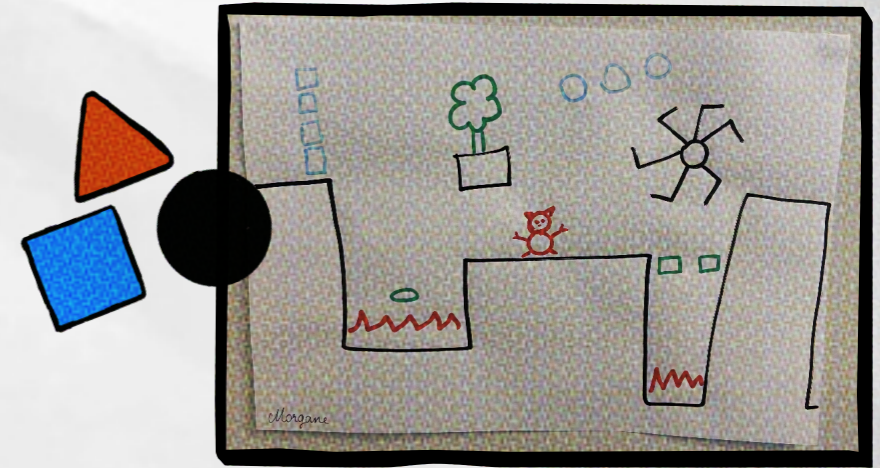
# DETECTION

There are many ways to detect shapes, and an infinite number of possibilities.

## Detection by color

This detection mode automatically recognizes the type of each object by its color.

This detection mainly works if the design is made with the 4 basic colors ([page 4 and 5](#)).



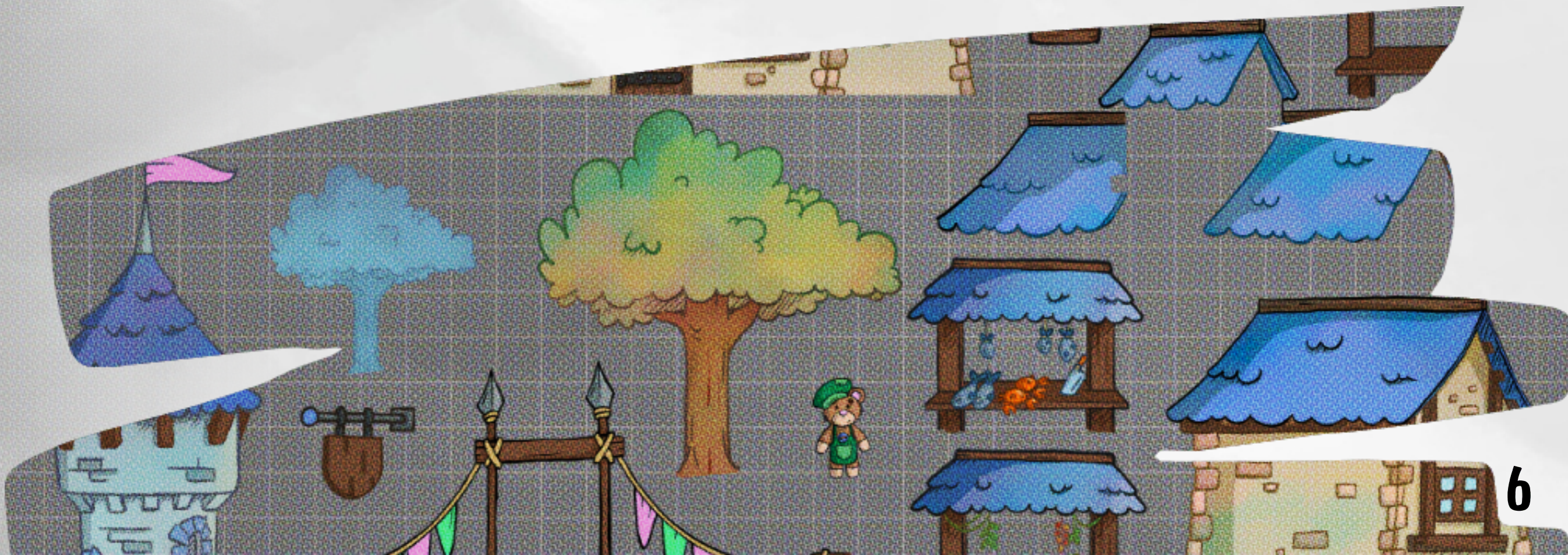
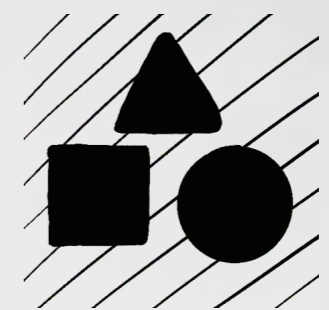
## Detection by shape

This detection mode will automatically crop your objects, so that you can assign them a type in the edit mode page. Prefer drawings on a blank sheet of paper with well-defined shapes. Avoid pasting objects of different types ([page 10](#)).



# Detection by Alpha

Alpha detection takes into account the transparency of png files. This more advanced mode allows advanced designers to use their digital composition to achieve optimal clipping for their objects. Object types are defined in the editor [\(page 10\)](#).



# INTERFACE

The level editor is intuitive and easy to use.

It is based on drag and drop.

## Items settings

You'll find all the characteristics of the selected object. (Page 10)

## Item selector

You can enlarge or move an object.

## Page selector

You can move and see the page parameters. (Page 10)

## Cancel action

You've made a mistake. No problem: cancel the last action.

## Level weight limit

Level weight is limited. If it's full, you won't be able to add any more items.

## New page

If you're looking for a larger level, you can easily add a new page here.

## Modules

This window contains behavior modules and textures.

## Try and play

Have you finished your level? Or do you just want to try it out? It's here!

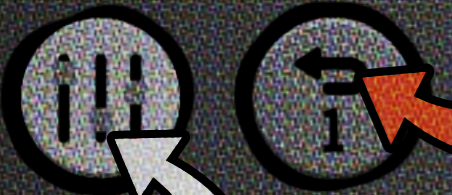
## Delete an item

No need for a page, module or object? Drag and drop it here.

## Level settings

Access everything that applies to the entire level.





Cancel action

Limit weight level



Delete an item

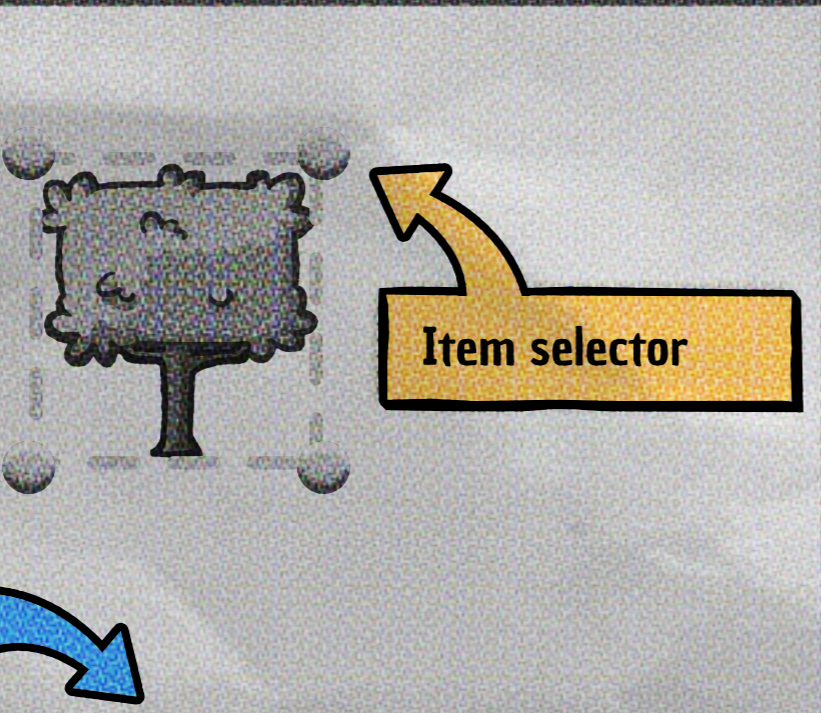
MODULES

Try and play

Level settings



Page selector



Item selector

New page

Item parameters



Modules

LOCK POSITION FRONT BACK DUPLICATE



TEXTURE



MODULE 1



MODULE 2



MODULE 3

OUT





# ITEMS SETTINGS

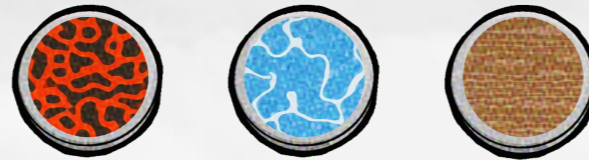
When an object is selected, its settings bar appears.



## Type of items

You can change the object type at any time between **Static** / **Bound** / **Physic** / **Enemy**.

A villain becomes a hero?  
No problem, in just two clicks you can change it ;)



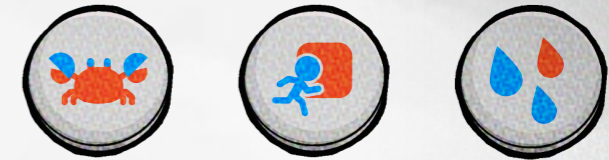
## Textures

In this area, you can drag and drop different textures. Try out a soil, lava or ice floor to enhance your creation.

[\(Page15\)](#)



For a better result, use a closed and solid shape!



## Modules

In this area, you can drag and drop behavior modules. Rotate an object, move an enemy, swing, run or roll anything is possible. Try combining effects to see what happens ;) [\(page 12\)](#)



Type of items

BOUND

STATIC

PHYSIC

ENEMY

LOCK POSITION

FRONT

BACK

DUPLICATE

TEXTURE

MODULE 2

MODULE 3

Modules

Some modules have speed, time and color variants...  
 Click on an installed module in the **object settings bar** to scroll through its variants.




**LOCK POSITION**  
 Lock an object to prevent accidental movement



**FRONT**  
 You can move an object to the foreground

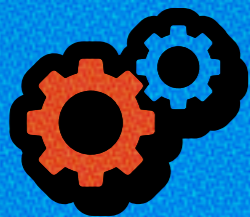


**BACK**  
 You can move an object in the background



**DUPLICATE**  
 Easily duplicate an object.

# MODULES



The right-hand menu contains the modules, sorted by category. Drag them into the object parameters.

## MOVING

Modules for moving objects.



### LINEAR DISPLACEMENT

Moves an object to a point and back



### PENDULUM 1 (object remains right)

Swings an object back and forth from a pivot point.



### PENDULUM 2 (object bends over)

Swings an object back and forth from a pivot point.



### ROTATION LEFT

Turns an object on itself to the left



### ROTATION RIGHT

Turns an object on itself to the right

## DEFAULT

Modules mainly related to the resistance or life of objects



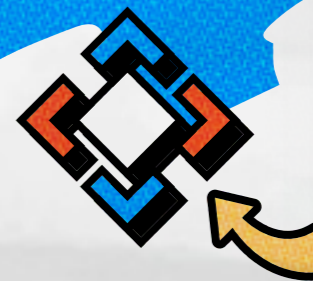
### LIMITED LIFE

Gives a **life gauge** to the blue objects. (can go up to 3 lives)



### INVINCIBLE OBJECT

Makes the blue objects invincible



## TARGET

Some modules requires this pivot/target. Move it wherever you like.



## OUT

Pick how to complete a level with these modules.



### OUT

Place it on the object to **create a level exit.**



### DESTROY THE BLUES

The hero must **destroy all the blue** to activate the exit



### COLLECT OBJECTS

Place this module on the **objects to be collected** to unlock the door and **access the exit.**



### EXIT KEY

Place it on the object to create a level exit. A **key** is created automatically and is required to complete the level

## ENEMIES

Exclusive enemy modules and their behavior



### WALK

The enemy **walks from left to right**



### BIRD ATTACK

The enemy **flies and stings** towards the hero



### CRAWL

The enemy **crawls from left to right**



### PLANE

Makes the enemy **fly straight the enemy from right to left**, turning in the right direction.



### STRAIGHT DISPLACEMENT

The enemy **moves from right to left**, turning in the right direction.



### FLY

The enemy **flies from left to right**



### FIRE CANON

The enemy **fires fireballs**



### FROG JUMP

The enemy **jump from the ground**

# MECANISM

## Various mechanism modules



### CONNECTION

Binds two objects to each other



### THE KEY

Creates a key associated to an object. Useful for creating doors



### SLIPPERY OBJECT

Makes the object slippery, the hero slips when he steps on it



### PASSAGE FROM UNDERNEATH

Allows the hero to pass through an object from below



### POP!

The object associated with this module becomes a “button” that **pops up an object**. Point/Link the Target to the object you want to pop up.



### RESURRECTS BLUES

When a blue object falls, it is permanently deleted. This module **puts the blue object back where it belongs**, resurrecting it.



### TRUMPET

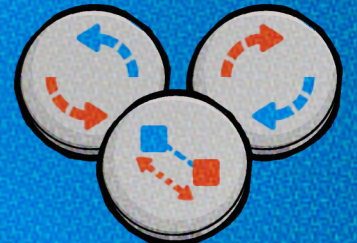
The object is associated with a trumpet note (C, D, E, etc.). The hero **steps on it: the trumpet is activated**.



### THE SWITCH

The object associated with this module becomes a “button”, which activates an object. Direct/Link the Target to the object whose action you wish to trigger.

The object linked by the Target must be associated only with those modules that will be triggered:



## TARGET

For some modules, It is necessary to set a target on another object.



# VISUAL

Modules to modify the appearance of objects



## BACKGROUND

Allows the hero to pass in front of the object



## FRONT PLAN

Allows the hero to pass behind the object




## BLUR OBJECT

Blurs the object



## DRESSING

*Changes the player's hero's clothes when playing at your level.*

- Put the module on an object
- Click on the button  to copy your hero's current outfit.



## FIREWORKS

Activated when the hero steps on the asset

Available in different colors



## PLANTS ON OBJECT

Grows plants on an object



## FLOWERED OBJECT

Grows flowers on an object



## FX BRILLANCE

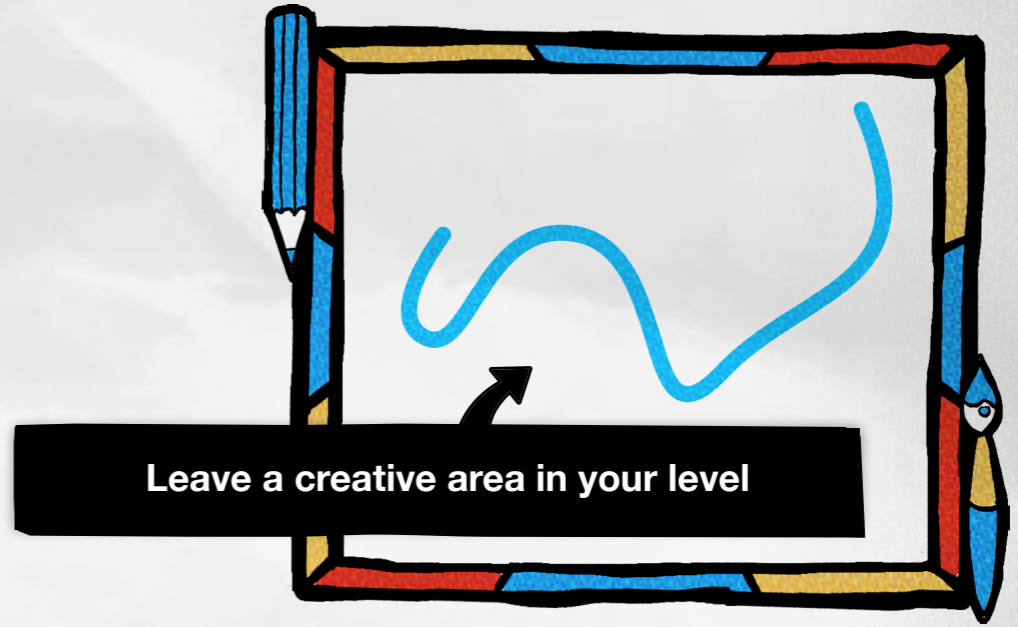
Illuminates the selected object.

**OTHER MODULES  
WILL BE CREATED  
AS THE GAME'S  
CREATION  
PROGRESSES**

# SPECIAL ITEMS



The menu on the right contains all the special items, sorted by category. Drag them directly onto your level.



## ZONE

Object to be placed in the level to create a special zone



Allows you to create a game zone to draw shapes

## POWERS

Object to be placed in the level to give new skills to the hero



Allows **double jumping**



Allows for a **ground dash**



Throw a **fireball**



Throw an **ice ball**

BANG!!  
ZZZZ  
ZZZZ



# TEXTURES



You'll find different textures in this menu.  
Change the mood of your level in an instant!



# BACKGROUND IMAGE



By selecting a page, you can change its background image.

Use your own images or those available in the game.

Simply drag the image from the menu on the right.

PAGE  
PROPERTIES

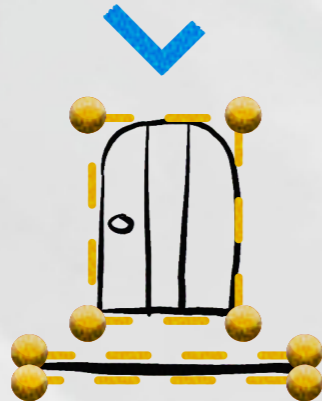
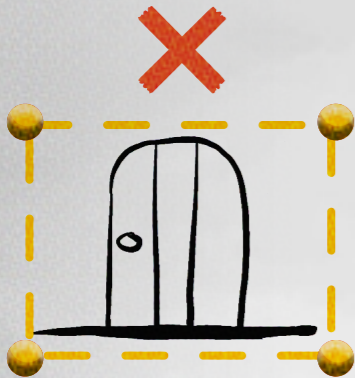


# HELPFUL TIPS



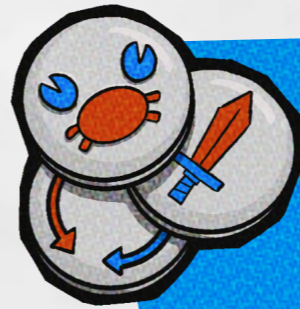
## Save your designs

Do you have favorite designs that you'd love to use again later? Save them by dragging them into the menu on the right.



## Separate objects

Remember to **separate your objects** if you intend to move them later. If your object is attached to the floor, for example, you won't be able to separate them.



## More modules

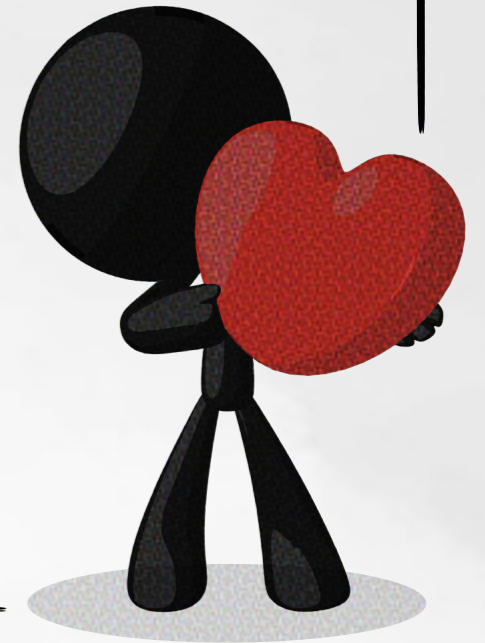
New modules will be made available when updates are released. Don't miss out!

yeah!!



## Move the hero quickly

**Double-click** where you want to move the hero quickly. You can also double-click to find him instantly if you've lost sight of him.



# LEVELS SETTINGS



Click here to access everything that applies to the entire level. Music, parallax, rain and many other effects.



Mood

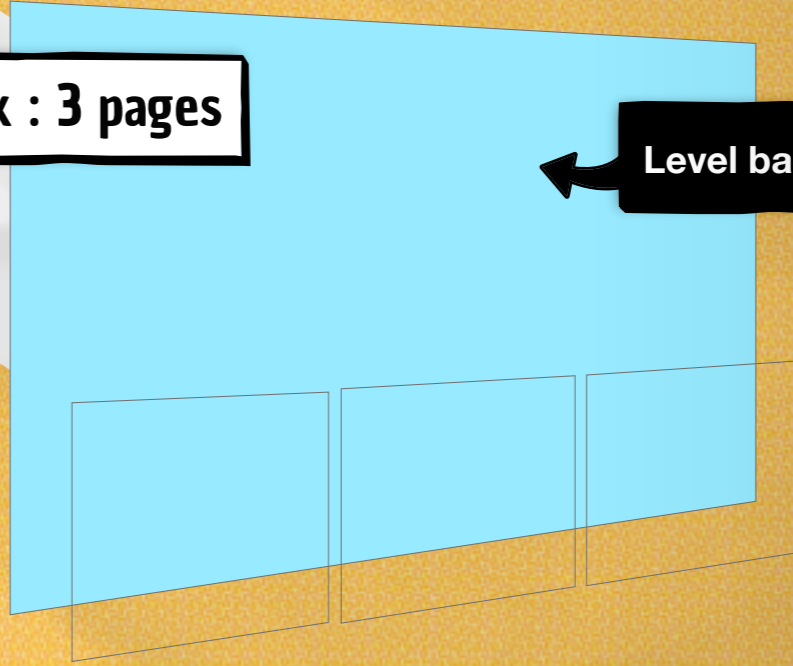


Musics



Makes the level playable with one life instead of the usual 5.

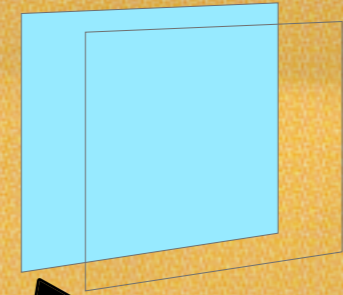
Ex : 3 pages



Level background


## PARALLAX

You can add a background image that spans the entire level. It will add depth to your designs.



Ex : 1 pages

Level background

 This will only be visible if the page backgrounds have a transparent part or are empty.



# PIXEL BUTTER

G A M E S