

Description

Playful Kitty is a HTML5 physic game. This cute kitty wants to play! Take the wool ball to the cat to pass the level. Click breakable objects to destroy them and get the ball to the kitty, collect coins (maximum 3 for level), make movable objects fall to get to next level!

The CAPX package contains the game with 960x540 resolution that automatically scales proportionally to fit current screen device and all the assets to grant complete game customization. The game is composed of 24 levels, that can be unlocked with the variables in the *Global* sheet.

The game is fully compatible with all most common mobile devices. Still, it uses 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/disable 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 used in this game

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

- 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 landscape orientation to play this game properly
- "TEXT_LEVEL" : LEVEL
- "TEXT_SELECTLEVEL" : SELECT LEVEL
- "TEXT_LEVELCOMPLETE" : LEVEL COMPLETE
- "TEXT_SCORE" : SCORE:
- "TEXT_COINS" : COINS:
- "TEXT_WIN" : YOU WON!
- "TEXT_GAMEOVER" : GAME OVER
- "TEXT_HELP1" : This cute kitty wants to play! Take the wool ball to the cat to pass the level.
- "TEXT_HELP2" : Click breakable objects to destroy them and get the ball to the kitty, collect coins (maximum 3 for level), make movable objects fall to get to next level!
- "TEXT_YES" : YES
- "TEXT_NO" : NO
- "TEXT_PTS" : PTS
- "TEXT_WARNING" : WARNING! If you continue you will lose all the saved data! Are you sure?
- "TEXT_BREAKABLE" : BREAKABLE
- "TEXT_UNBREAKABLE" : UNBREAKABLE

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

- "WAIT_TIME" : 3 ; This variable is used in some parts to add some waiting time to actions (in seconds)
- "COINS_POINTS" : 100, How many points each coin is valued
- "GETPOINTS" : 300, How many points the ball to get is valued
- "SLEEP_TIME" : 5, How many seconds will the cat wait for any touch, before going to sleep
- "IDLETIME" : 10, How many seconds to wait for cat's idle animation
- "LOSE_TIME" : 3, How many times the player can lose before the cat will lose its temper!
- "FPSVAR" : 0,025, Frame per seconds

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!](#)