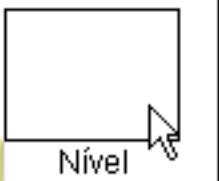


Ir Para

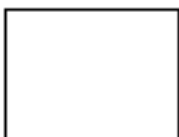
ÚTIL

Quadro 1



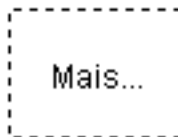
Nível

Quadro 2



Nível

Quadro 3



Mais...

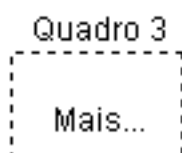
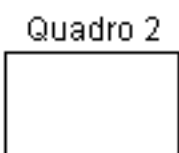
Nesta demonstração faremos a montagem de cenário do primeiro nível do jogo.

Para construir o cenário, é necessário ir para a área de edição do nível desejado. Por isso, clique com o botão direito do mouse sobre o nível escolhido.



Ir Para

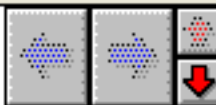
ÚTIL



- Configurar Nível
- Ir Para o Editor de Nível**
- Ir Para a Execução Passo-a-Passo
- Ir Para o Editor de Eventos
- Jogar o Nível como Finalizado

Em seguida, escolha a opção "Ir Para Editor de Nível".



**01 - Fundos parte 1**

Utilize os temas da biblioteca do Klik & Play e escolha os objetos para a construção do cenário. Utilizaremos para começar, por exemplo, o tema "Fundos parte 1".



Ir Para

ÚTIL

Nível 1

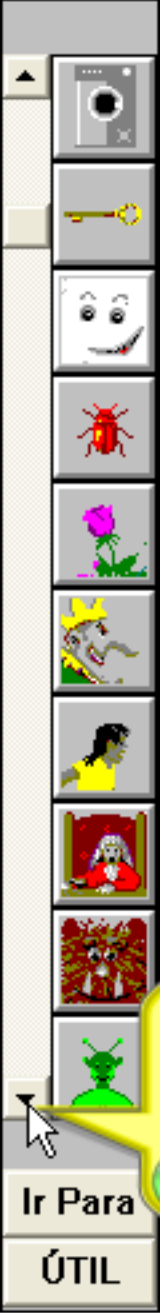


Selecione o objeto desejado, perceba que ele fica preso ao mouse, arraste-o até o palco e solte-o no local desejado. Faça o mesmo com todos os outros objetos escolhidos para o jogo.



Ir Para
ÚTIL





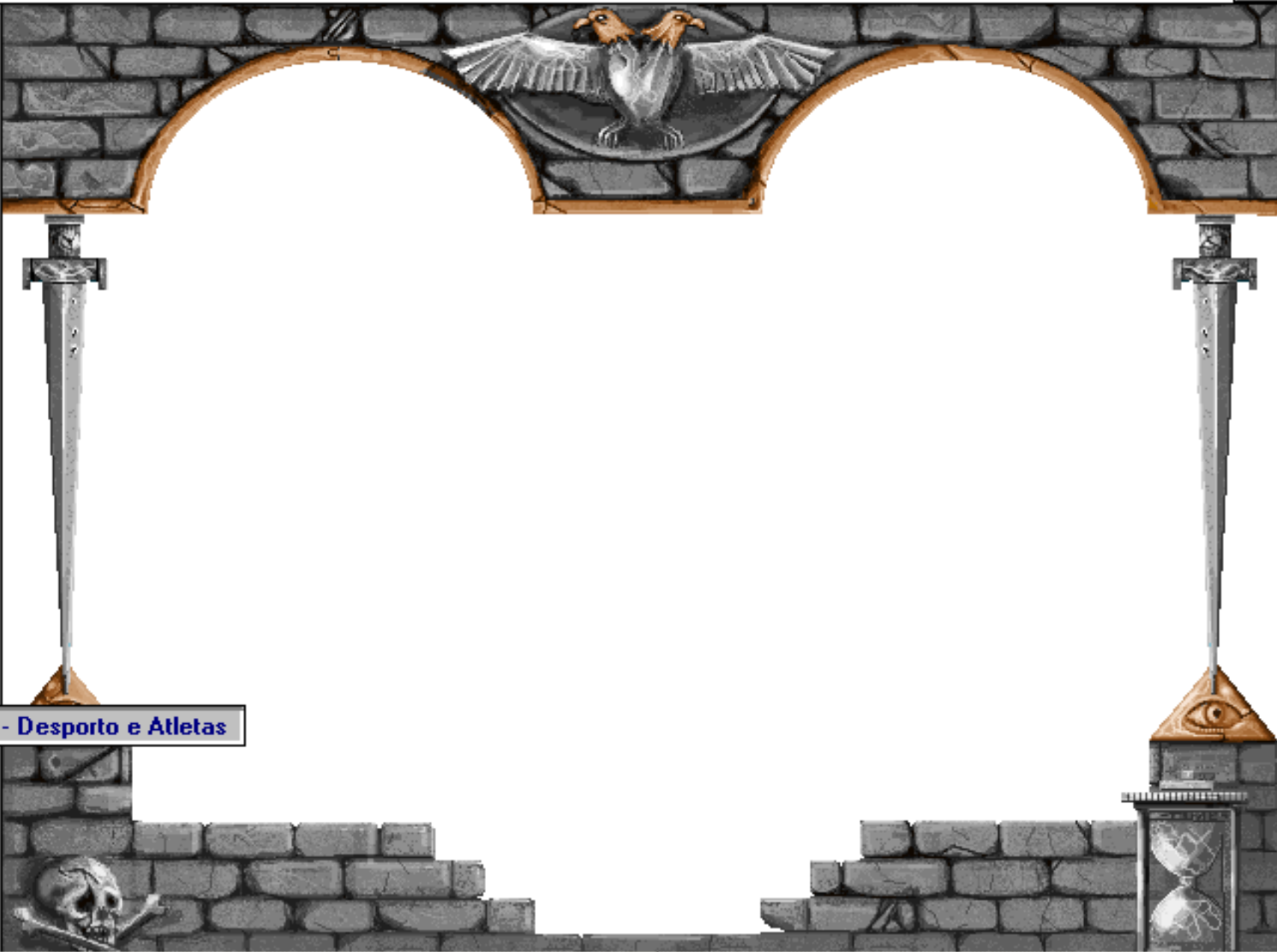
Utilize a barra de rolagem para visualizar as opções de temas disponíveis.

Ir Para
ÚTIL



Vertical toolbar containing various icons and controls:

- Icons for sun, a number '10', a house, a washing machine, a key, a smiley face, a red bug, a pink flower, a yellow character, a character in a yellow shirt (highlighted by a mouse cursor), and a character in a red dress.
- Buttons labeled "Ir Para" and "ÚTIL".



10 - Desporto e Atletas



Atleta de amarelo

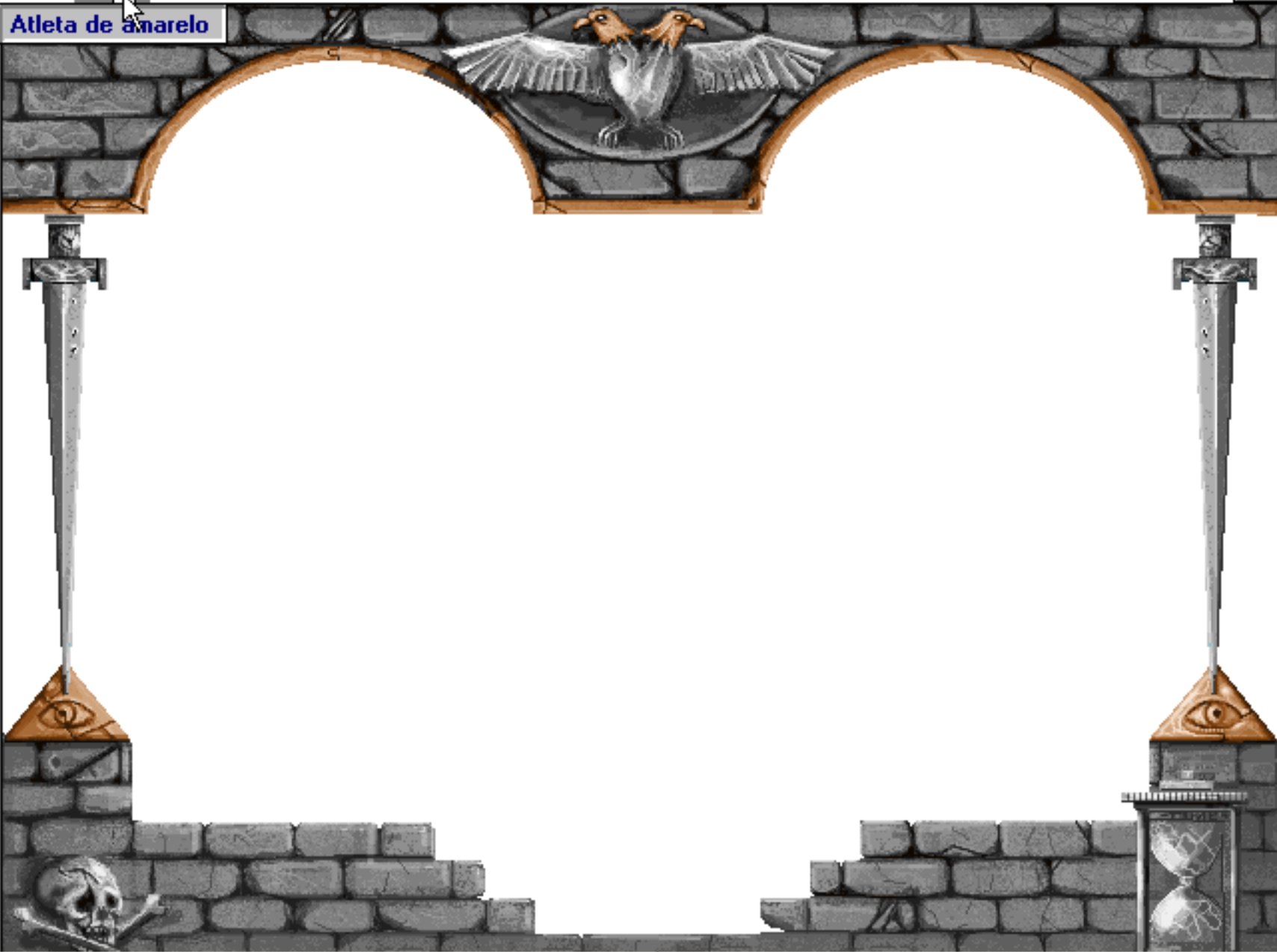
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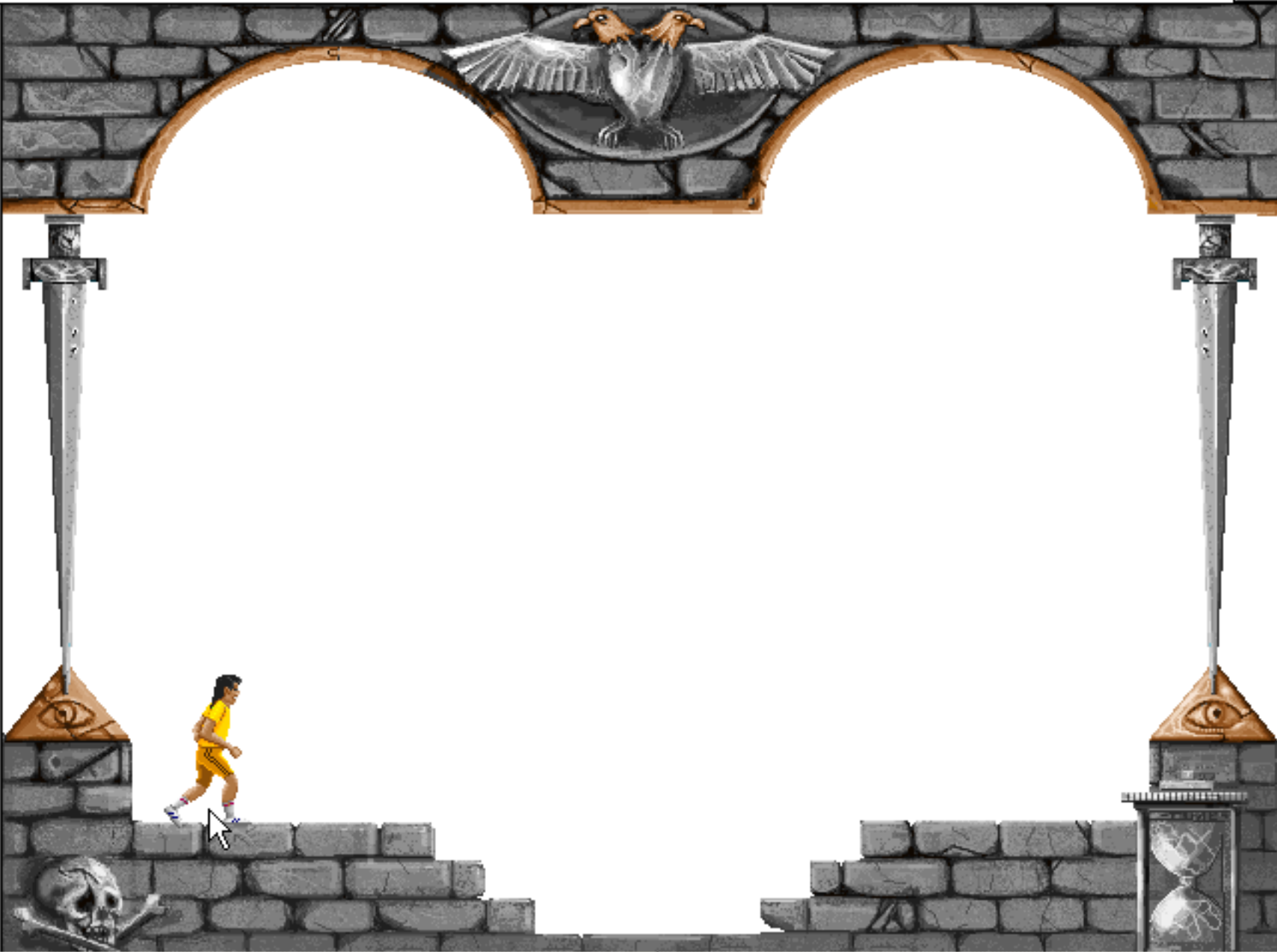
👤

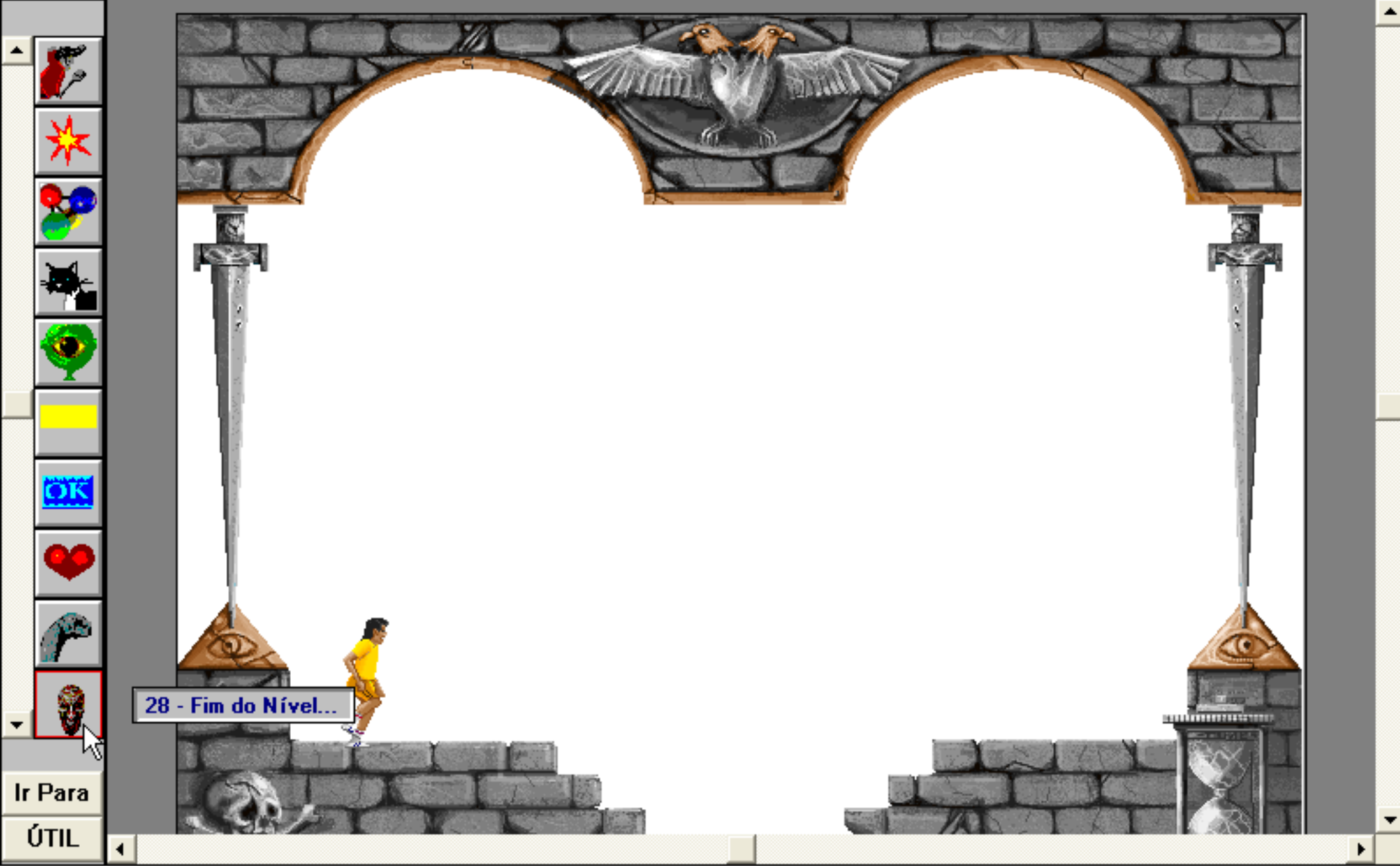
👤

Ir Para

ÚTIL

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Perna de aranha 3

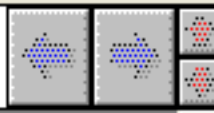


Ir Para

ÚTIL



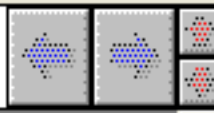
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Ir Para
ÚTIL



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Perna de aranha 3

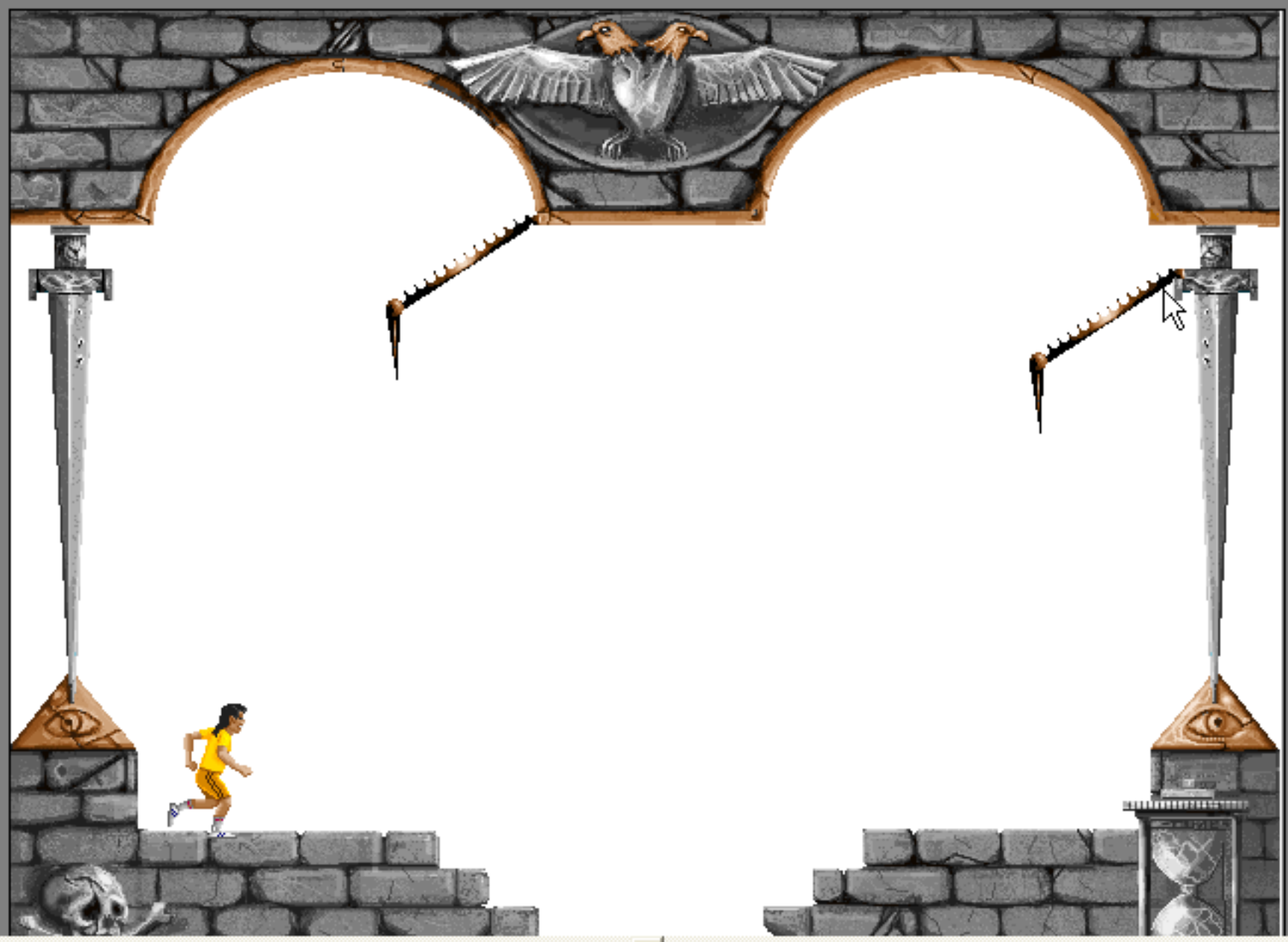
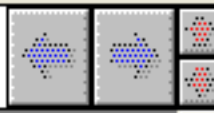


Ir Para

ÚTIL



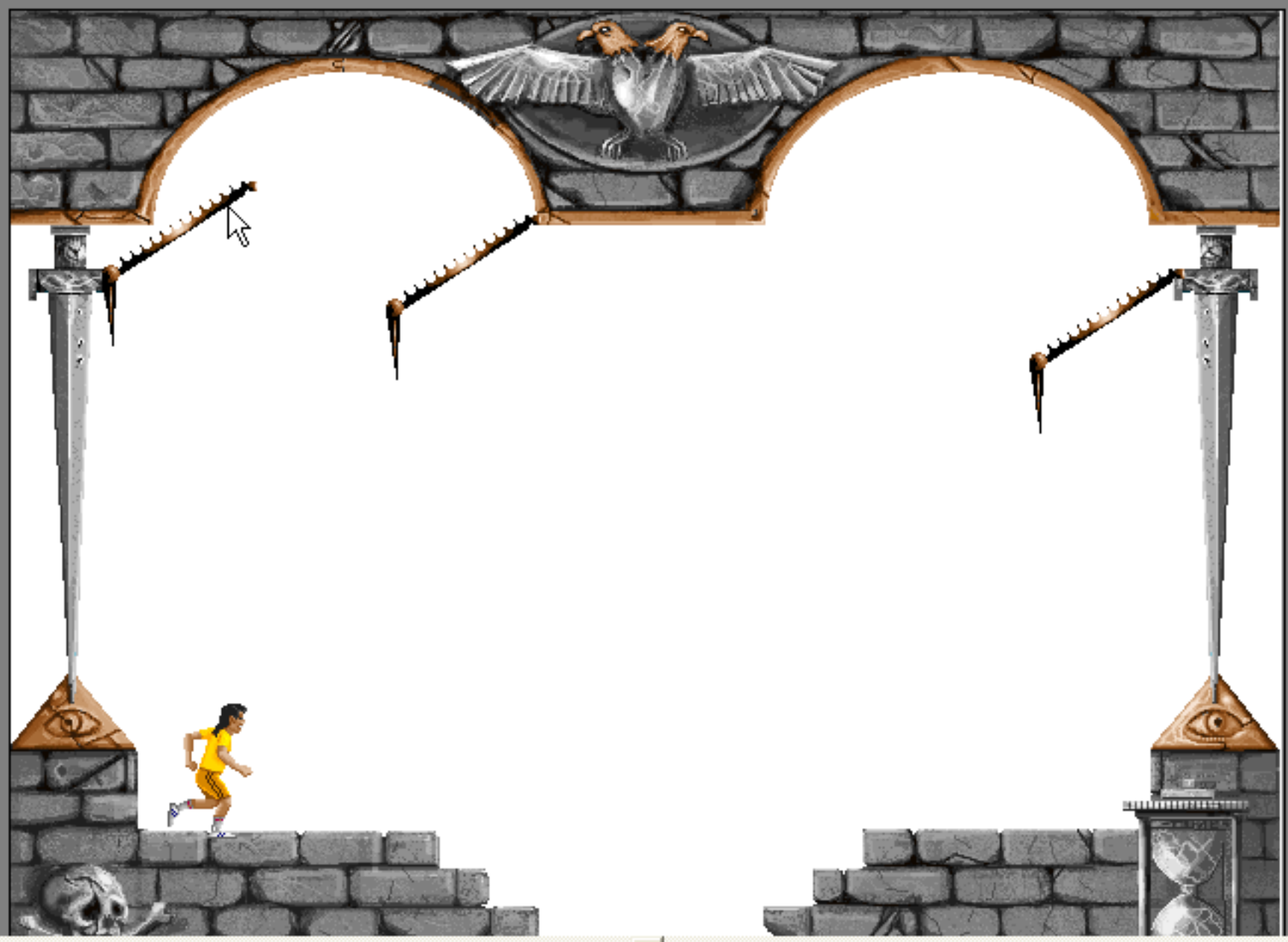
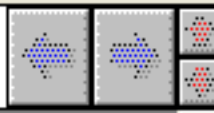
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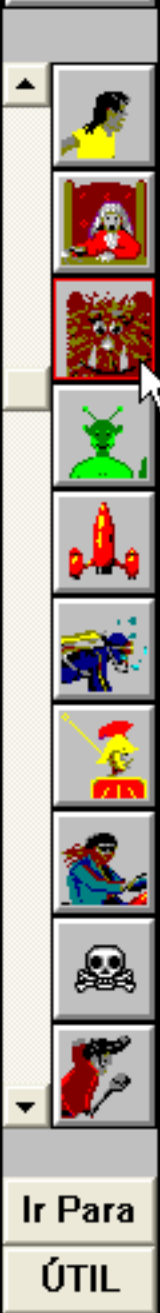
Ir Para
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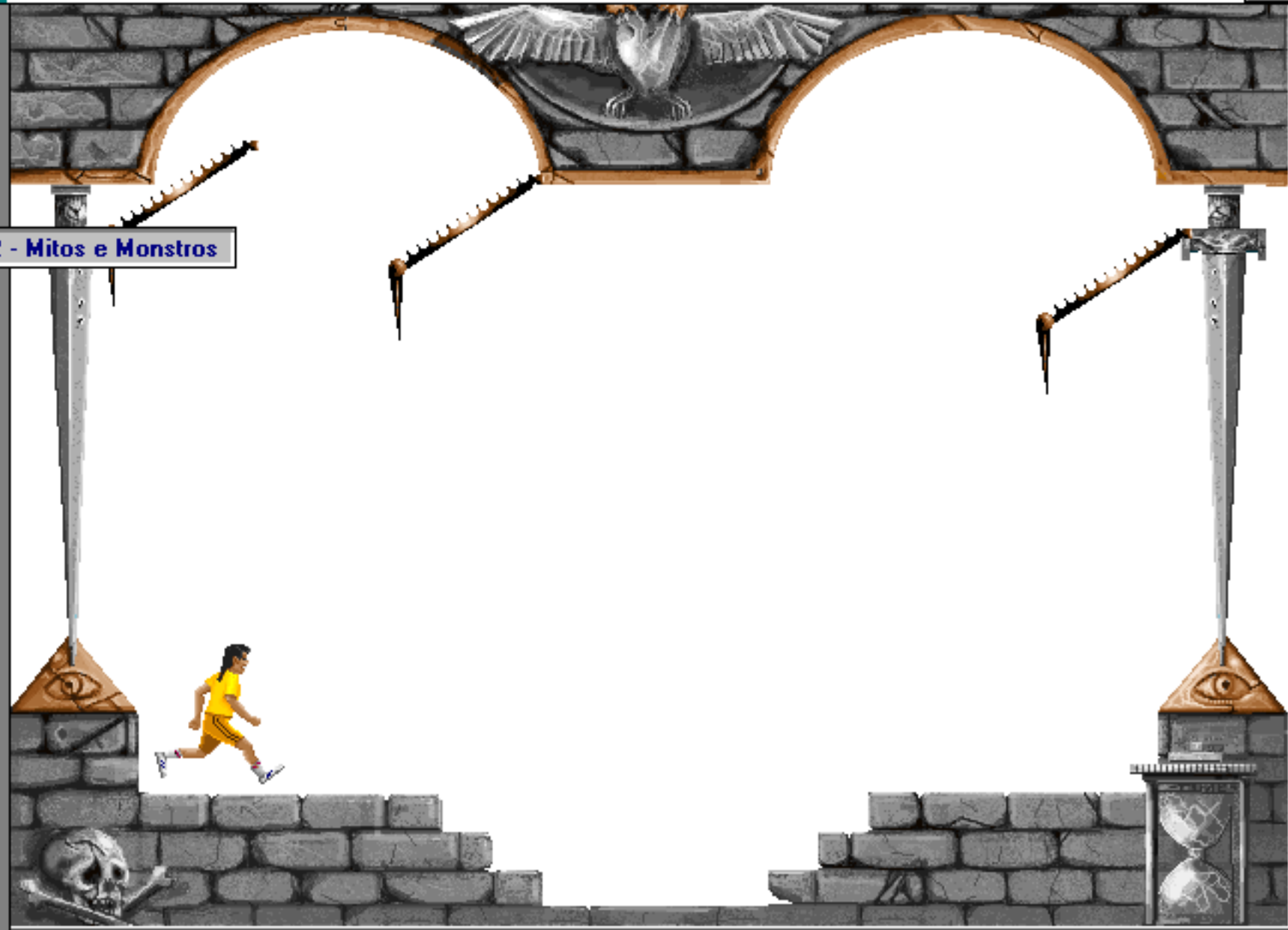
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Ir Para
ÚTIL



12 - Mitos e Monstros



Ir Para

ÚTIL



Dragão



Ir Para

ÚTIL



Dragão

Ir Para

ÚTIL

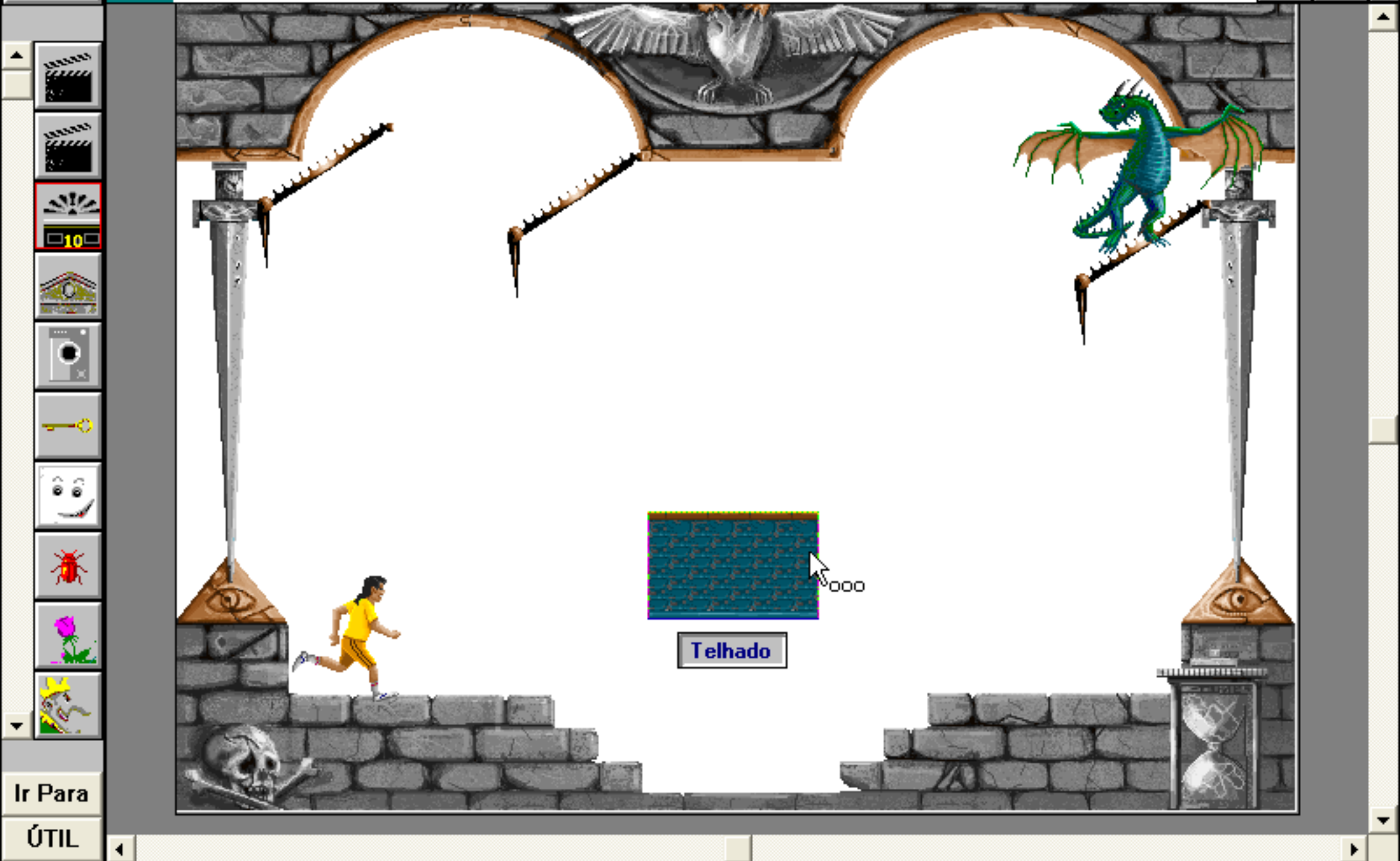
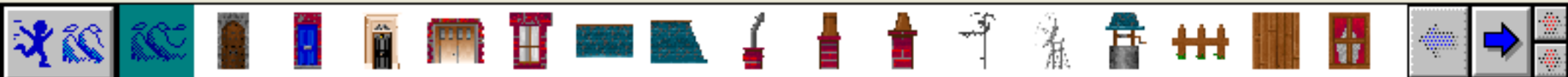


02 - Blocos de Construção



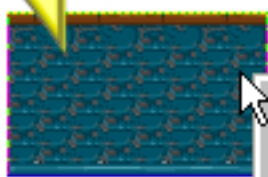
Ir Para
ÚTIL







Para redimensionar o tamanho do objeto escolhido, basta clicar sobre o mesmo com o botão direito do mouse.



- Obstáculo ▶
- Ver ▶
- Edição de Imagens
- Edição de Nome e Ícone
- Novo Objecto de Nível ▶
- Redimensionar

Ir Para

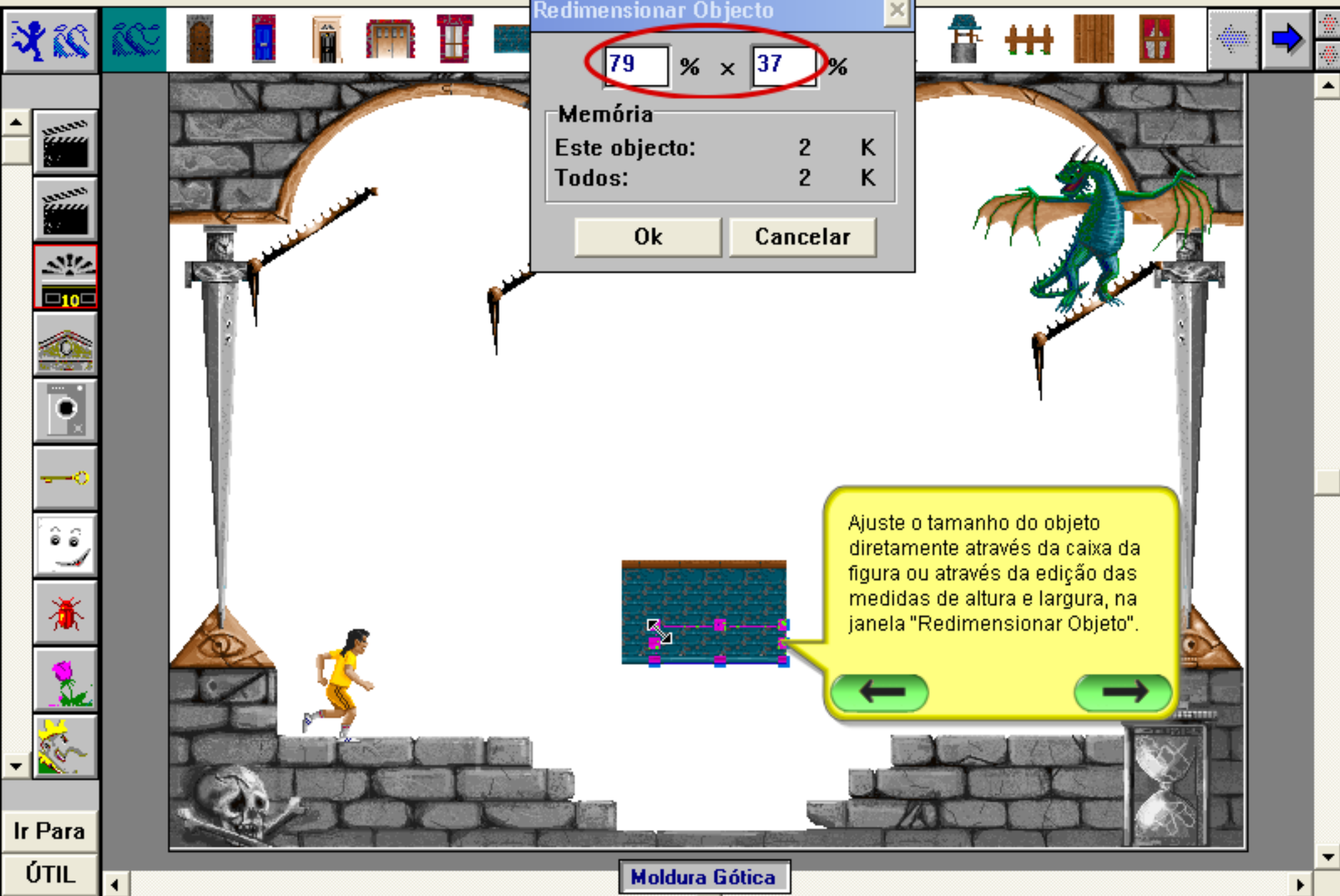
ÚTIL



Em seguida, selecione a opção "Redimensionar".

- Obstáculo
- Ver
- Edição de Imagens
- Edição de Nome e Ícone
- Novo Objecto de Nível
- Redimensionar**

Ir Para
ÚTIL





Redimensionar Objecto

156 % × 37 %

Memória

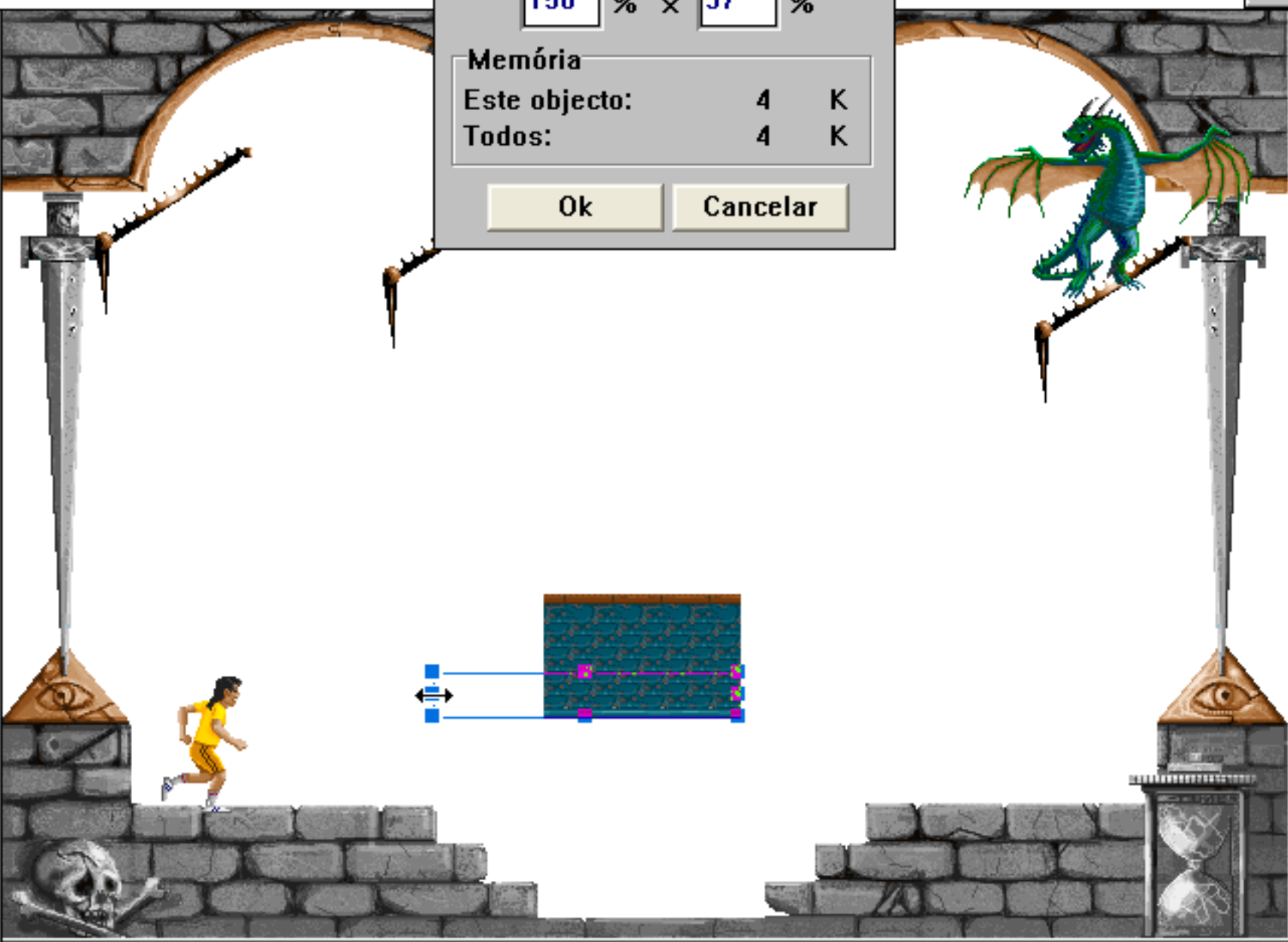
Este objecto:	4	K
Todos:	4	K

Ok Cancelar



Ir Para

ÚTIL



Moldura Gótica

Ir Para
ÚTIL

Redimensionar Objecto

156 % × 37 %

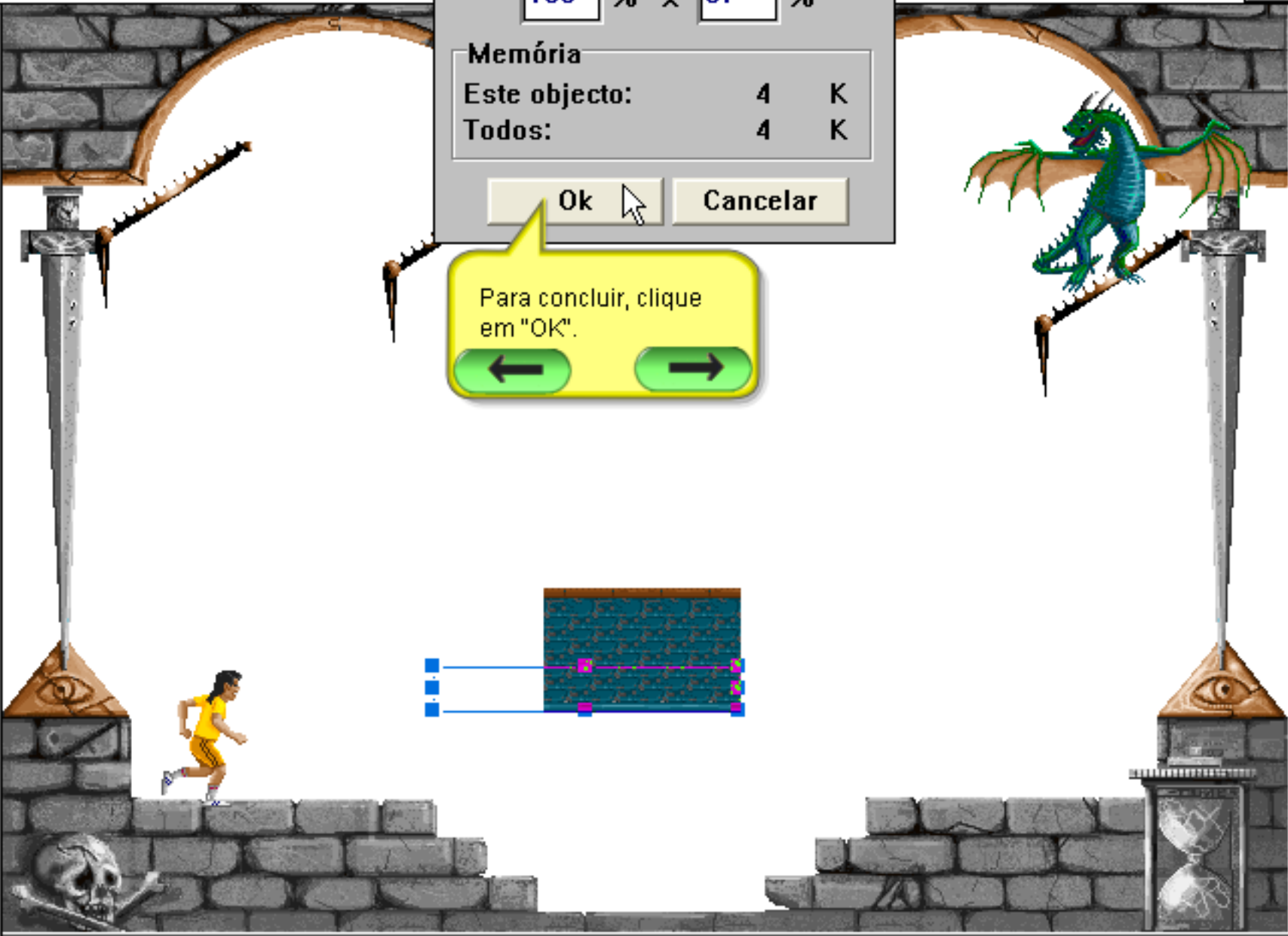
Memória

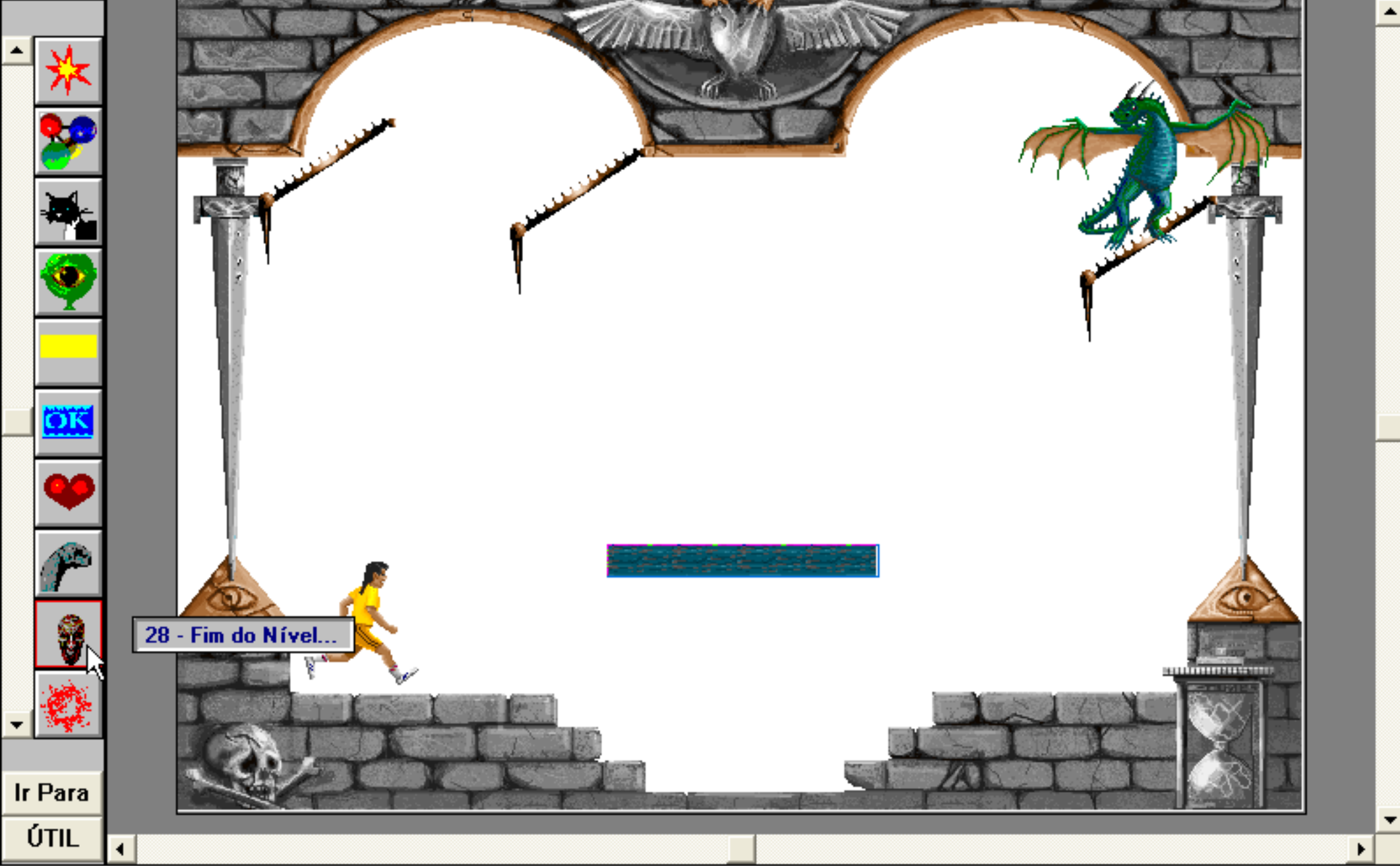
Este objecto:	4	K
Todos:	4	K

Ok Cancelar

Para concluir, clique em "OK".

← →





Ir Para
ÚTIL



Perna de aranha 3

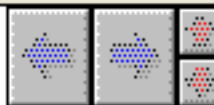


Ir Para

ÚTIL



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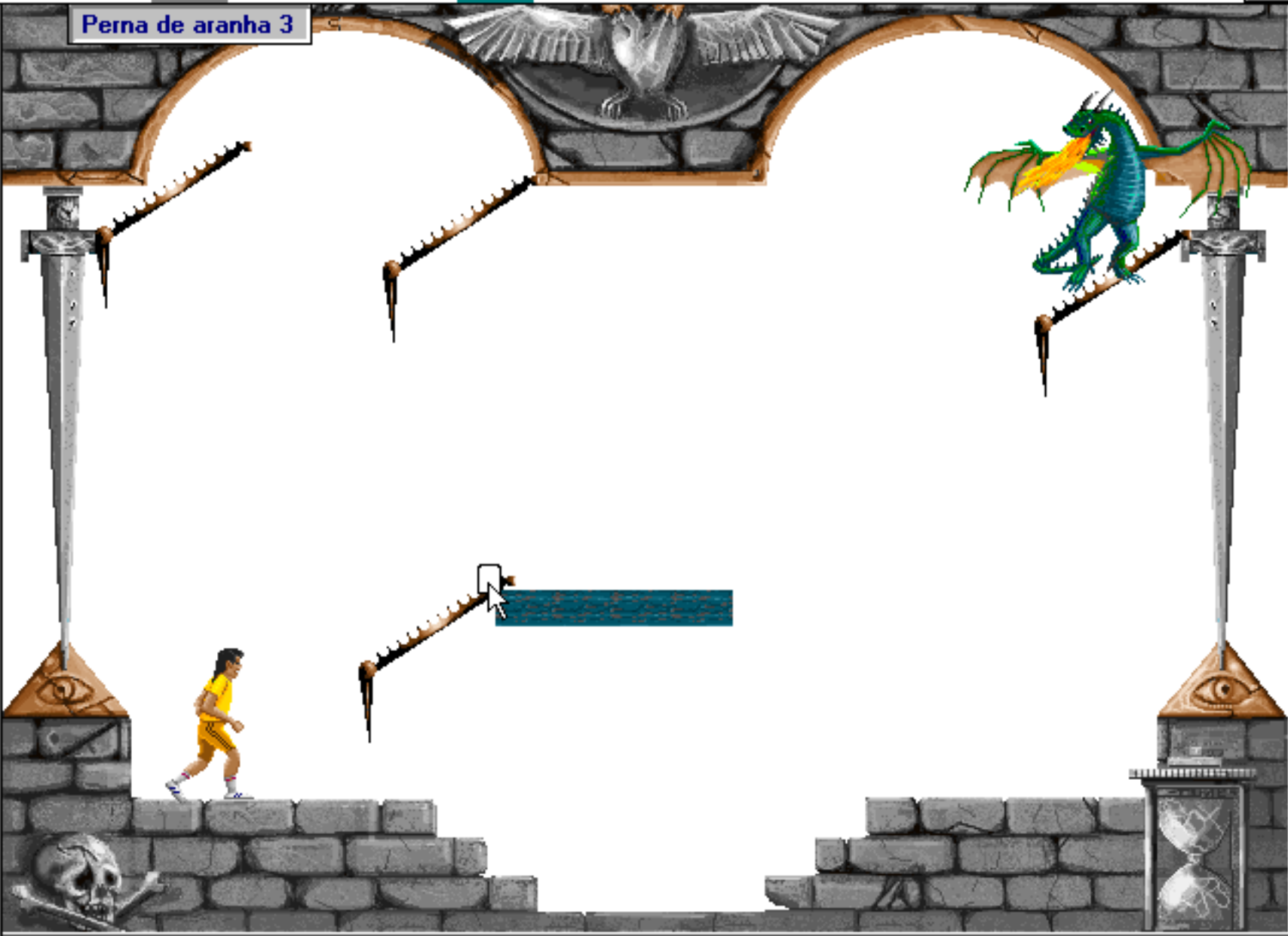


Perna de aranha 3

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- OK
- ❤
- 🐉
- 👤
- 🩸

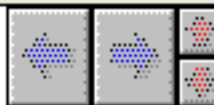
Ir Para

ÚTIL



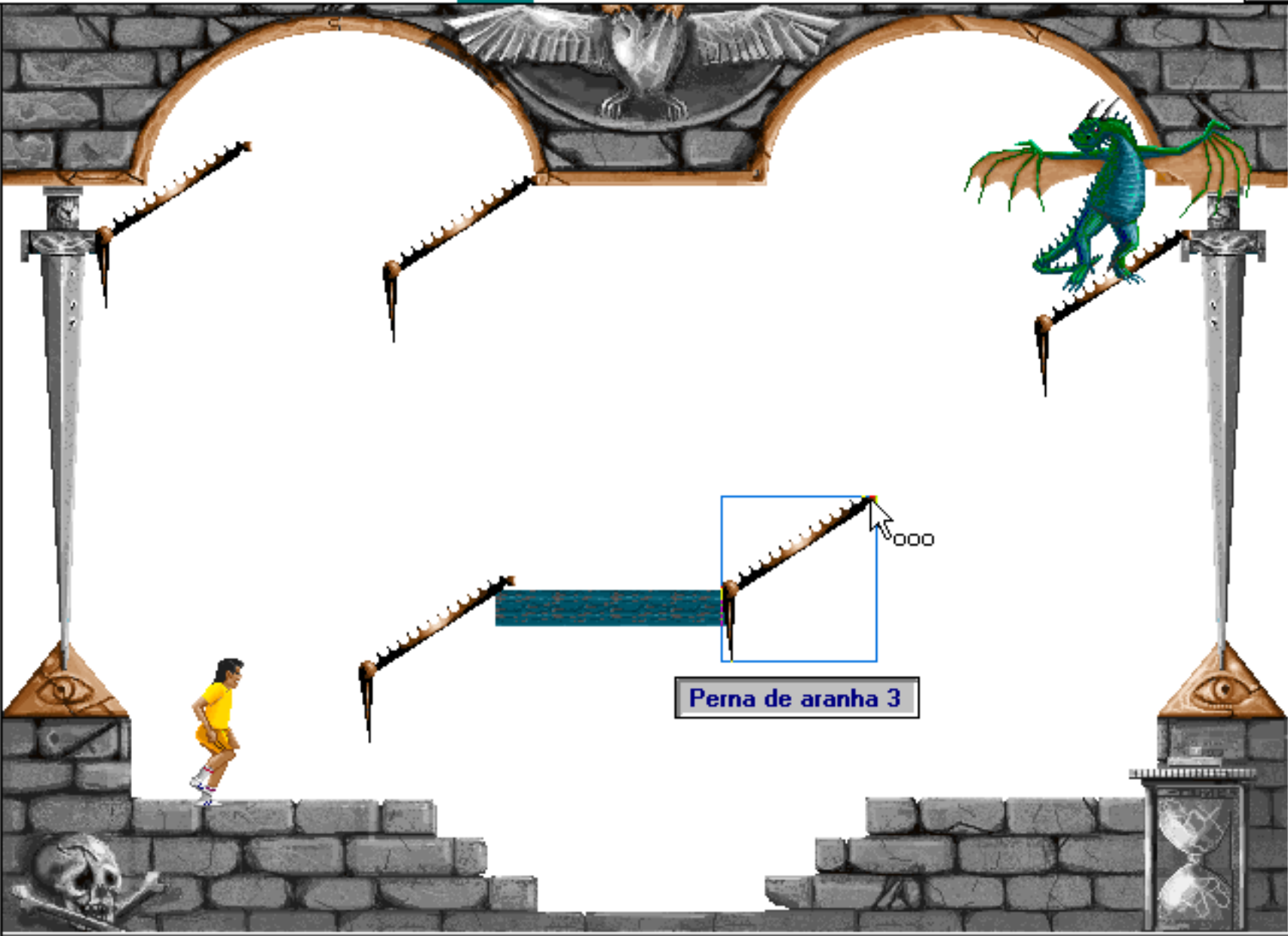


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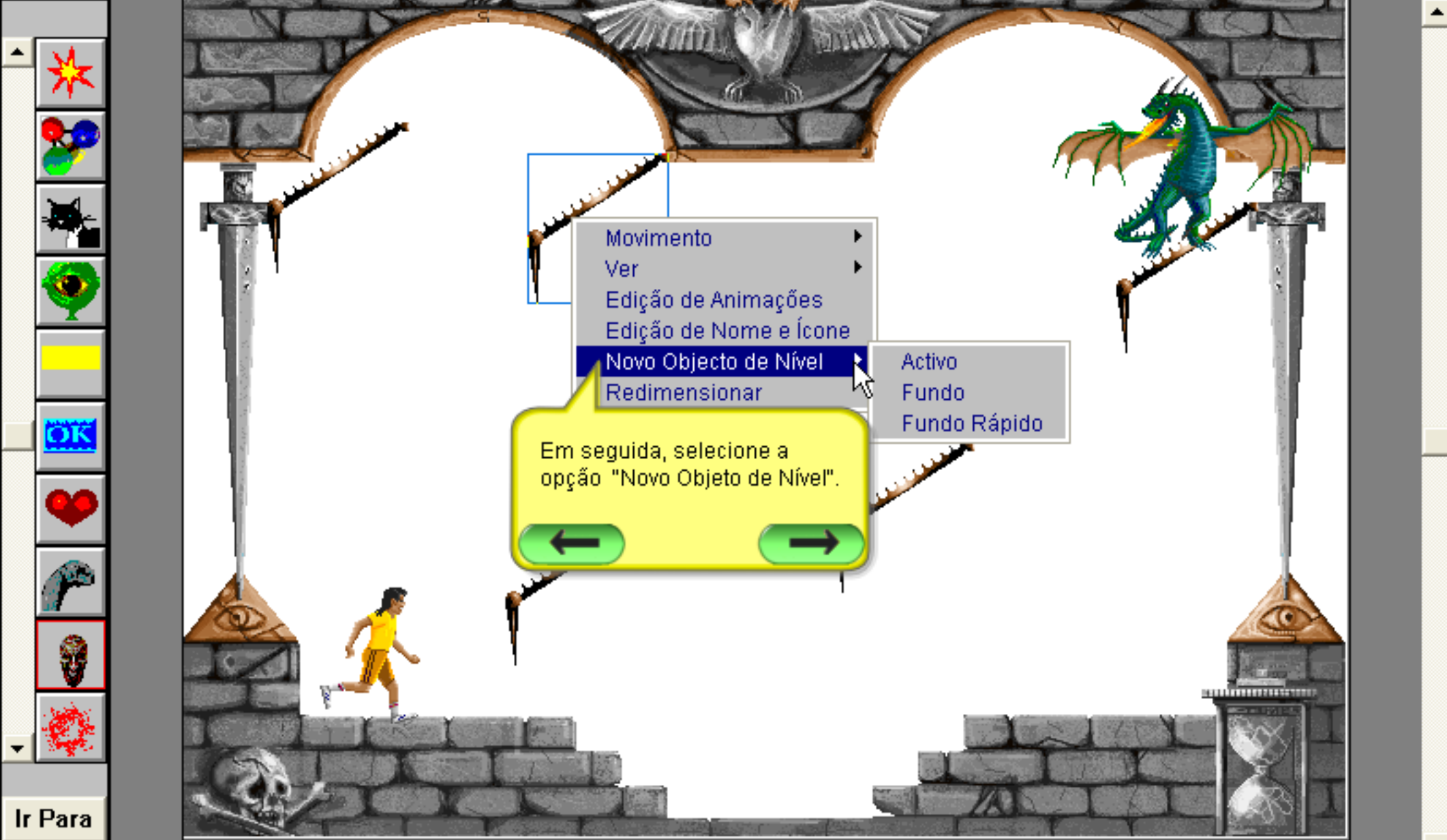
A vertical palette of game objects including a star, a ball, a cat, a green eye, a yellow bar, an OK button, a heart, a blue figure, a mask, and a red figure.

Ir Para

ÚTIL

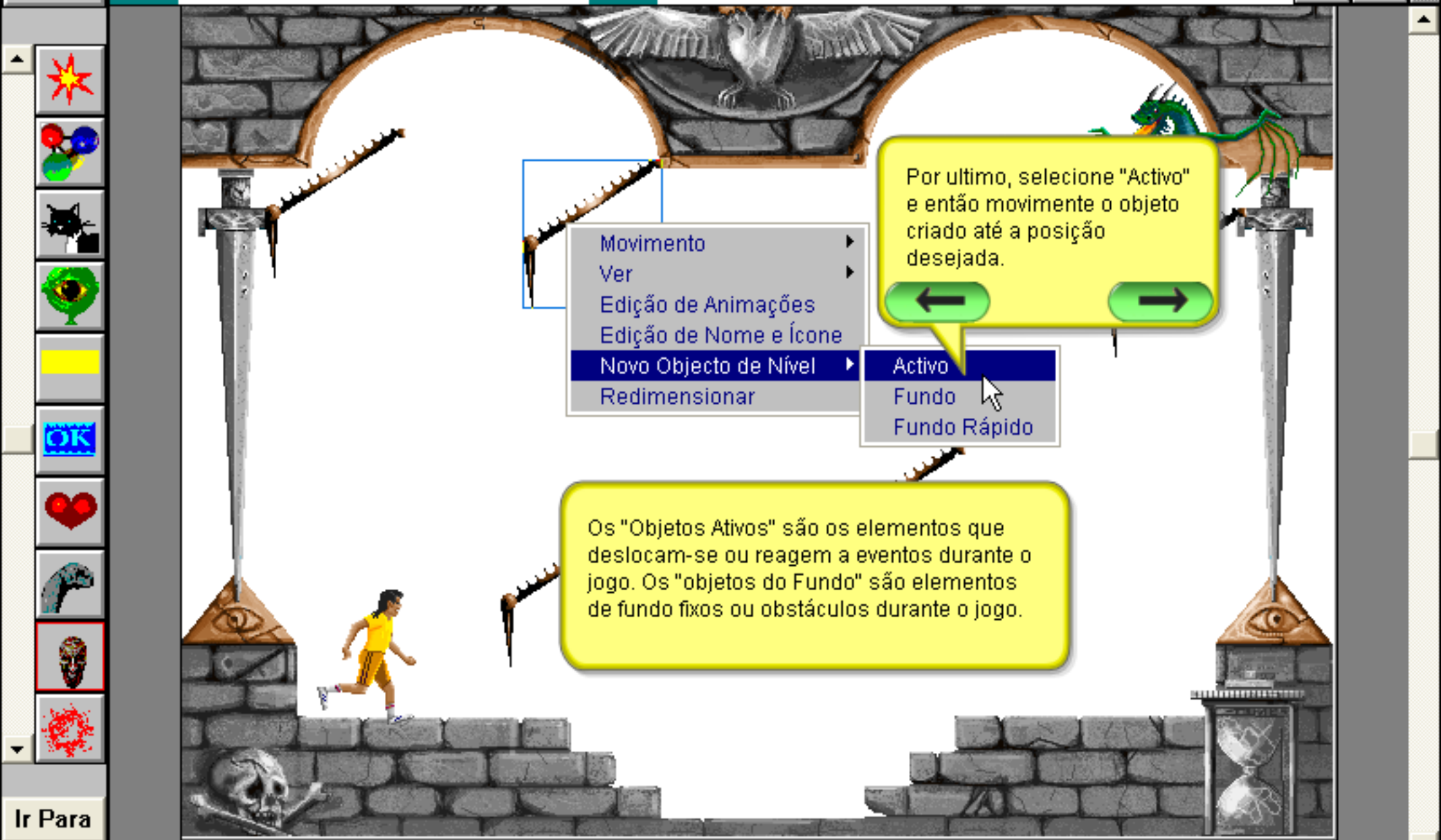






Ir Para

ÚTIL



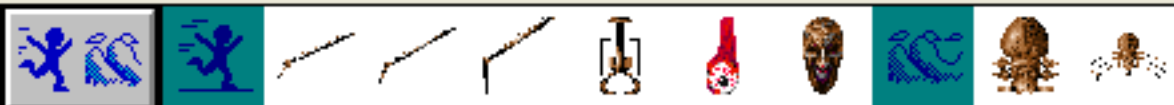
- Movimento ▶
- Ver ▶
- Edição de Animações
- Edição de Nome e Ícone
- Novo Objecto de Nível ▶**
- Redimensionar

- Activo**
- Fundo
- Fundo Rápido

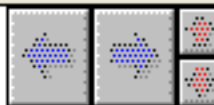
Por ultimo, seleccione "Activo" e então movimente o objeto criado até a posição desejada.

Os "Objetos Ativos" são os elementos que deslocam-se ou reagem a eventos durante o jogo. Os "objetos do Fundo" são elementos de fundo fixos ou obstáculos durante o jogo.

Ir Para
ÚTIL



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Vertical toolbar with icons for:
- Star
- Three colored spheres
- Cat
- Eye
- Yellow bar
- OK button
- Heart
- Snake
- Mask
- Red particle effect
- Ir Para
- ÚTIL

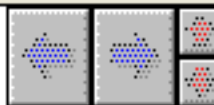


Yellow tooltip box with text: "Perceba que o objeto 'Perna de aranha 4' foi criado. Faremos o mesmo procedimento para criar outro objeto ativo". Includes left and right arrow buttons.

Label: "Perna de aranha 4" pointing to a saw blade object.



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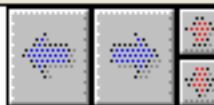
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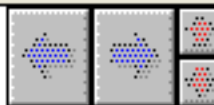
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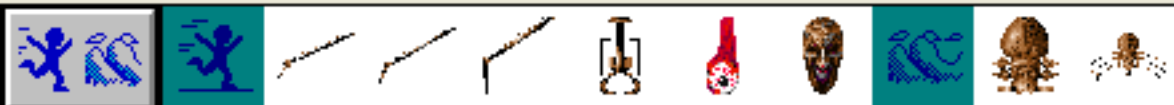


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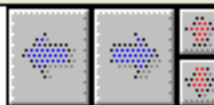
Ir Para

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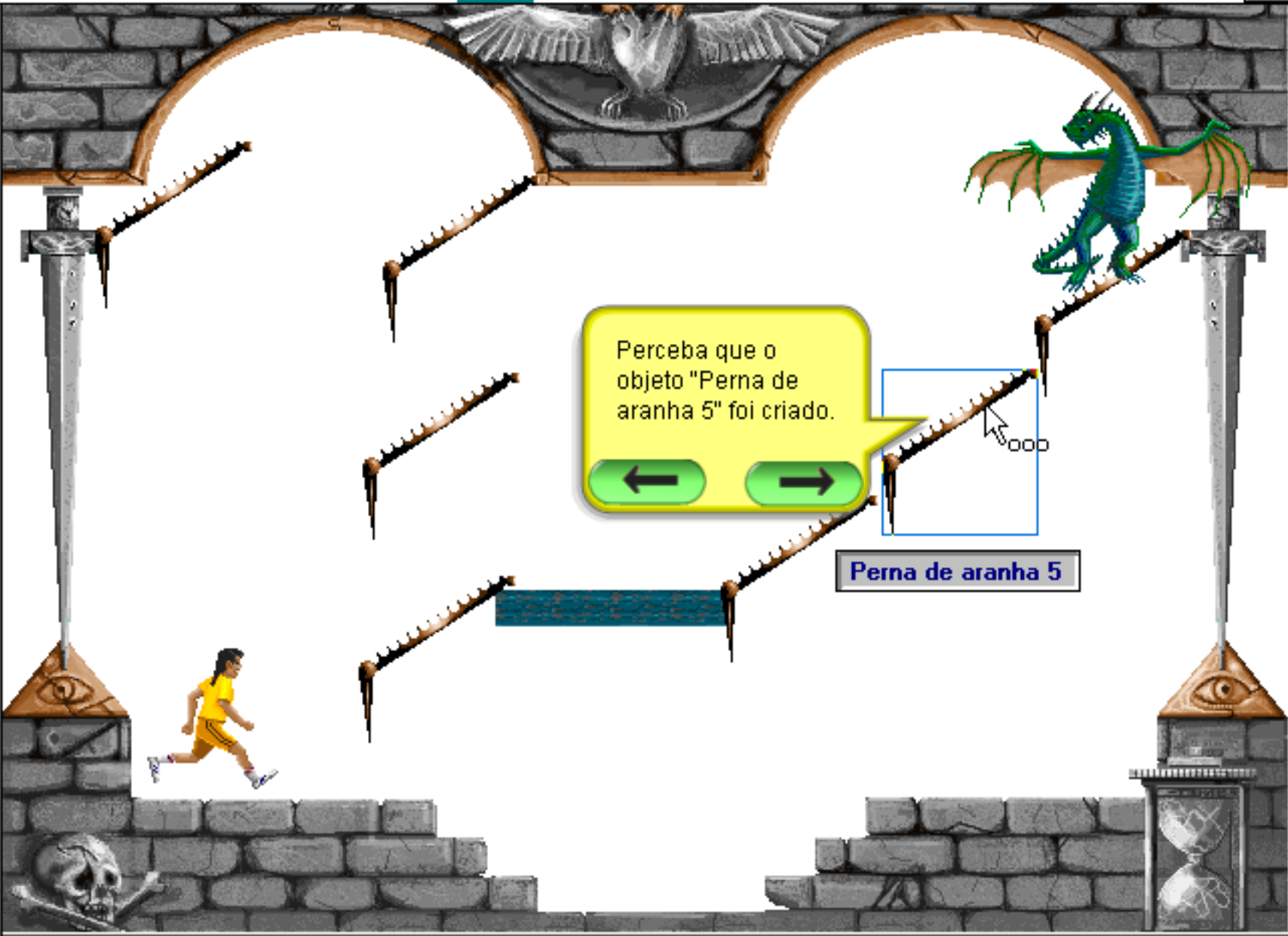
▲

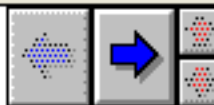
- ★
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- ☠
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- OK
- ❤
- 🐉
- 👤
- 👁

▼

Ir Para

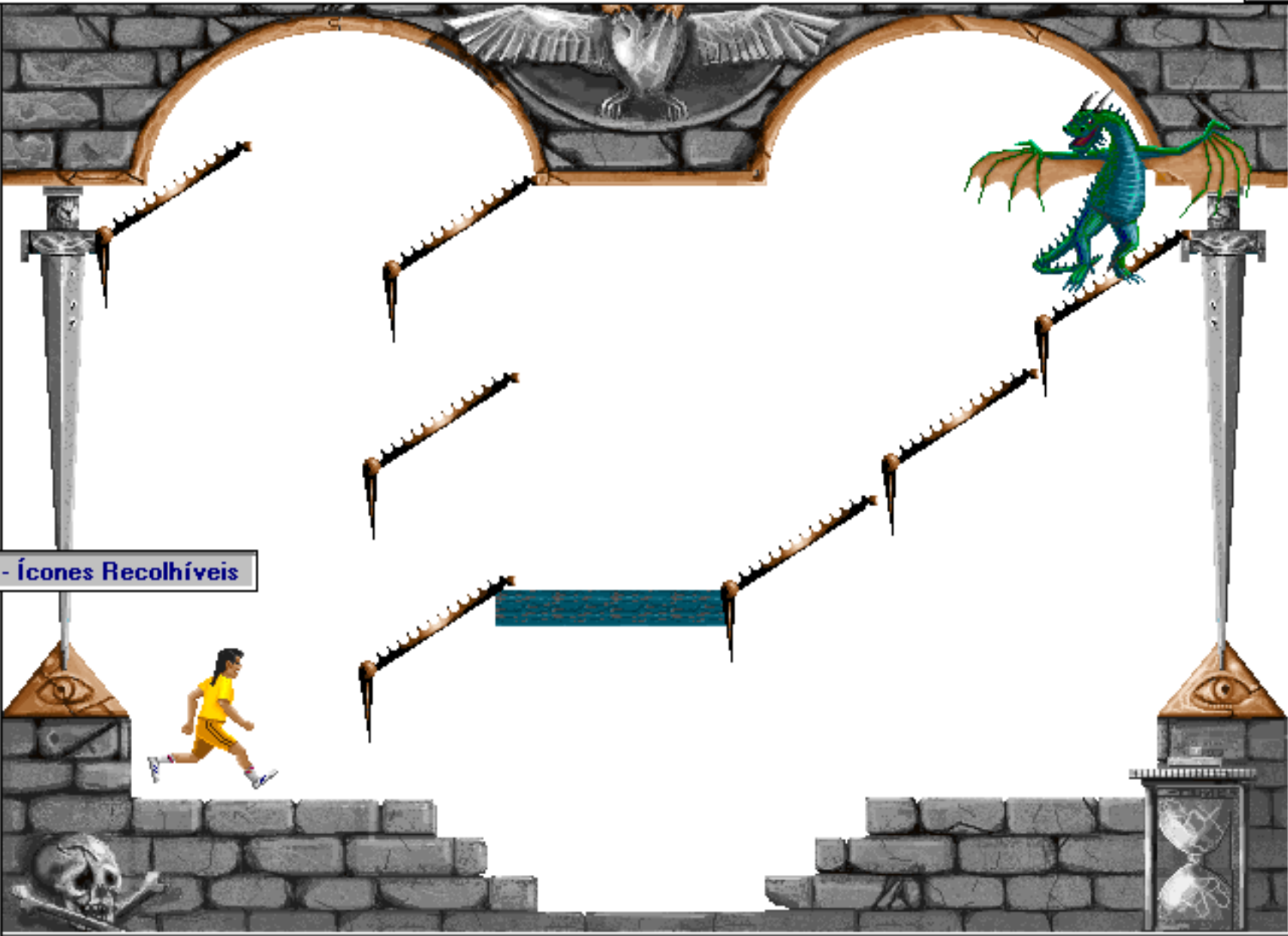
ÚTIL

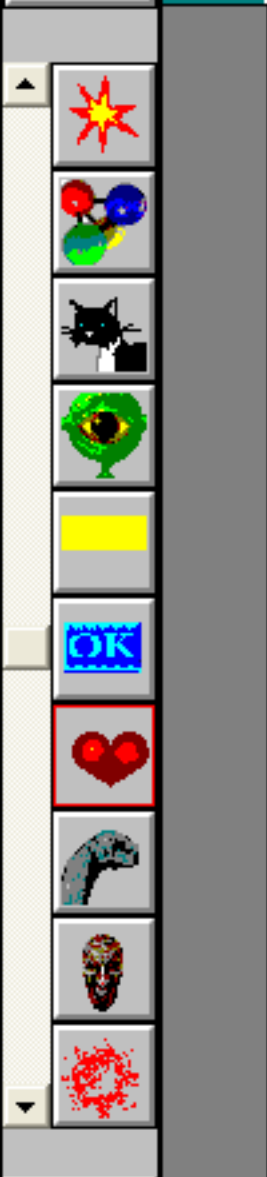
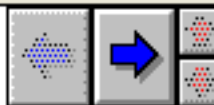




Vertical toolbar containing various icons and buttons:

- Red star icon
- Three colored spheres (red, blue, green)
- Black cat icon
- Green eye icon
- Yellow bar icon
- Blue 'OK' button
- Two red hearts icon (selected)
- Blue dragon icon
- Red mask icon
- Red blood splatter icon
- 'Ir Para' button
- 'ÚTIL' button





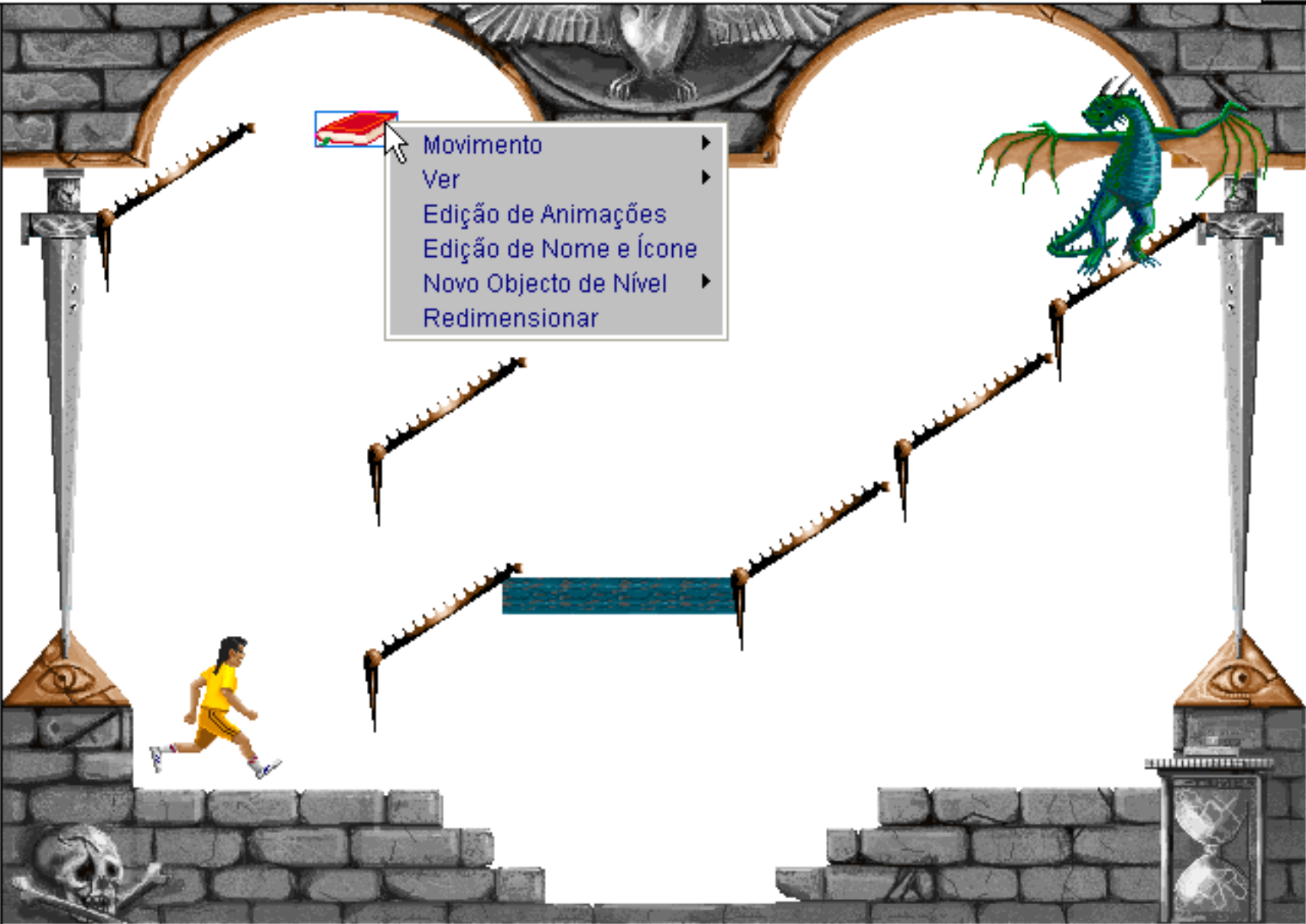
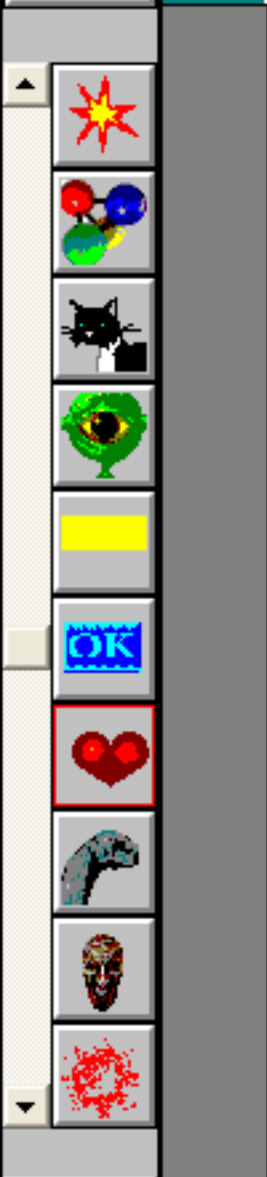
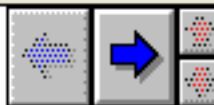


A vertical toolbar on the left side of the editor, containing various tools and objects. From top to bottom: a red star, a set of three colored spheres (red, blue, green), a black cat, a green eye, a yellow bar, a blue 'OK' button, a red heart, a blue dragon, a brown mask, and a red splatter. Below the toolbar are buttons labeled 'Ir Para' and 'ÚTIL'.



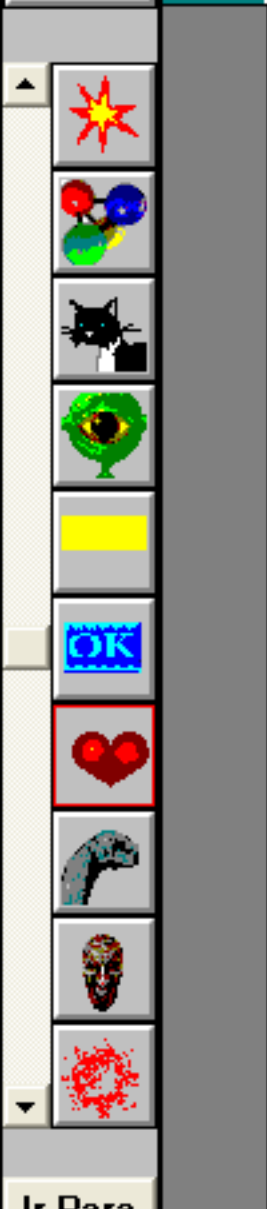
Os outros dois livros utilizados no jogo terão eventos em tempos diferentes e por isso criaremos outros objetos de nível ativo, assim como foi feito com "Perna de Aranha 3".





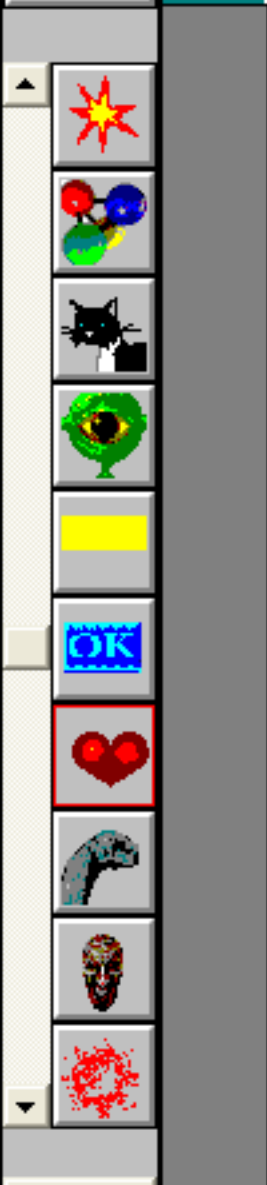
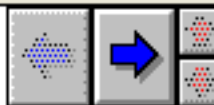
- Movimento ▶
- Ver ▶
- Edição de Animações
- Edição de Nome e Ícone
- Novo Objecto de Nível ▶
- Redimensionar

Ir Para
ÚTIL



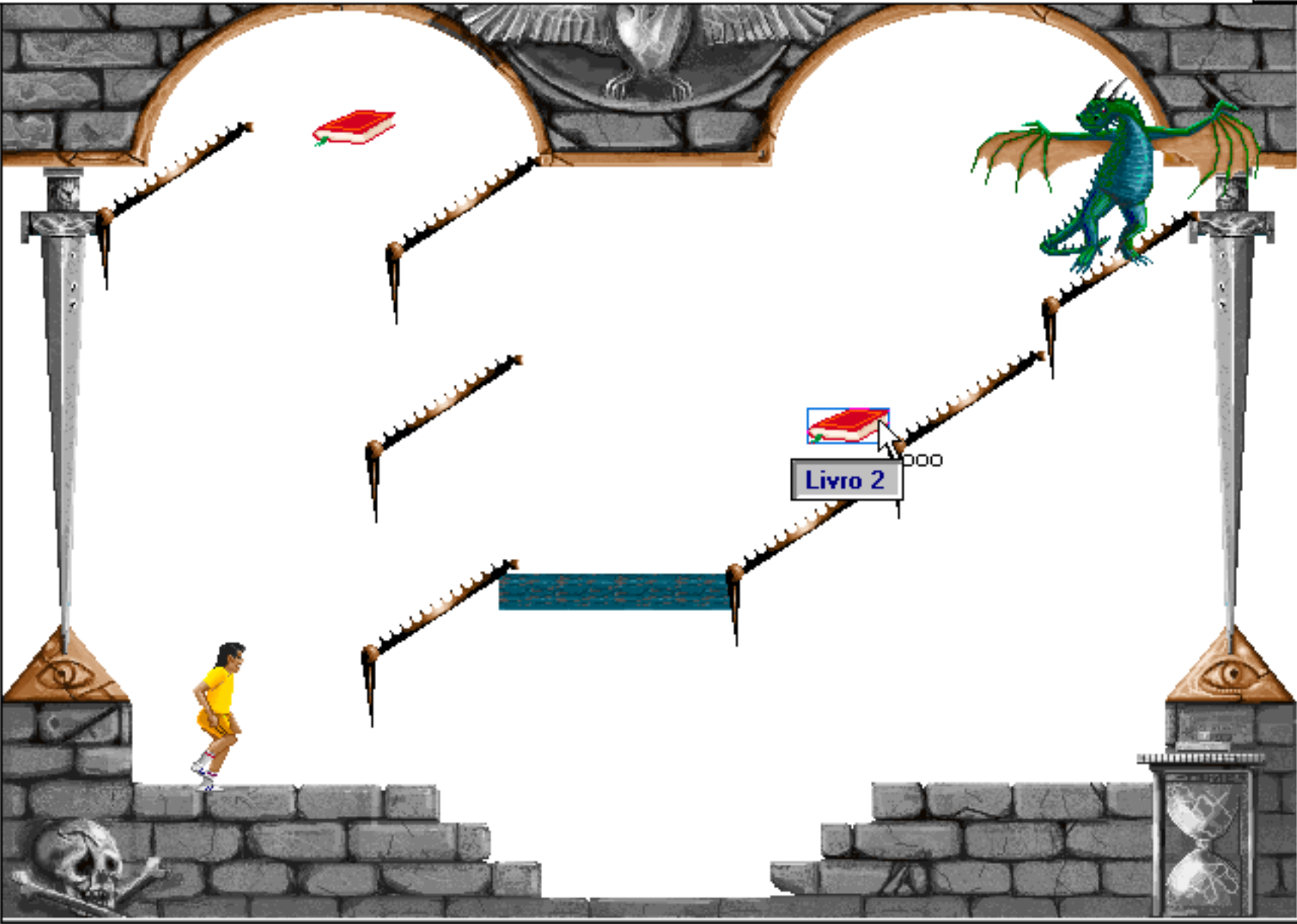
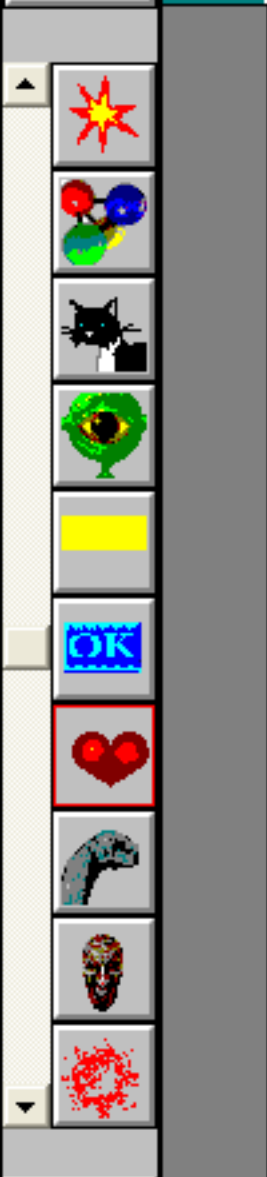
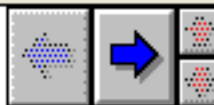
- Movimento
 - Ver
 - Edição de Animações
 - Edição de Nome e Ícone
 - Novo Objecto de Nível**
 - Redimensionar
- Activo
 - Fundo
 - Fundo Rápido

Ir Para
ÚTIL

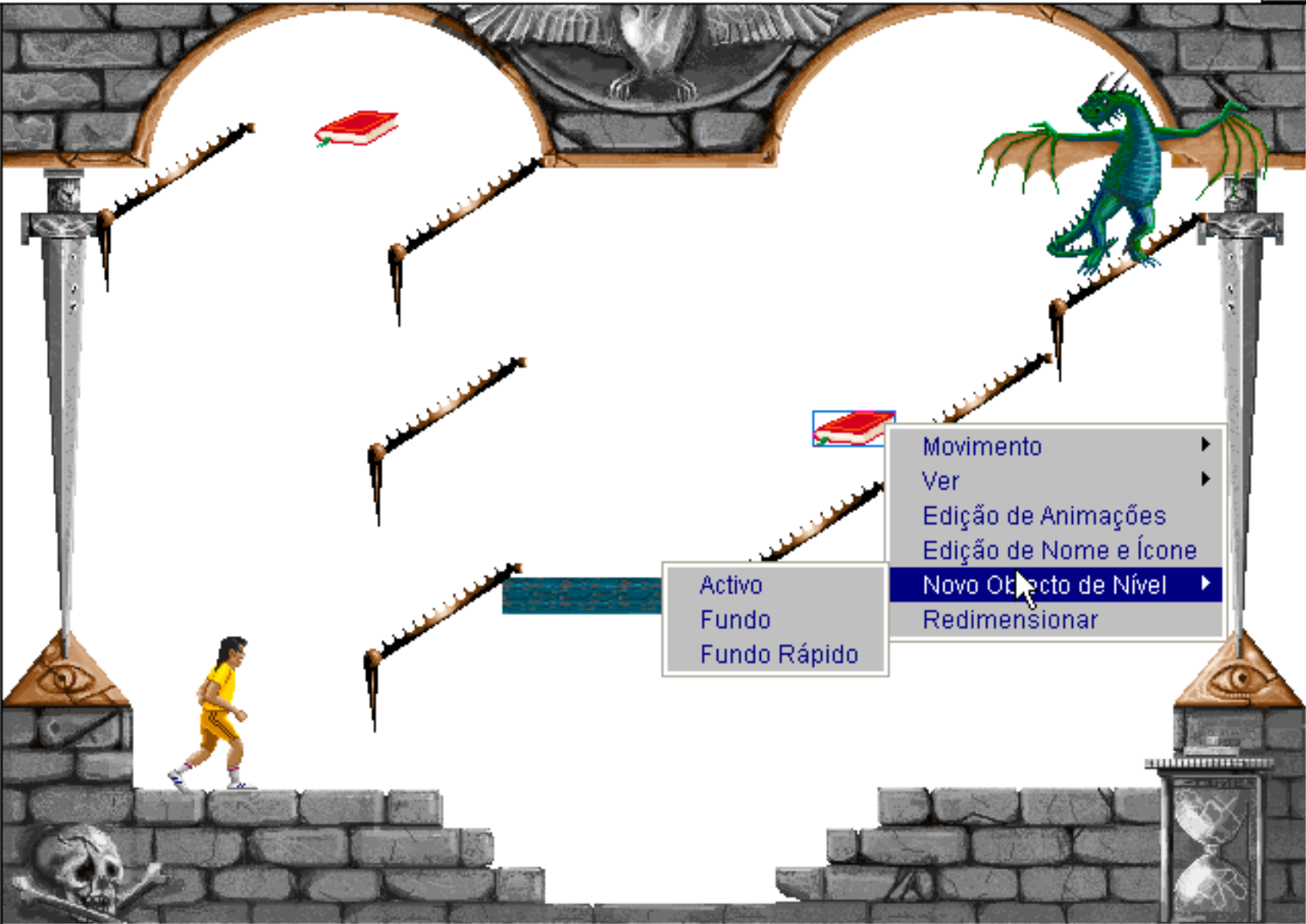
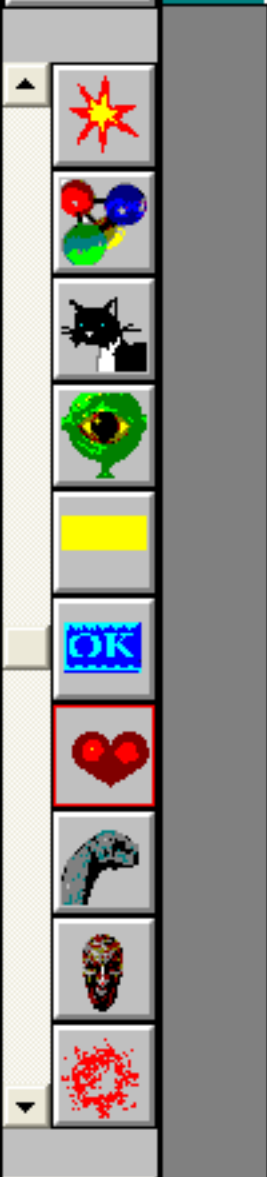
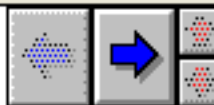


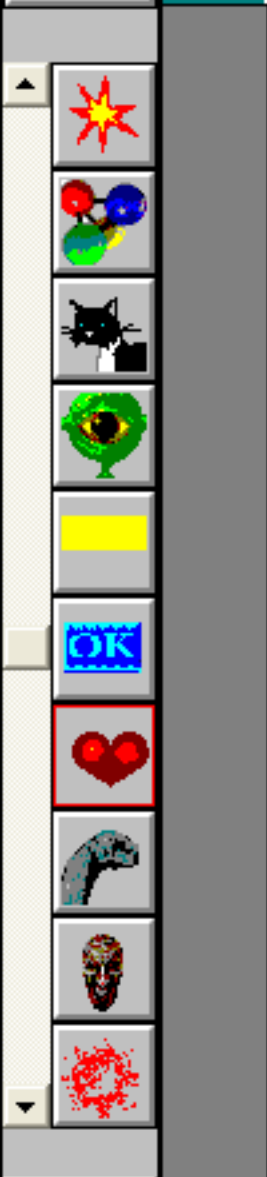
- Movimento ▶
- Ver ▶
- Edição de Animações
- Edição de Nome e Ícone
- Novo Objecto de Nível ▶**
 - Activo**
 - Fundo
 - Fundo Rápido
- Redimensionar

Ir Para
ÚTIL



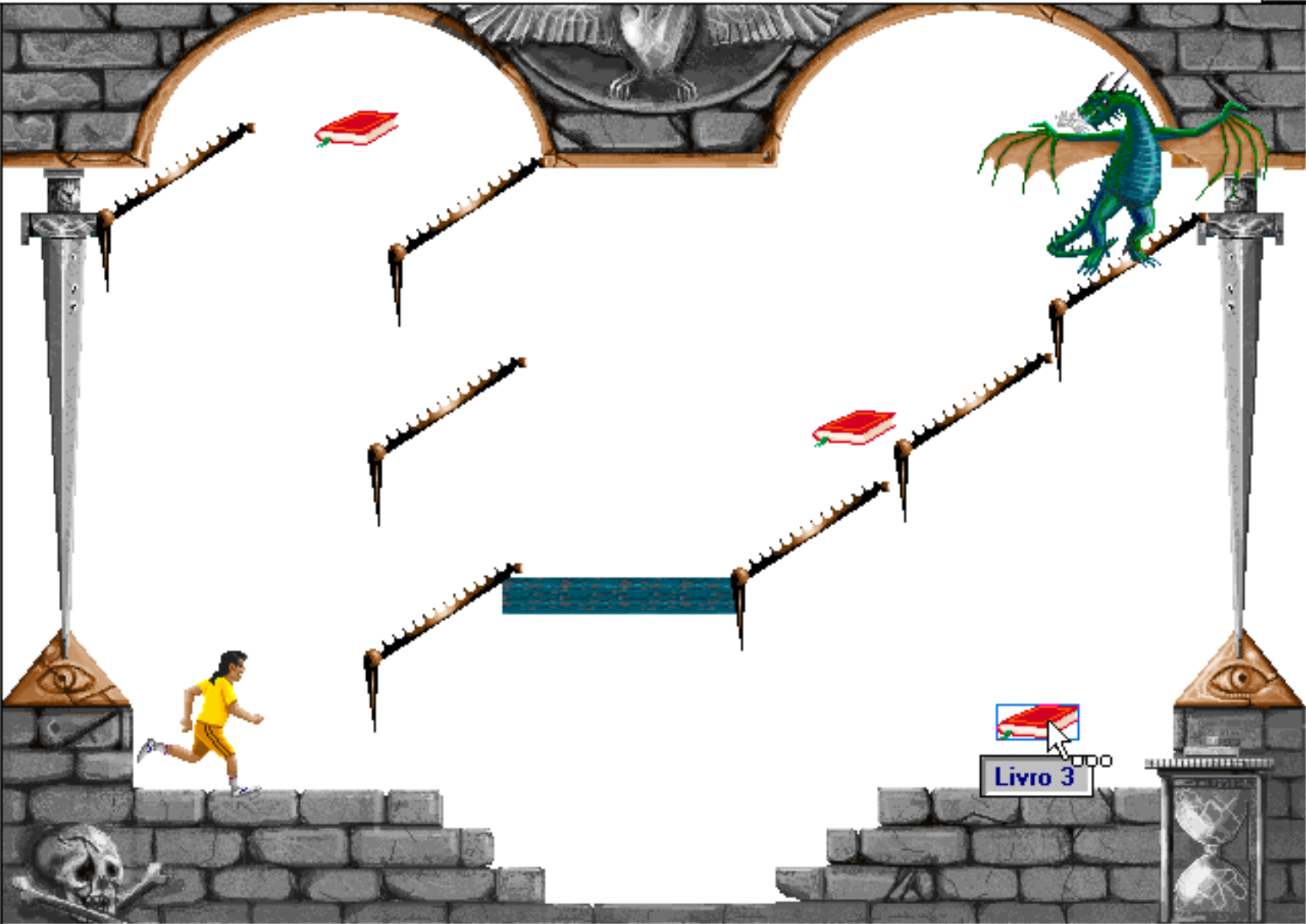
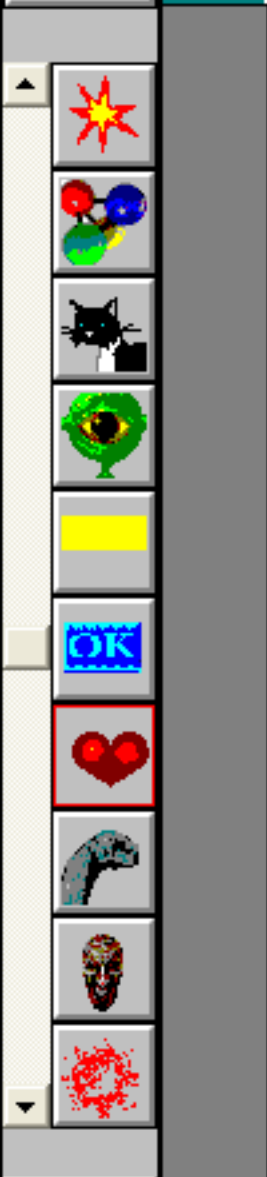
Ir Para
ÚTIL

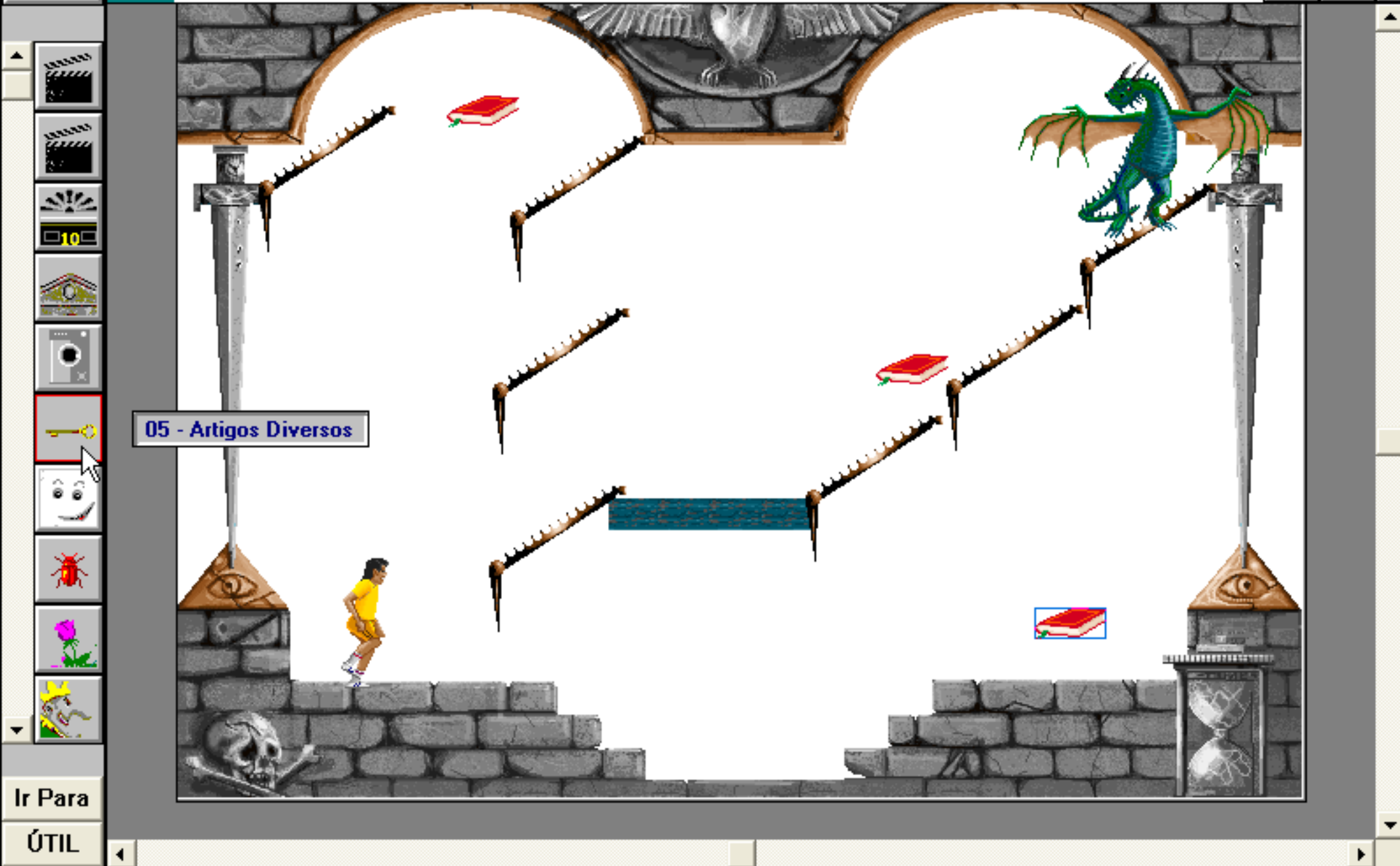




- Movimento
 - Ver
 - Edição de Animações
 - Edição de Nome e Ícone
 - Novo Objecto de Nível
 - Redimensionar
- Activo
 - Fundo
 - Fundo Rápido

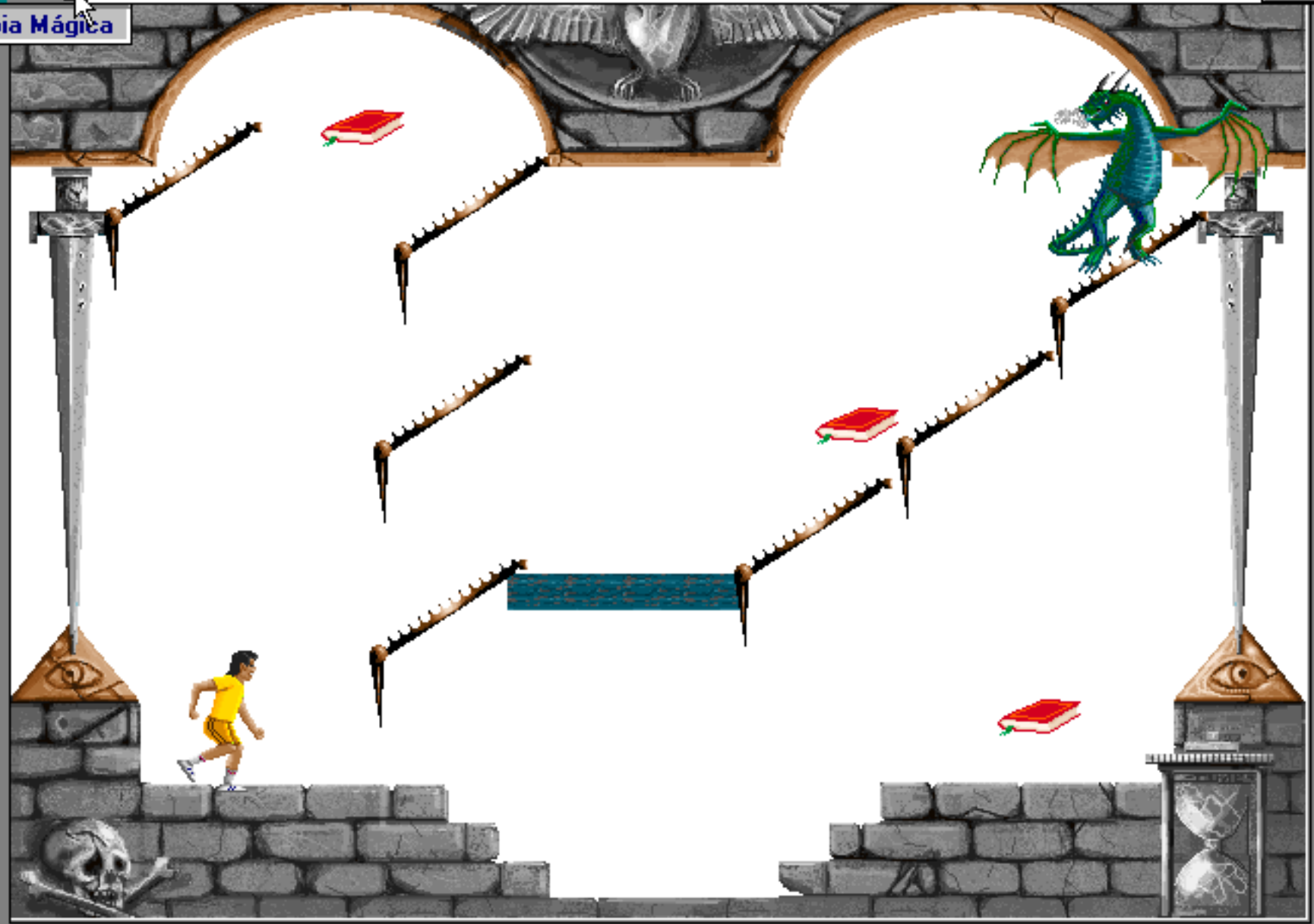
Ir Para
ÚTIL





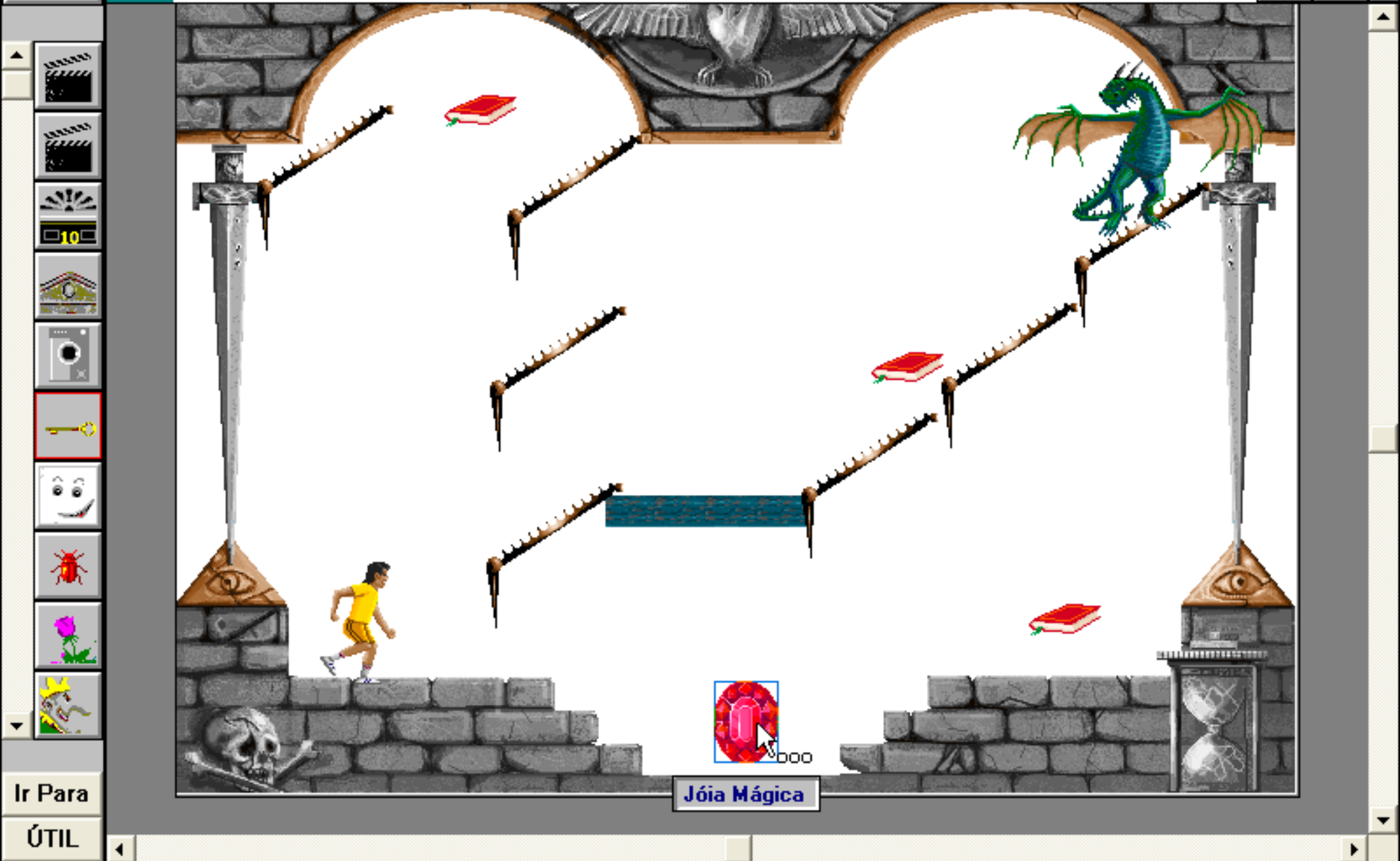


Jóia Mágica



Ir Para

ÚTIL



Ir Para
ÚTIL



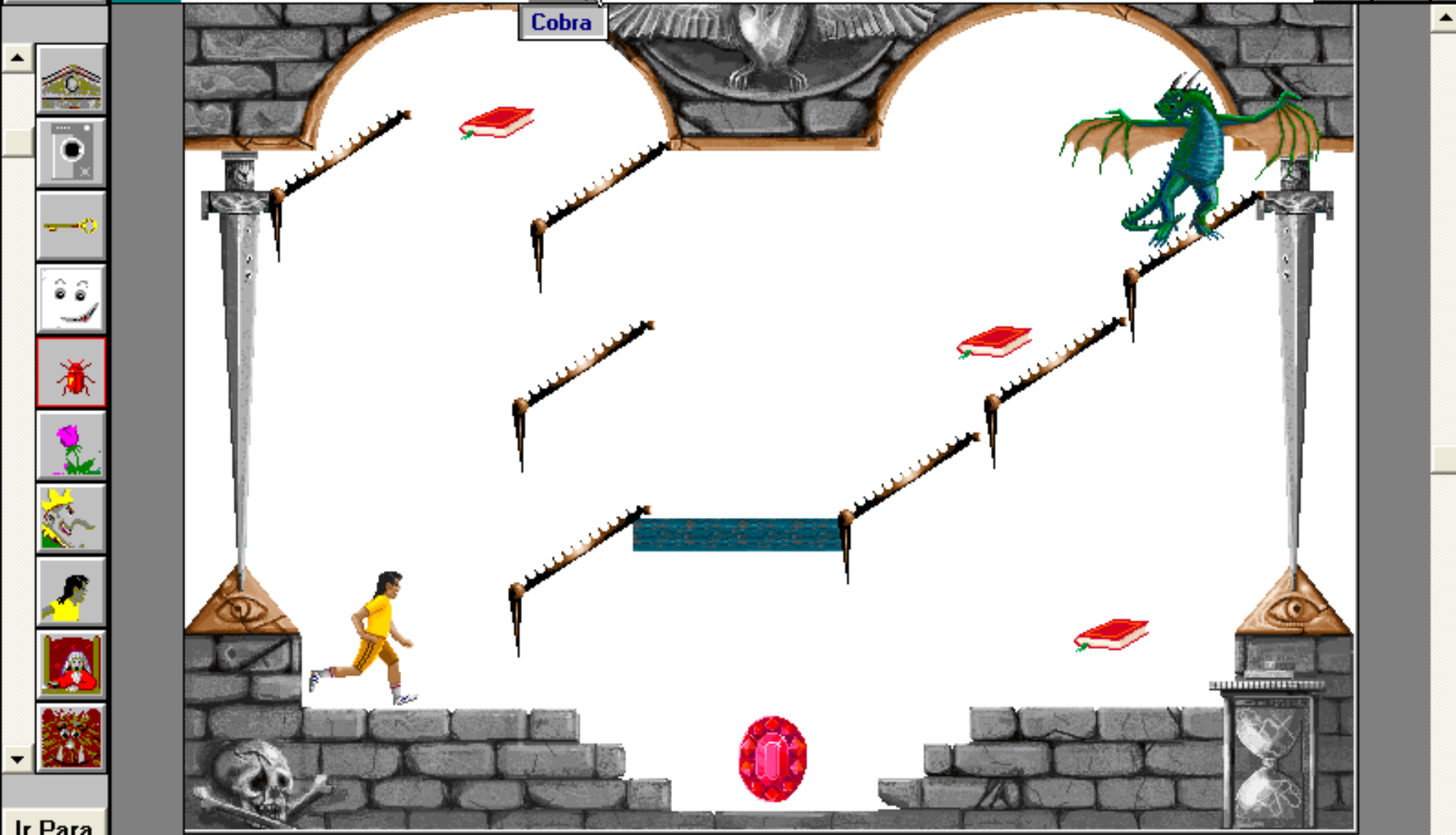
07 - Fauna

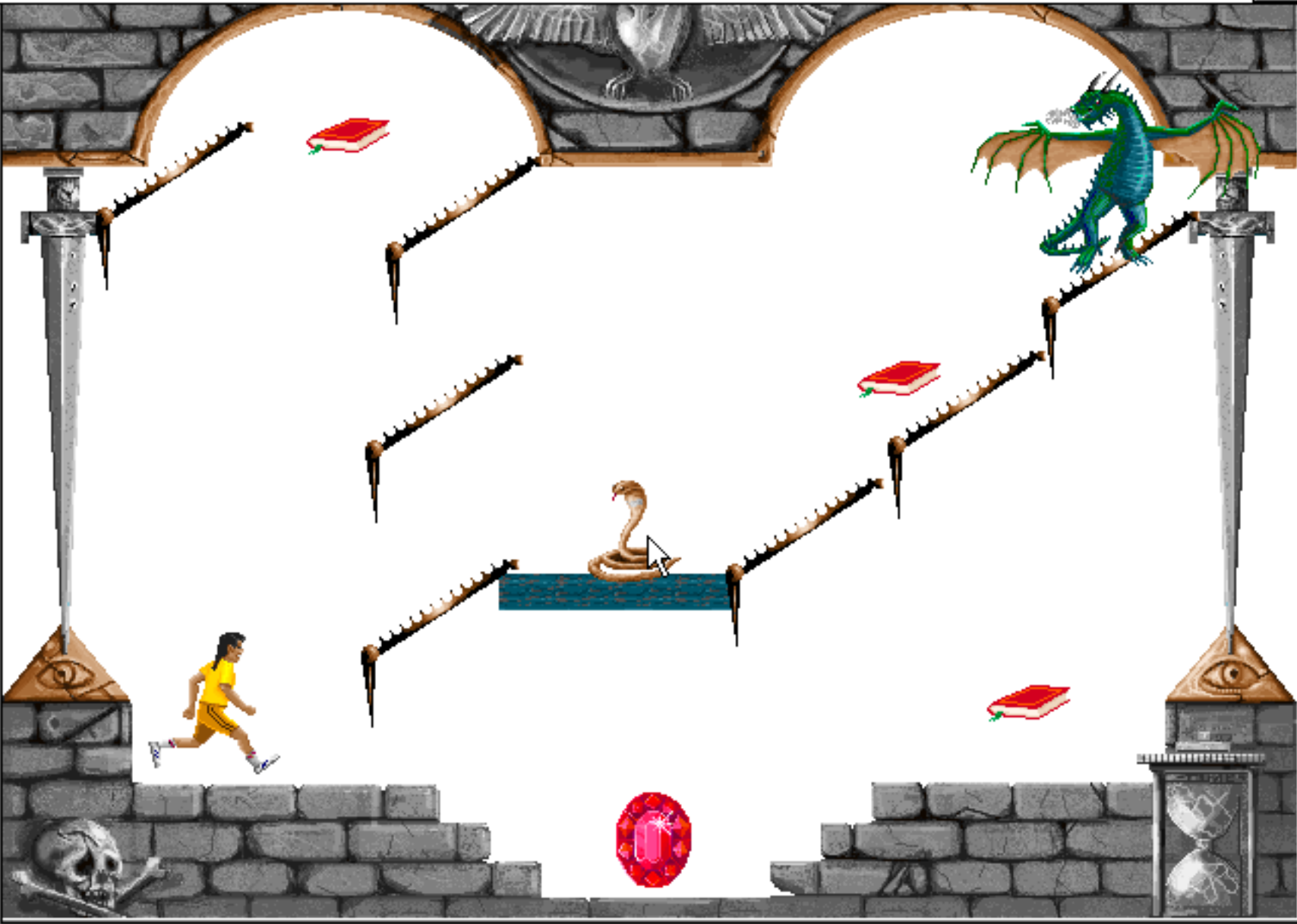
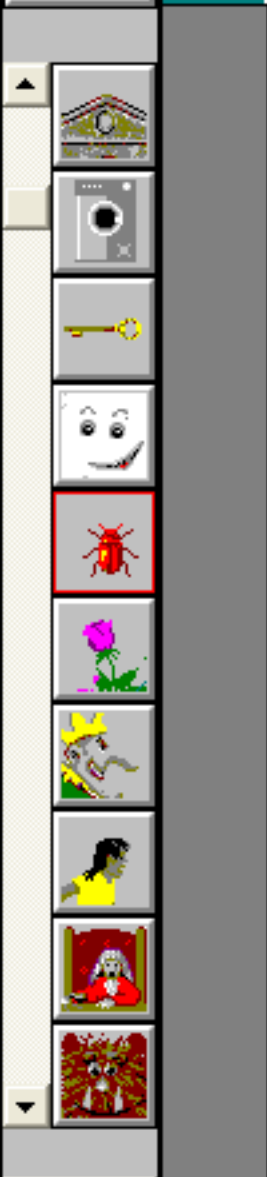
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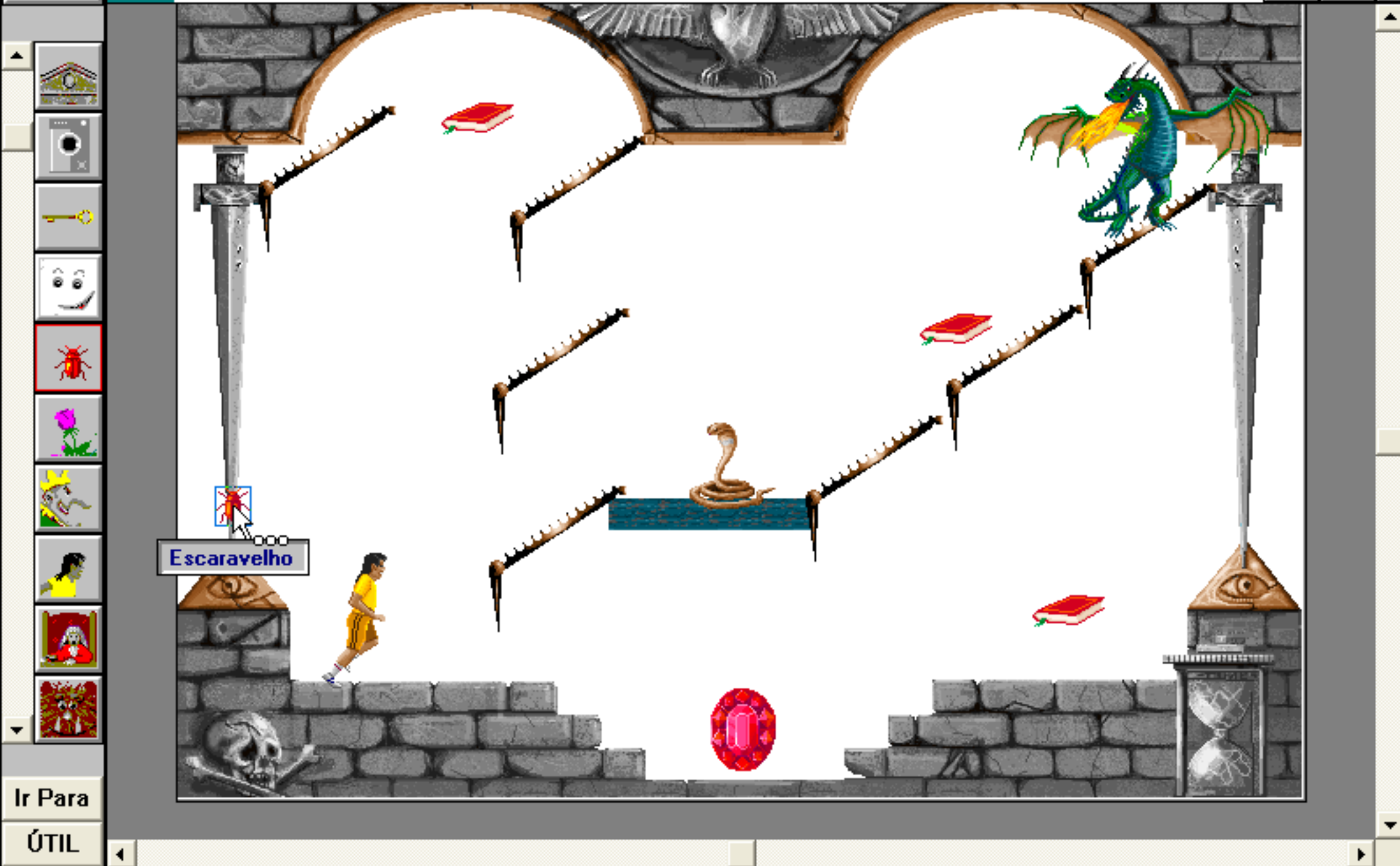


Ir Para
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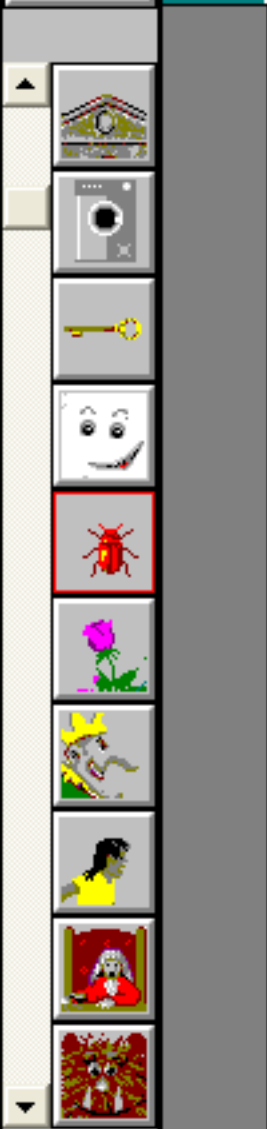
Ir Para

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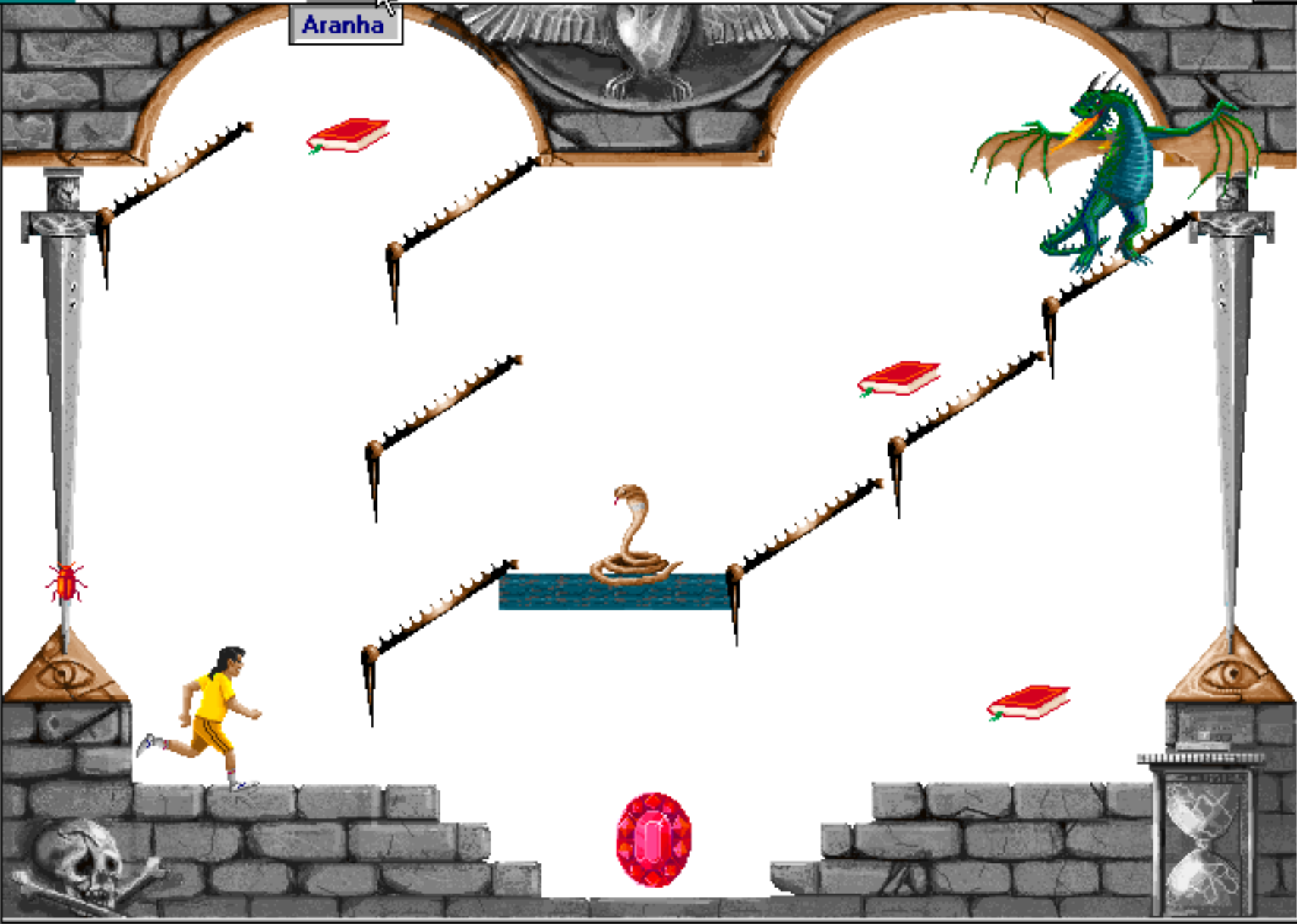
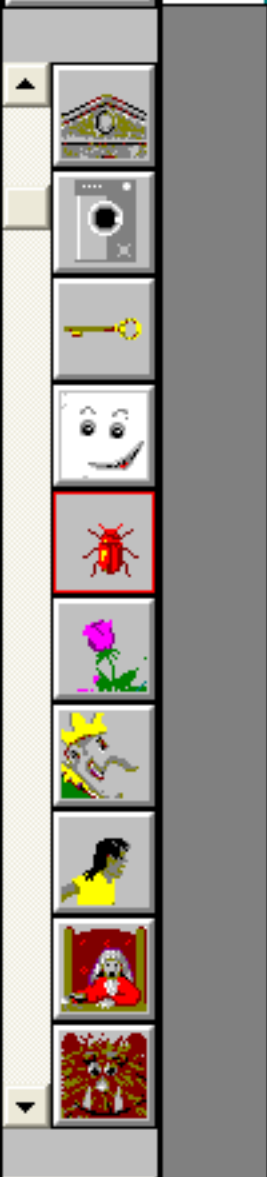


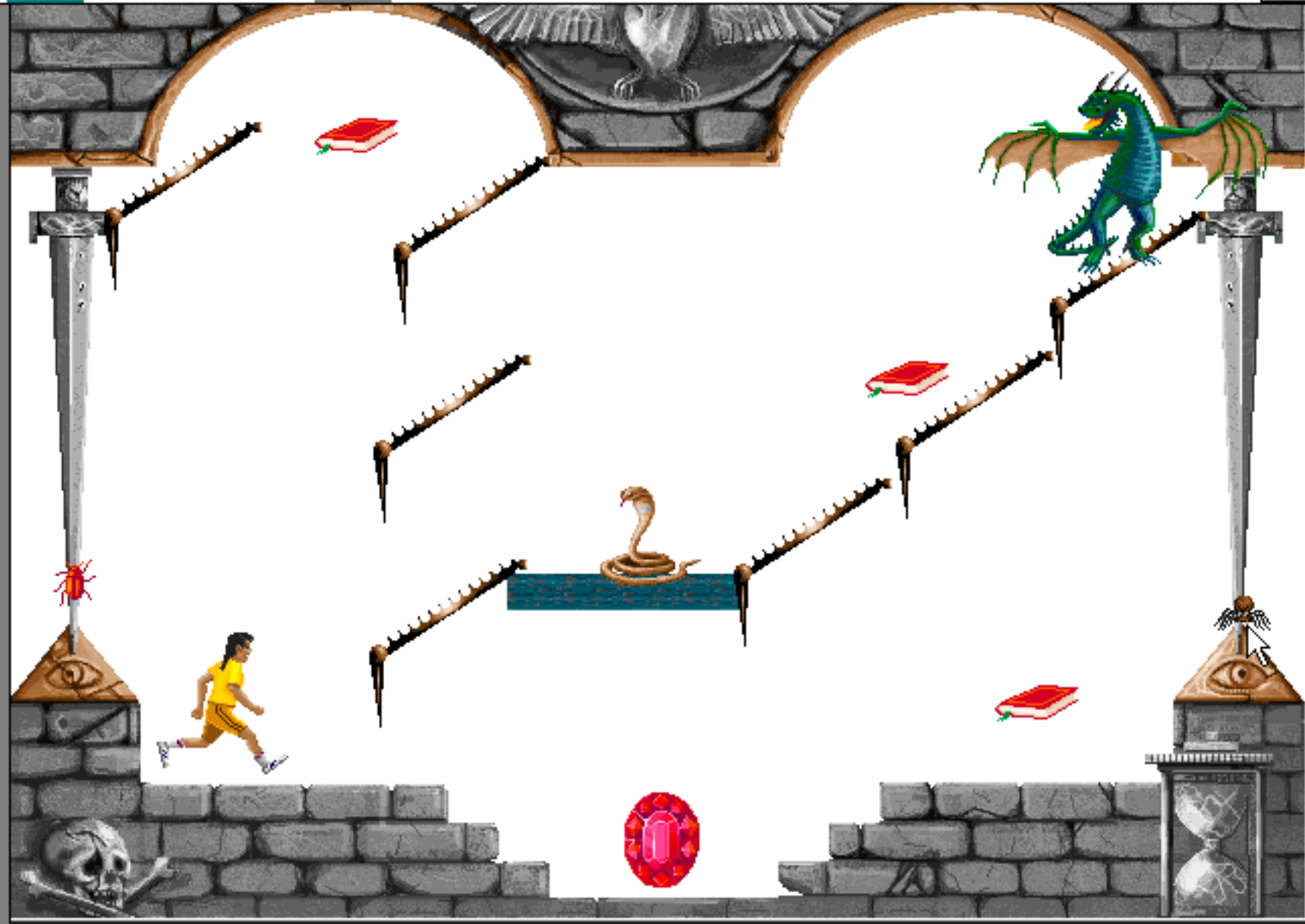
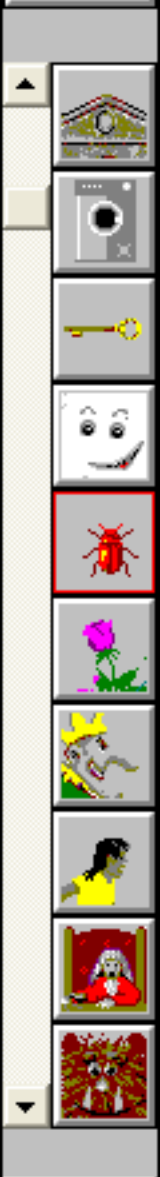
Para visualizar mais objetos desta biblioteca, clique na seta azul.



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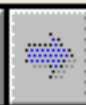




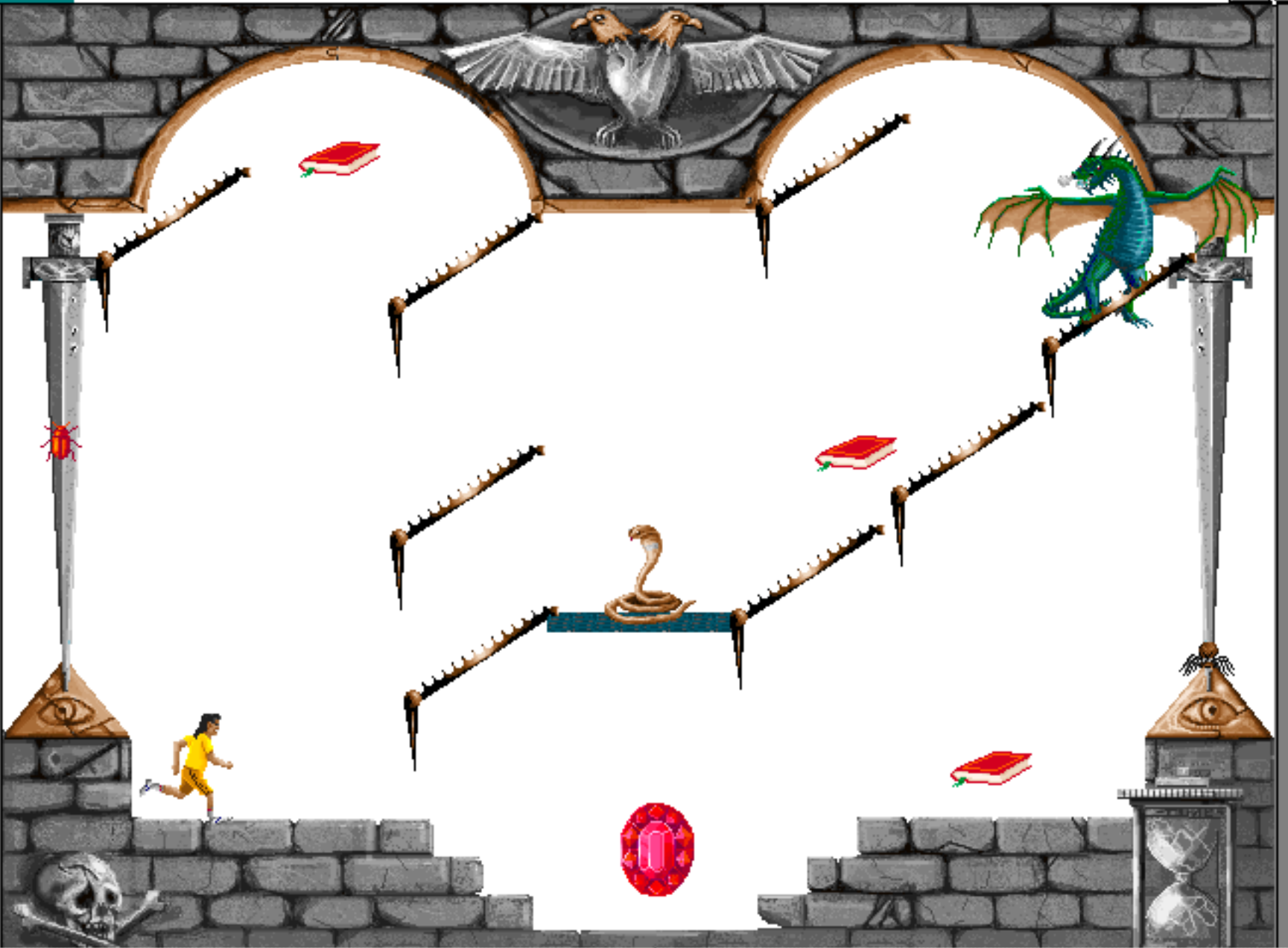
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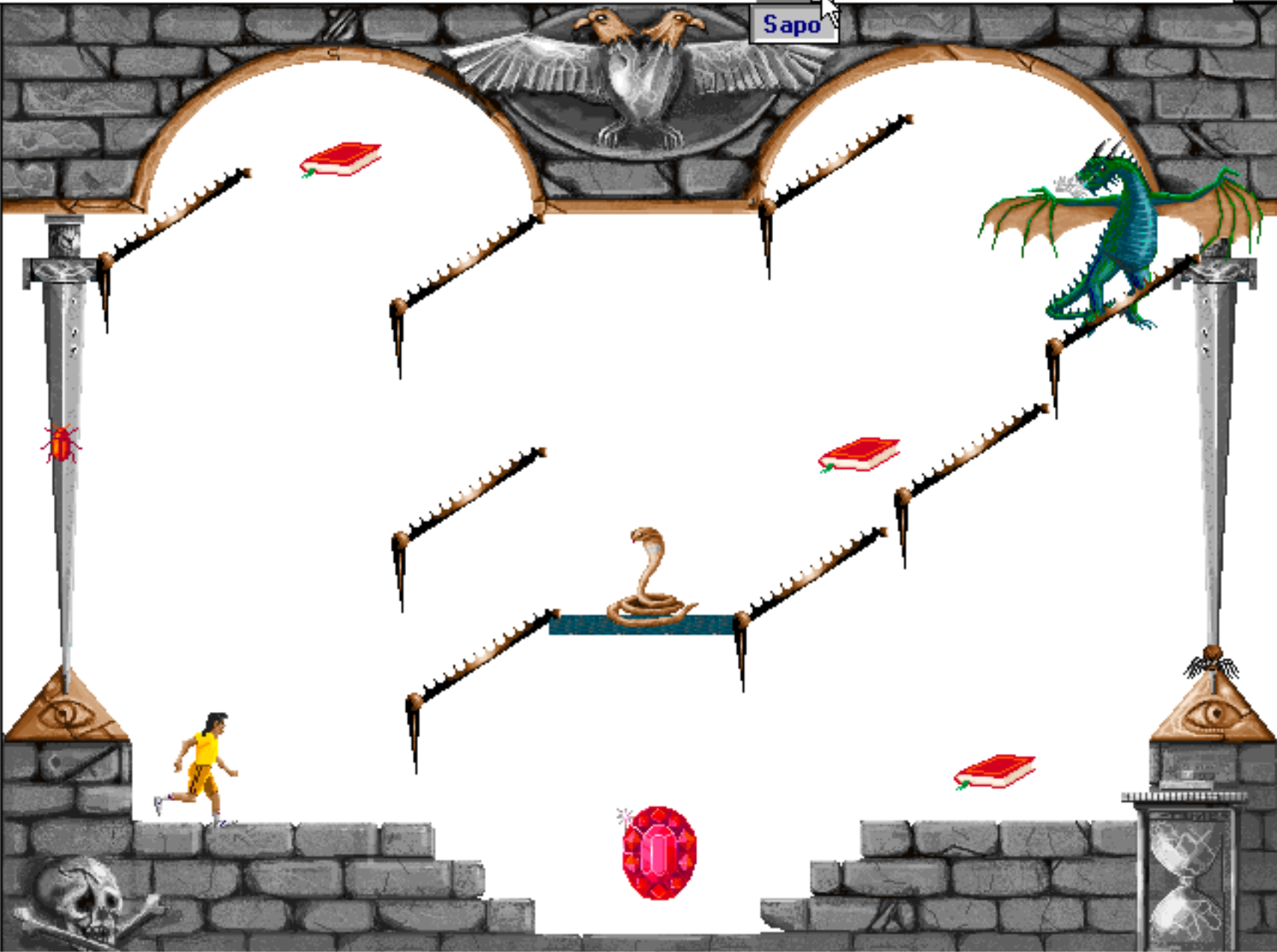
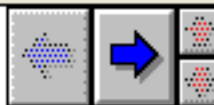


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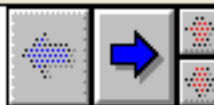
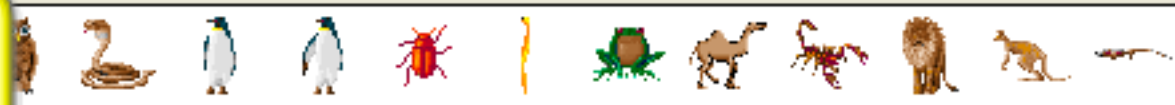
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Clique no botão "objetos de Nível" para visualizar todos os objetos utilizados no nível atual do jogo.



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Nível 1