Description

Fat Shark is a HTML5 Survival Game. This shark is starving! Feed him with some fishes! But be careful! The more he eats, the more he'll get fat and won't avoid bombs anymore! Collect algae bonuses to shrink back to the original size, starfishes and hourglasses to get more points!

The CAPX package contains the game with 960x640 resolution that automatically scales to fit current screen device.

The game is fully compatible with all most common mobile devices. Still, it can use WebGL as graphic engines. To avoid any compatibility issues, check if your device supports it on this link: http://caniuse.com/#search=webgl . You can enable WebGL on the CAPX file, if needed.

More infos will be found in the comments added to the game.

This game can not be modified with a free license of Construct 2. The game was created with Construct 2 R239 release.

Admob Ads

Use the AdmobAds to add your ads' ID and start monetizing with this game!

For further info, please refer to https://www.scirra.com/manual/184/admob. WARNING: the admob plugin ID in this guide (*com.cranberrygame.phonegap.plugin.ad.admob*) is not updated. The latest plugin is: *cordova-plugin-admobpro*. You need to select third party plugins, ensure you are sourcing from the Cordova plugin registry, and enter cordova-plugin-admobpro in the Plugin ID field.

Change Graphics

The game contains the objects' spritesheets that you can edit if you want to change objects' images. Objects' dimensions will be arranged according to the canvas size for the best display on devices.

If you want to change objects' graphics, replace the spridesheets with your own, ensuring the frames to be arranged properly as in the game.

Change Backgrounds

The game contains the background spritesheet that you can edit if you want to change graphic. If you want to change background graphic, replace the spridesheet with your own, ensuring the frames to be arranged properly as in the game.

Additional plugins/behaviours used in this game

The game contains some non-native plugins / behaviours you need to install before using the package. They are:

Non-native behaviours used:

- LiteTween (free) by Lunarray (Scirra forum): https://www.scirra.com/forum/behavior-litetween_t70700

Non-native plugins used:

- SpriteFont+ (free) by Codeplex : https://spritefontplus.codeplex.com/
- callJS (free) by Joe7 (Scirra forum): https://www.scirra.com/forum/plugin-call-javascript_t64104

Game modifications

Texts can be changed modifying the variables in the "Languages" tab (due to the use of SpriteFont+ plugin, special characters are not supported. To translate in any non-English language, please contact us for a quotation). These are:

- "TEXT_ORIENTATION" : Please set your device to portrait orientation to play this game properly
- "TEXT_SCORE" : SCORE
- "TEXT_FINALSCORE" : YOUR SCORE
- "TEXT_GAMEOVER" : GAME OVER!
- "TEXT_TIME" : TIME
- "TEXT_HURRYUP" : HURRY UP!
- "TEXT_HELP1" : This shark is hungry and wants to eat some fishes!
- "TEXT_HELP2" : Catch the fishes and grow in size! Take time bonuses and starfishes.
- "TEXT_HELP3" : Get algae bonus to shrink back to original size. Avoid the bombs or you'll lose!
- "TEXT_BONUSTIME" : SECONDS
- "TEXT_BONUSCOIN" : POINTS
- "TEXT_BONUSPOINTS" : PTS
- "TEXT_BESTSCORE" : BEST SCORE
- "TEXT_BESTSCOREADV" : YOU'VE JUST BEATED YOUR BEST SCORE! GREAT!
- "TEXT_TOTALSCORE" : TOTAL SCORE
- "TEXT_WARNING_EXIT1" : WARNING!
- "TEXT_WARNING_EXIT2" : Are you sure you want to exit to the menu?
- "TEXT_SPEED2" : FASTER!
- "TEXT_SPEED3" : EVEN FASTER!
- "TEXT_SPEED4" : MORE SPEED!
- "TEXT_SPEED5" : INSANE SPEED!

Some game values can be changed modifing the variables in the "Global" tab. These are:

- FISHINTERVAL : 1 - How many seconds to wait before a new fish is created
- BONUSINTERVAL : 5 - How many seconds to wait before a new bonus is created
- TIMEINTERVAL : 30 - How many seconds to wait before a new time bonus is created
- Timer : 300 - How many seconds are left for the game (change this to increase total time on game start)
- WAIT_TIME : 1 - Time to wait (in seconds) for some actions
- FISHPOINTS: 10 - How many points a catched fish is valued
- STARPOINTS: 100 - How many points a star bonus is valued

- TIMERBONUS: 15 - How many seconds a time bonus is valued

Wordpress Plugin

CTL Arcade will allow you to add a real arcade on your worpress website, in this way your users will be more involved and will stay connected longer.

It's possible to add Ads banner at the beginning of each game and at the end of each level. This will give you a new tool to increase your revenues.

Your own users will promote your website sharing their scores on the main Social Networks, with no extra costs for you.

You'll get by default the score-sharing on Twitter. To add Facebook just follow the guideline below.

3 widgets can be added in your pages through a shortcode.

- Game iframe
- Rate the Game
- Leaderboard

Minimum Requirements:

- PHP 4.3
- WordPress 4.3.1
- HTML5
- Canvas
- Javascript / jQuery

This plugin is designed to work only with games built by Code This Lab.

You can find it here!