Description

Gingerman Rescue is a HTML5 Platform Game. Are you ready to help the sweet Gingerman in his journey? Help the gingerman to find his treasures! Avoid the enemies, use your candy weapon and bonuses to reach the end of each levels!

You will find the source code in HTML5 to completely modify the game. The CAPX package contains the game with 1024x768 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 R259 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

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 into the correct orientation to play this game properly

- "TEXT_STORY1" : Once upon a time, there was a sweet little man named Gingerman, who loved his gummy buttons...

- "TEXT_STORY2" : One night, while he was happily sleeping, a dark presence sneaked into his home...

- "TEXT_STORY3" : His mean intentions seemed to be for the precious gummy buttons...

- "TEXT_STORY4" : The next morning, mr. Gingerman horribly discovered that his buttons had been stolen!

- "TEXT_STORY5" : He wept his tears, and realized he had to get his treasures back, following that thief's footsteps...

- "TEXT_STORY6" : Are you ready to help the sweet Gingerman in his journey?

- "TEXT_GAMEOVER" : SORRY, YOU LOST! TRY AGAIN?

- "TEXT_GAMEEND" : SORRY, GAME OVER!

- "TEXT_YOUWIN" : CONGRATULATIONS, YOU WON!

- "TEXT_LEVELWIN" : LEVEL COMPLETED!

- "TEXT_LEVEL" : LEVEL

- "TEXT_INFOMOVEMENT1" : Use arrow keys to move / jump, and the SPACE key to shoot.

- "TEXT_INFOMOVEMENT2" : Press JUMP twice to perform an extra jump!

- "TEXT_INFOWEAPON" : Pick me! I'm your weapon!

- "TEXT_INFOENEMY" : Watch out! There is an enemy!

- "TEXT_INFOBONUS" : Pick candies to collect more points!

- "TEXT_INFOENDLEVEL" : Reach the candy home to finish the level!

- "TEXT_INFOLIFEUP" : Great! This is a life up bonus!

- "TEXT_HELP" : Help the gingerman to find his treasures! Avoid the enemies, use your candy weapon and bonuses to reach the end of each level!

- "TEXT_SCORE" : SCORE

- "TEXT_BESTSCORE" : BEST SCORE

- "TEXT_TOTALSCORE" : TOTAL SCORE

- "TEXT_WARNING_EXIT" : WARNING! Are you sure you want to exit the menu?

- "TEXT_WARNING" : WARNING! Are you sure you want to delete all recorded data?

- "TEXT_SPEED" : SPEED UP!

- "TEXT_TRAINING1" : TRAINING MODE

- "TEXT_TRAINING2" : SELECT LEVEL

- "TEXT_TRAINING3" : Training mode can be used for practice only. No points will be added to your score.

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

- BONUS_POINTS : 10 – How many points a bonus is valued
- WAIT_TIME : 1 – How many seconds to wait for some actions
- PlayerLives : 5 – How many lives the player starts with

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!