Description

Galactic Shooter is a HTML5 Space Survival Game. Enjoy the addicting gameplay, along with the amazing graphics of this game!

This version contains 4 complete levels of the game, with 4 different enemies complete of graphics, characteristics (health, damage, etc) for a complete game experience. More levels can be added modifying the game.

The HTML5 directory contains the source code of the game exported and ready to be uploaded in your website or freely modified.

The CAPX package contains the game with 1920x1080 resolution that scales proportionally 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 R207 release.

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 v.1.4 (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

The language can be changed modifing the variables in the "Language" tab. These are:

- "TEXT_RESTART" : RESTART ;
- "TEXT_PLAY" : PLAY ;
- "TEXT_SCORE" : SCORE ;
- "TEXT_NEXTLEVEL" : ENEMIES TO KILL ;
- "TEXT_FINALSCORE" : FINAL SCORE;
- "TEXT_HEALTH" : HEALTH;
- "TEXT_LEVEL1" : LEV; (This is half of the word "LEV EL")
- "TEXT_LEVEL2" : EL; (This is half of the word "LEV EL")
- "TEXT_SHOOT" : SHOOT ;
- "TEXT_PAUSE" : PAUSE ;
- "TEXT_GAMEOVER" : GAME OVER;
- "TEXT_WIN" : YOU WON! CONGRATULATIONS;
- "TEXT_ORIENTATION" : Please set your device to landscape orientation to play this game properly;
- "TEXT_HELP" : Drive your ship through the galaxies, destroy enemies to pass each level and gain points. Pick bonus weapons and medikits to increase your ship, and if you have the BOMB bonus you can destroy all the enemies on screen! Let's start the game!;

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

- "MAX_EPLOSIONS" : 5 ; This number will be used to check how many explosions are on screen (to reduce memory usage)
- "PLAYER_DAMAGE" : 1 ; Player damage when it hits the enemies
- "PLAYER_INIT_HEALTH" : 100 ; Player initial health
- "ASTEROID_POINTS" : 20 ; How many points the asteroids add to the score
- "ASTEROID_DAMAGE2" : 15 ; Asteroid damage when it hits the player
- "ASTEROID_INITIAL_HEALTH" : 1 ; Asteroid initial health
- "ENEMY1_POINTS" : 10 ; How many points the enemy adds to the score
- "ENEMY1_DAMAGE" : 10 ; Enemy damage when it hits the player
- "ENEMY1_INITIAL_HEALTH" : 1 ; Enemy initial health
- "ENEMY2_POINTS" : 30 ; How many points the enemy adds to the score
- "ENEMY2_DAMAGE" : 20 ; Enemy damage when it hits the player
- "ENEMY2_INITIAL_HEALTH" : 3 ; Enemy initial health
- "ENEMY3_POINTS" : 50 ; How many points the enemy adds to the score
- "ENEMY3_DAMAGE" : 30 ; Enemy damage when it hits the player
- "ENEMY3_INITIAL_HEALTH" : 7 ; Enemy initial health
- "ENEMY4_POINTS" : 100 ; How many points the enemy adds to the score
- "ENEMY4_DAMAGE" : 40 ; Enemy damage when it hits the player

- "ENEMY4_INITIAL_HEALTH" : 10 ; Enemy initial health
- "ENEMYBULLET_DAMAGE" : 5 ; Enemy bullet damage when it hits the player
- "ENEMYBULLET_TIME" : 3 ; Enemy bullet repeat time
- "BONUS_HEALTH_MAX" : 10 ; Max health points the bonus can give
- "BONUS_TIME" : 20 ; Bonuses are created every X seconds
- "BONUS_WAIT_TIME" : 5 ; Seconds to wait before the bonus disappears
- "BONUSWEAPON_TIME" : 50 ; Bonus for weapons are created every X seconds
- "BONUSWEAPON_WAIT_TIME" : 5 ; Seconds to wait before the weapon bonus disappears
- "BONUSBOMB_TIME" : 100 ; Bonus for bombs are created every X seconds
- "BONUSBOMB_WAIT_TIME" : 10 ; Seconds to wait before the bombs bonus disappears
- "LEVEL2_ENEMIES" : 10 ; How many killed enemies are needed to go to next level
- "LEVEL3_ENEMIES" : 20 ; How many killed enemies are needed to go to next level
- "LEVEL4_ENEMIES" : 30 ; How many killed enemies are needed to go to next level
- "LEVEL5_ENEMIES" : 50 ; How many killed enemies are needed to go to next level

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](#)!