

# UEL Games Stencyl Introduction

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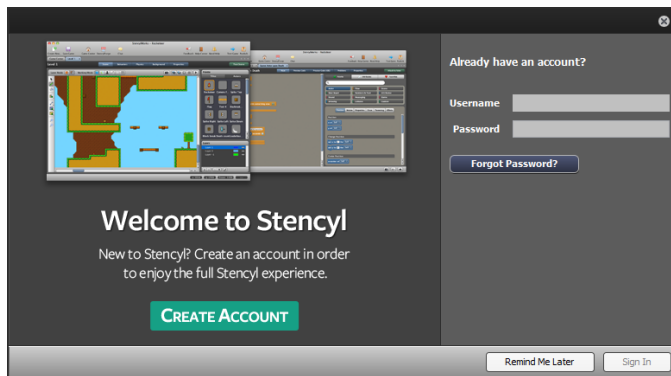
## Preparation

Download the Jump and Run Toolkit

<https://github.com/Stencyl/stencylpedia/blob/master/sample-games/JumpAndRunKit.stencyl?raw=true>

Note where it is downloaded, we need to open in later.

## Open Stencyl



This screen should appear - Ignore Register and account dialogue

Click Remind me later

## Import Jump and Run

From the main menu

FILE > IMPORT GAME

Find the Jump and Run Kit and open it

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## Create a new Game

Create a new game by clicking on the blank square to create a new game

Select Jump and Run Kit as the type of game



Click on the next button

Label the Game as your Name

Set the size to 640 x 480

Click on Create

Ignore the compatibility message click Yes to open the game

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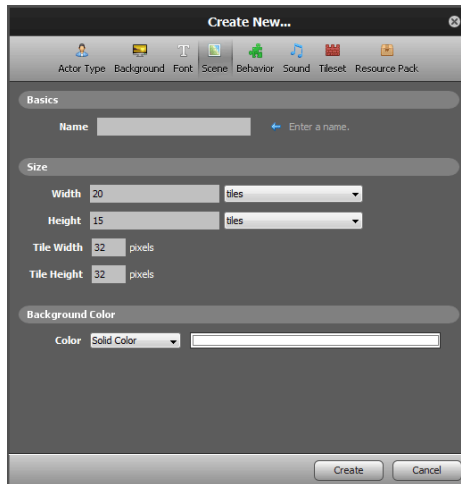
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## Create new scene

Find the Dashboard tab and select Scenes

Make Sure you are in the scene section and create a new scene. Label this level 1

Set the size to 40 width and 30 height tiles which are 32 x 32 pixel squares



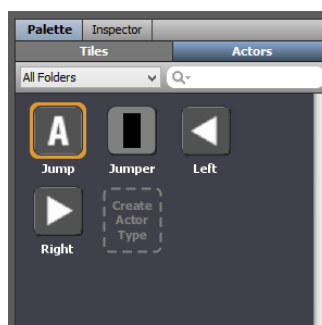
You should now be in the scene editor

Try adding tiles by clicking on the image on RHS side of the screen and adding them to the scene play area



## Create a simple platform layout

Click on the actor tab and select the jumper and place it in an appropriate place for your design



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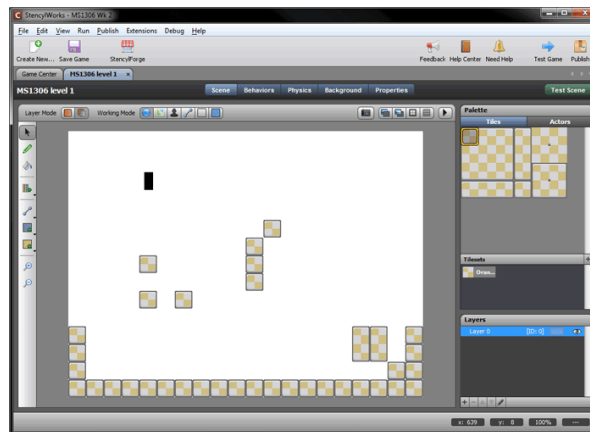
## Add Gravity

Click on the physics tab and set the vertical setting to 50 down



Test Scene to play the level

Z is jump , L & R cursor to move



## Set the Start Scene

Click on the dashboard tab

Select the level you just created

Make sure it is highlighted Mark it as the starting scene

A star should appear on it

Test the game, Close the test Flash window when finished

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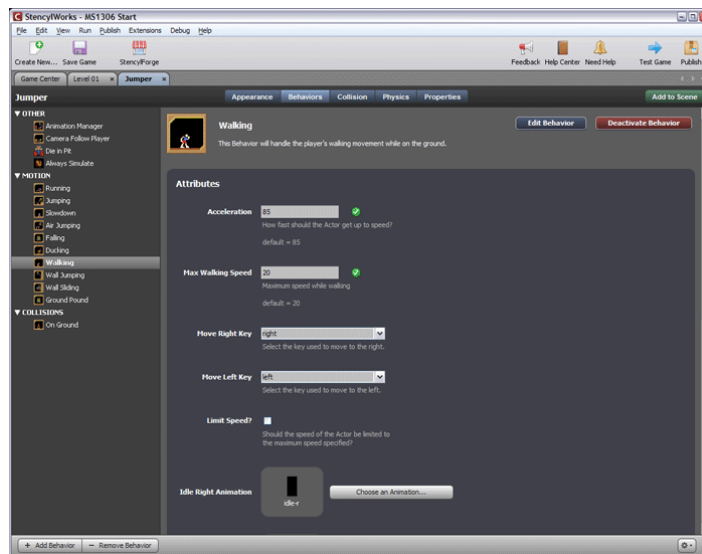
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## Adjusting Actor Properties

Click on actors and edit the jumper



Note the appearance settings. Click on behaviours and Select walking



Reduce the speed value

Test the game and note the effect, how far does the Character jump with a speed of 5,10,20,30,50

Adjust the jump settings

Adjust Air jumping to limit this to just double jumping

Have a look at the other behaviours and what you can adjust.