

## Description

Valentine's Memory is a HTML5 Puzzle game. Match all identical cards before time runs out!

You will find the source code in HTML5 to completely modify the game. The CAPX package contains the game with 1920x1080 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 Cards

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

If you want to change card graphic, replace the spridesheet 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](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](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\_HELP1" : How good is your memory? Test it now!
- "TEXT\_HELP2" : Find the matching pair of cards and complete each level.
- "TEXT\_HELP3" : Good luck!
- "TEXT\_ORIENTATION" : Please set your device to landscape orientation to play this game properly
- "TEXT\_VICTORY" : YOU WON!!!
- "TEXT\_TIMELEFT" : TIME
- "TEXT\_SCORE" : SCORE
- "TEXT\_PLAY" : PLAY
- "TEXT\_PLAY\_AGAIN" : PLAY AGAIN
- "TEXT\_GAMEOVER" : GAME OVER
- "TEXT\_TOTALSCORE" : TOTAL SCORE
- "TEXT\_LEVEL\_SCORE" : LEVEL SCORE
- "TEXT\_TIMEBONUS" : TIME LEFT BONUS
- "TEXT\_BONUSTIMER" : BONUS TIMER
- "TEXT\_MATCH\_SCORE" : SCORE MATCHING
- "TEXT\_LEVELCOMPLETED" : STAGE CLEARED!
- "TEXT\_EXITCONFIRM1" : WARNING!
- "TEXT\_EXITCONFIRM2" : If you exit now, all your progress will be lost! Are you sure?

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

- score\_match\_card : Score assigned when player match two cards
- time\_match\_mult : Time available between discovered matchings to get score multiplier
- gNumberShuffleSwaps : Number of times to swap cards when shuffling the decks.
- gCardResetDelay : Seconds to wait before flipping cards face down. Also used for other delays.
- gGameResetDelay : Seconds to wait before starting a new game after a win.

Other game values must be changed modifying them for each level, in the "Event Sheet Game" tab. These are:

- card\_per\_level : Cards number for level
- gNumberColumns : Cards' columns number for level
- gNumberRows : Cards' rows number for level

## **Game specifications**

These are the specifications for the game, they can be changed if needed and you can add more levels in the game.

- Level numbers: 4
- Cards for level 1: 4
- Cards for level 2: 8
- Cards for level 3: 16
- Cards for level 4: 32
- Seconds for level 1: 30
- Seconds for level 2: 60
- Seconds for level 3: 120
- Seconds for level 4: 240
- Score points for each match: 10
- Multiplier assigned to remaining level time: 2
- Time available between discovered matching to get score multiplier: 3 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!](#)