

**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".



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

Ir Para

ÚTIL



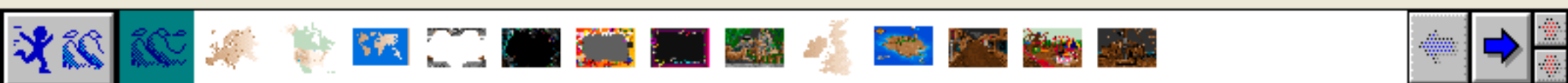
Moldura Alta-Tecnologia

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.

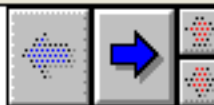


Ir Para

ÚTIL



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

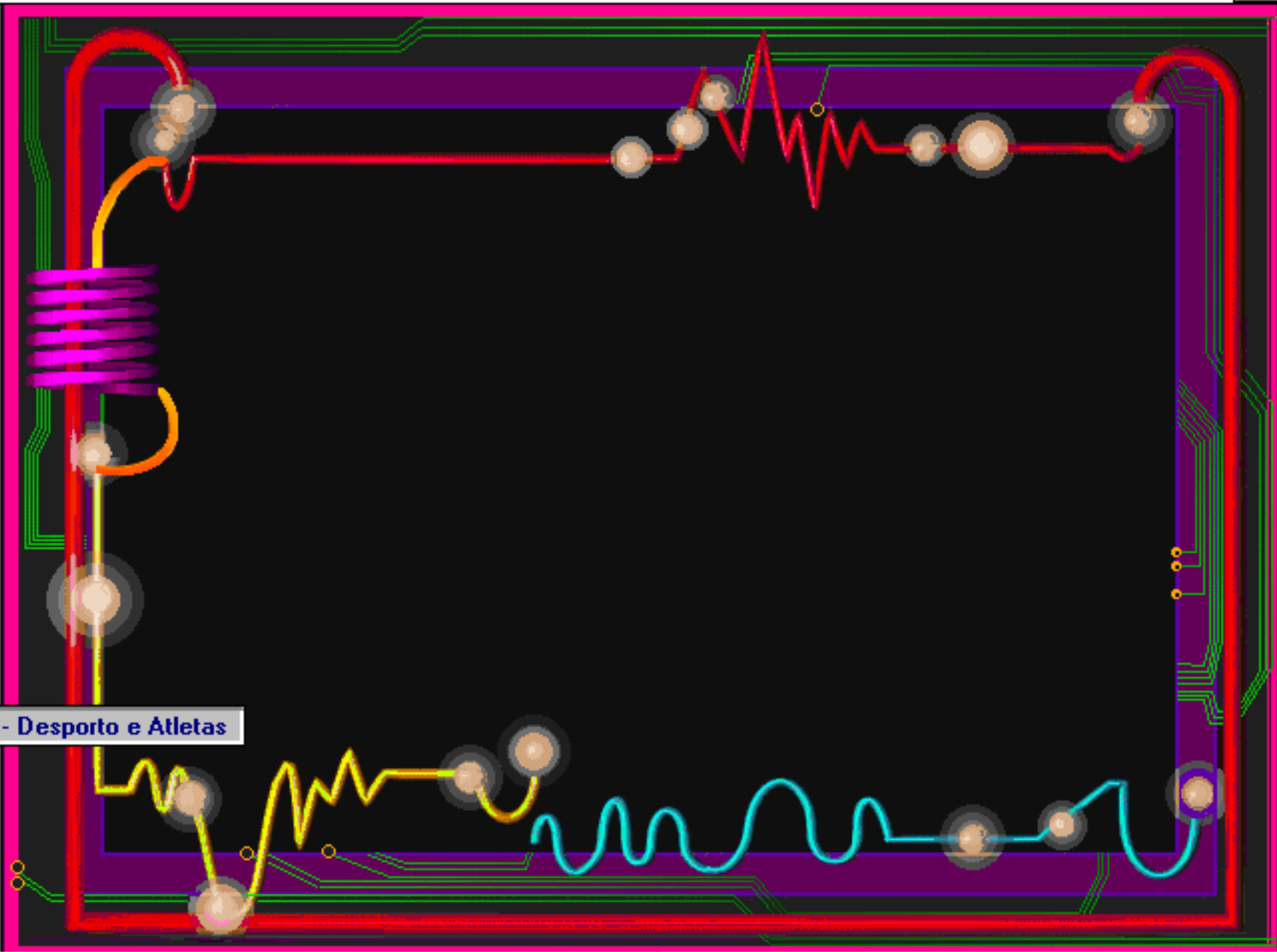


- ▲
- ☀️
- 10
- 🏠
- 🌀
- 🔑
- 😊
- 🐛
- 🌸
- 👑
- 👤
- 👑

10 - Desporto e Atletas

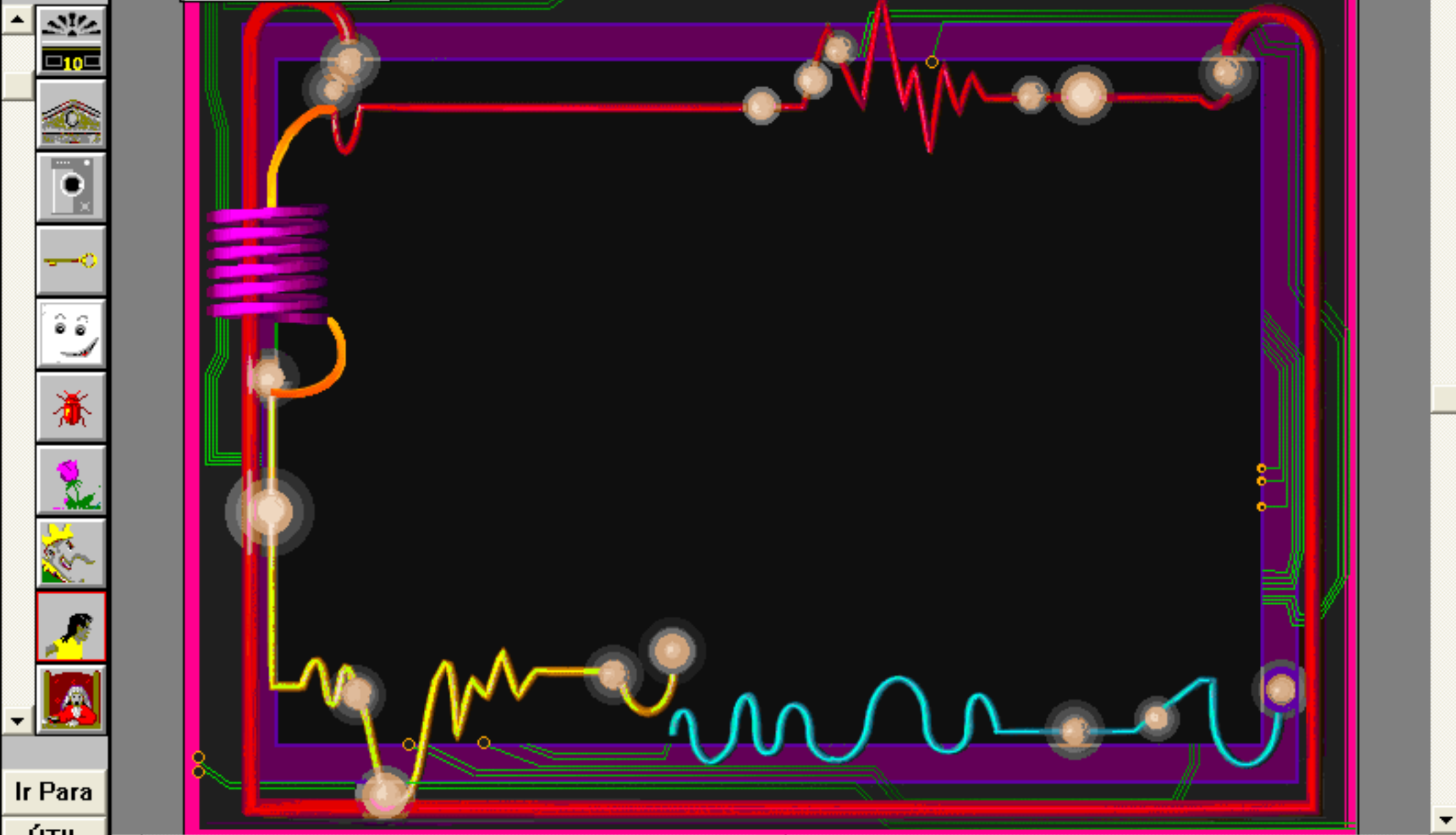
Ir Para

ÚTIL





Atleta de amarelo

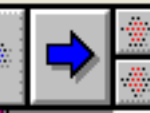
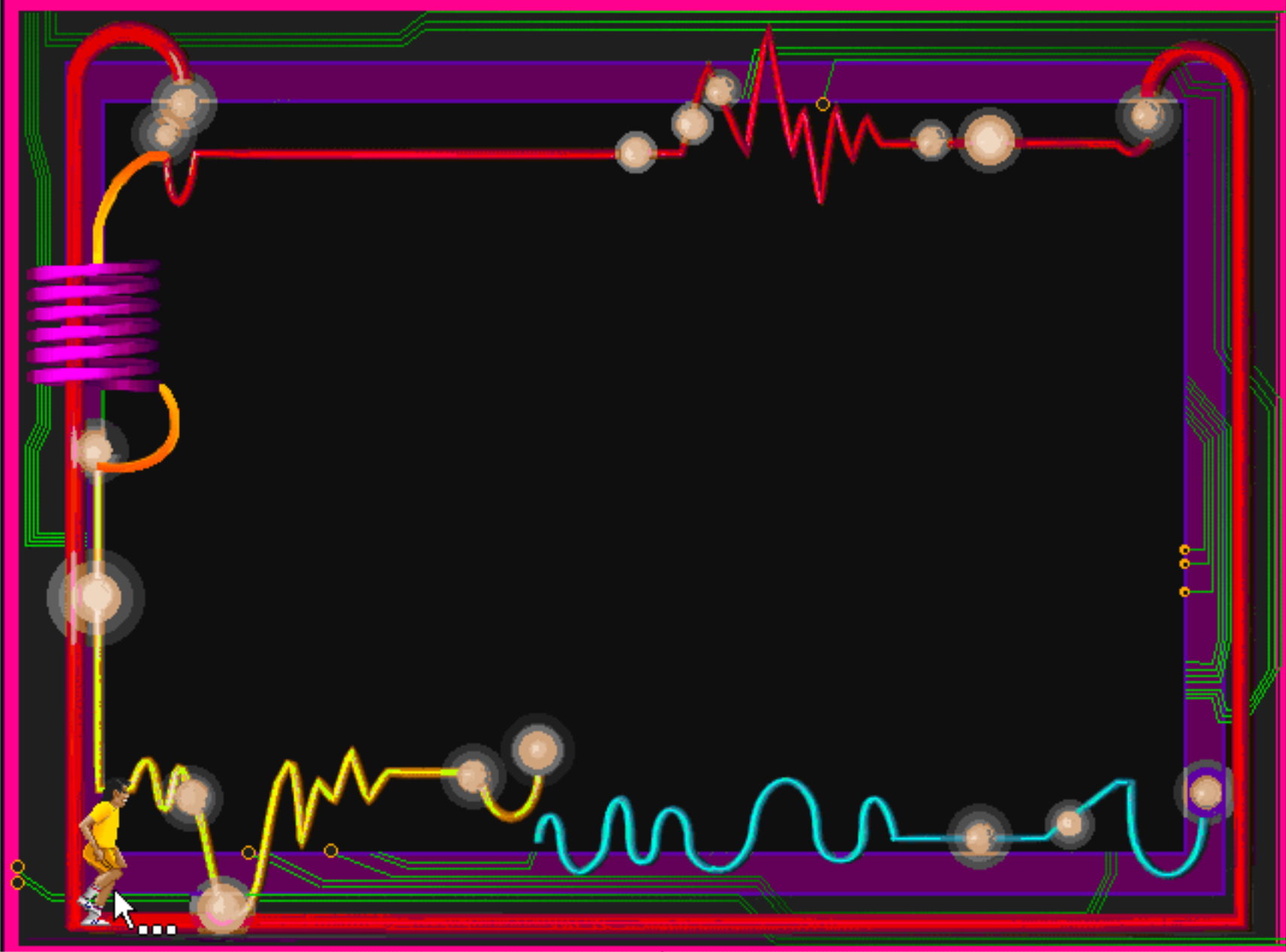


Ir Para

ÚTIL



Vertical toolbar with various icons: a sun, a house, a washing machine, a key, a smiley face, a beetle, a flower, a character with a crown, a character with a black hat, and a character with a red hat. Below these icons are buttons labeled "Ir Para" and "ÚTIL".





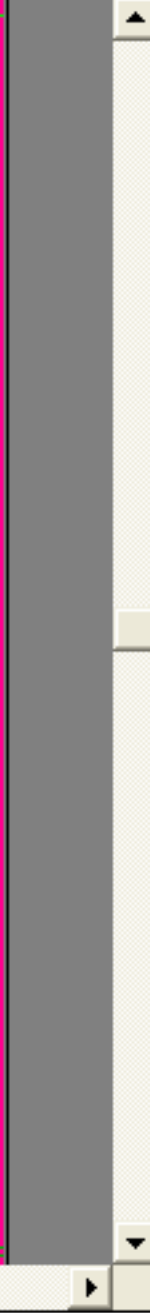
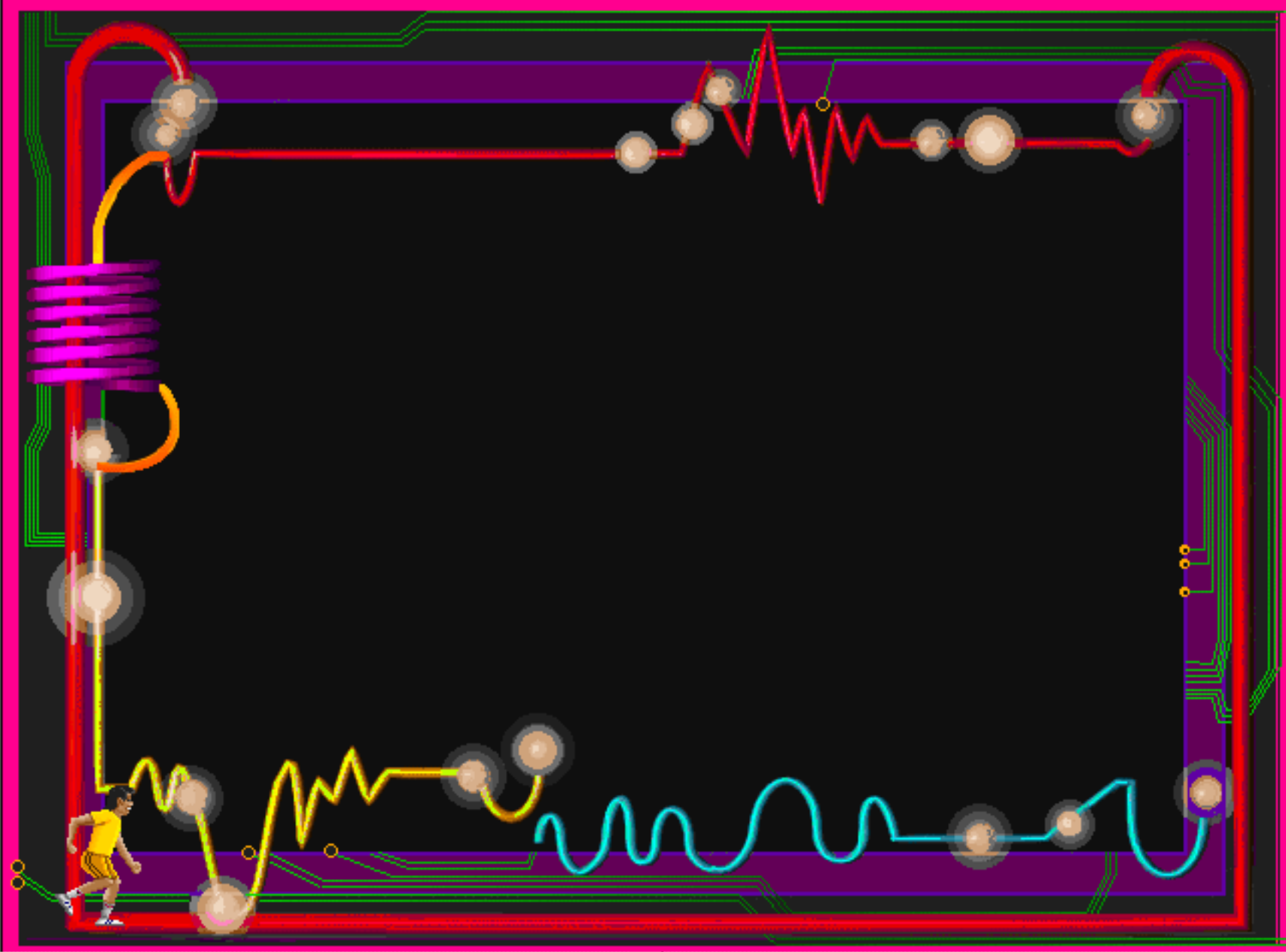
▲

10

Ir Para

ÚTIL

▼

A vertical sidebar containing various UI elements: a sun icon, a house icon, a washing machine icon, a key icon, a smiley face icon, a beetle icon, a flower icon, a character icon, and another character icon. Below these is a button labeled "Ir Para" and another labeled "ÚTIL".

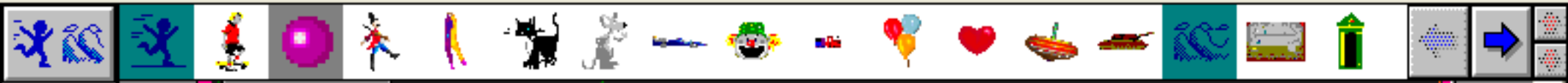


The main workspace of the level editor, featuring a dark background with a pink border. It contains a complex maze-like path with red, yellow, and cyan lines. A character in a yellow shirt is positioned at the bottom left. A purple spring-like object is on the left side. A red zigzag line is at the top. A vertical stack of icons on the left includes a skull, a cat, and a Brazilian flag. A tooltip with the text "22 - Brinquedos" is visible over the cat icon. The bottom left corner has buttons for "Ir Para" and "ÚTIL".

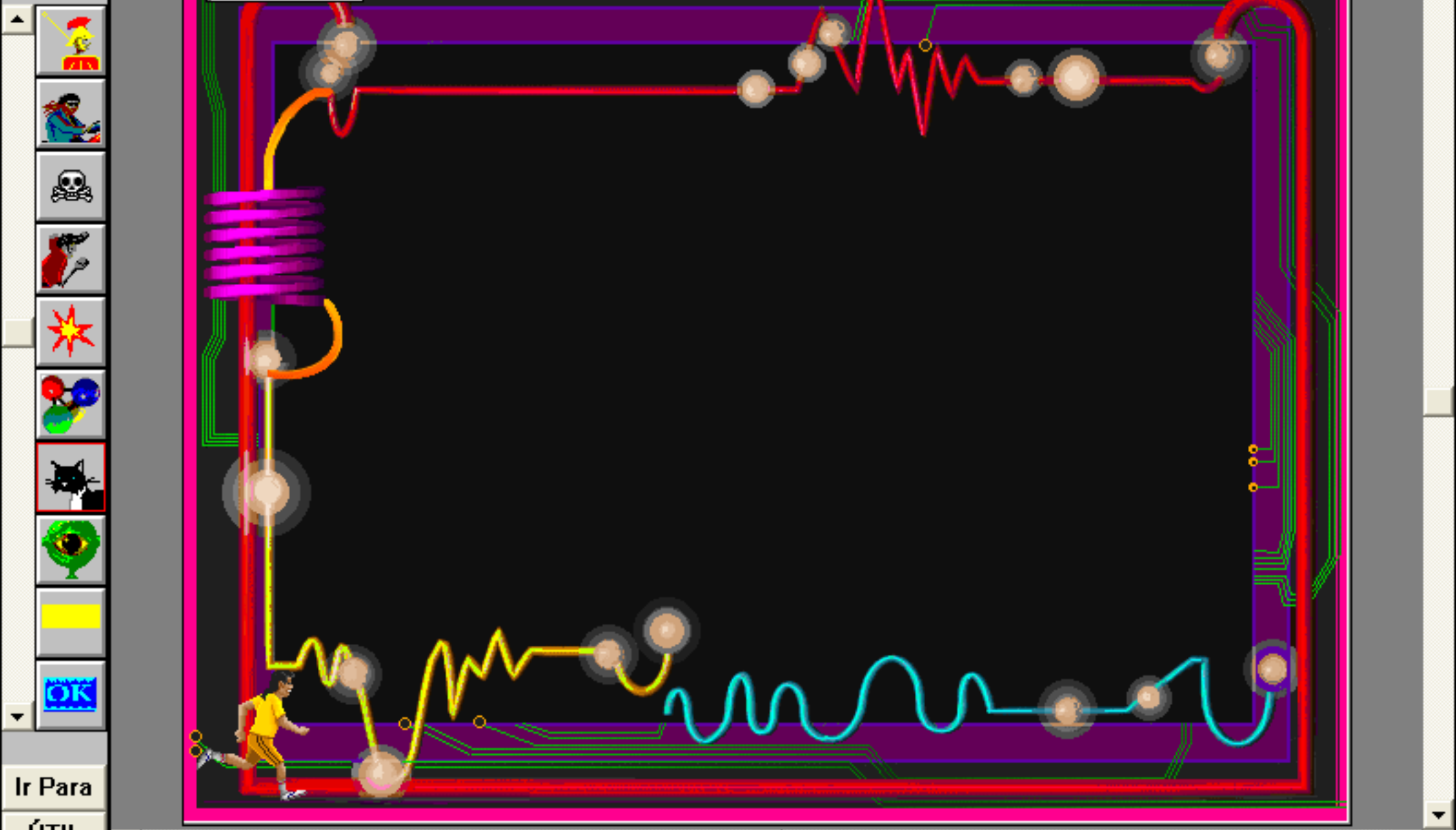
22 - Brinquedos

Ir Para

ÚTIL

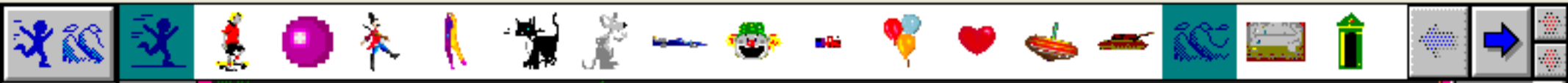


Bola Grande



Ir Para

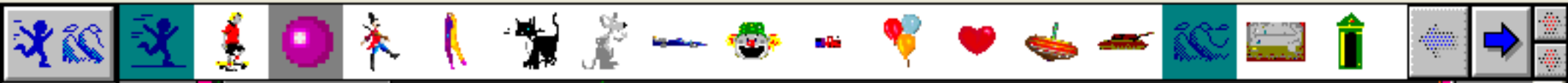
ÚTIL



The main editor area shows a character in a yellow shirt and shorts on a red path. A large purple ball is highlighted with a mouse cursor and labeled "Bola Grande". The level is filled with various paths (red, yellow, cyan, purple) and objects (a purple spring, a skull, a red star, a black cat, a green eye, a yellow rectangle, and a blue "OK" button). The background is dark purple with green circuit-like lines.

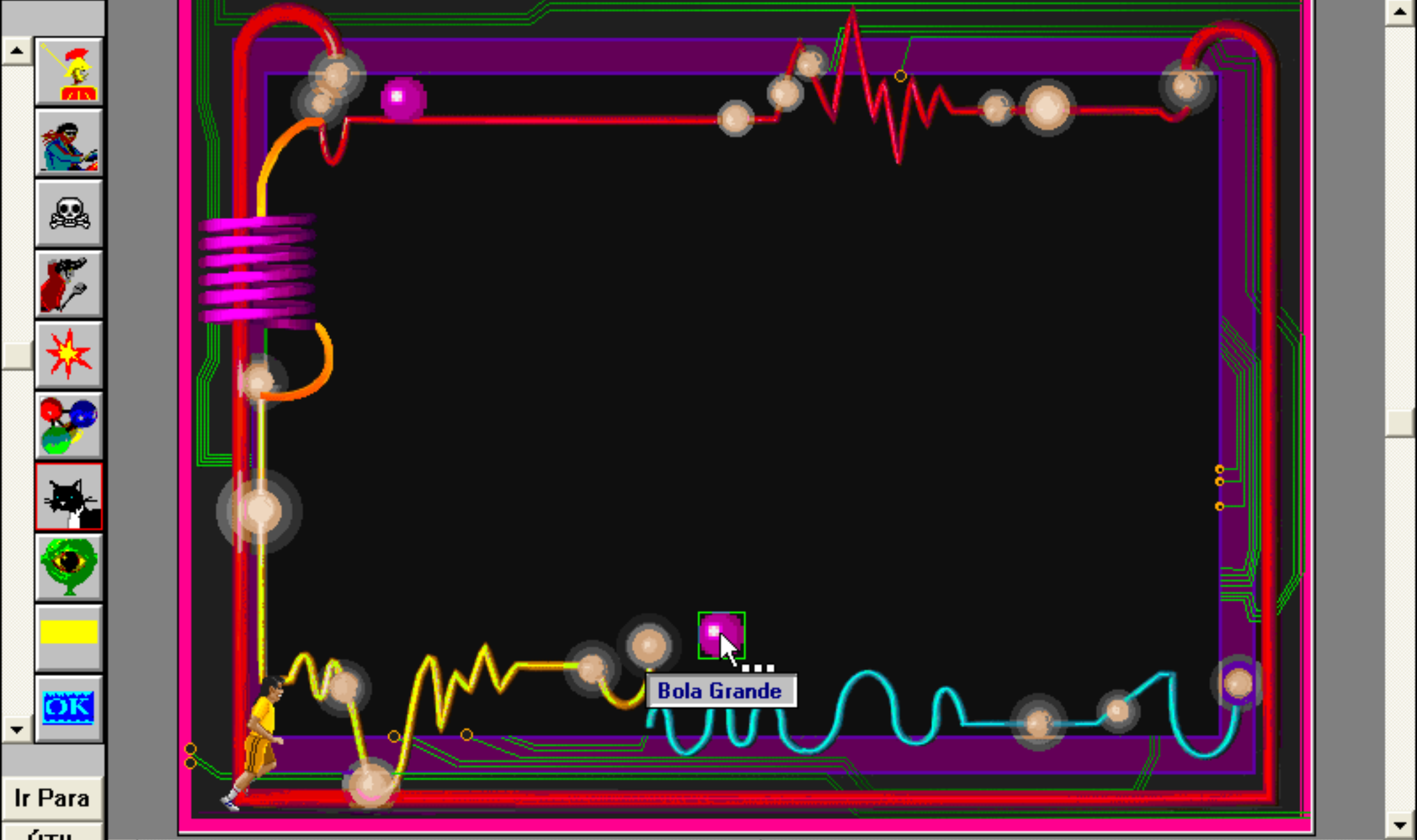
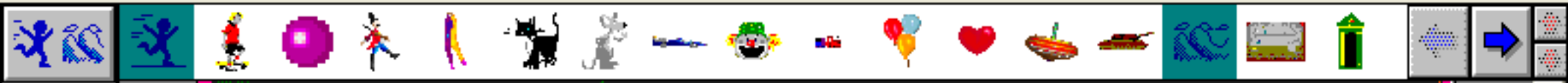
Ir Para

ÚTIL



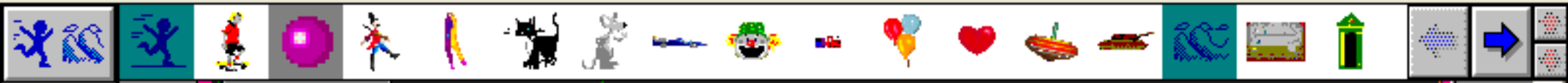
Bola Grande

The main game level editor interface. It features a dark grey background with a pink border. A character in a yellow shirt and black shorts is running on a red path. The path is composed of several segments: a red path on the left, a yellow path in the middle, and a cyan path on the right. The path is decorated with various objects, including a purple ball, a purple spring, a yellow zigzag line, and a cyan wavy line. The path is surrounded by a purple area. The interface includes a toolbar on the left with various objects, a top toolbar with various objects, and a bottom toolbar with buttons for 'Ir Para' and 'ÚTIL'. A label 'Bola Grande' is positioned at the top left of the main area.



Ir Para

ÚTIL



Bola Grande

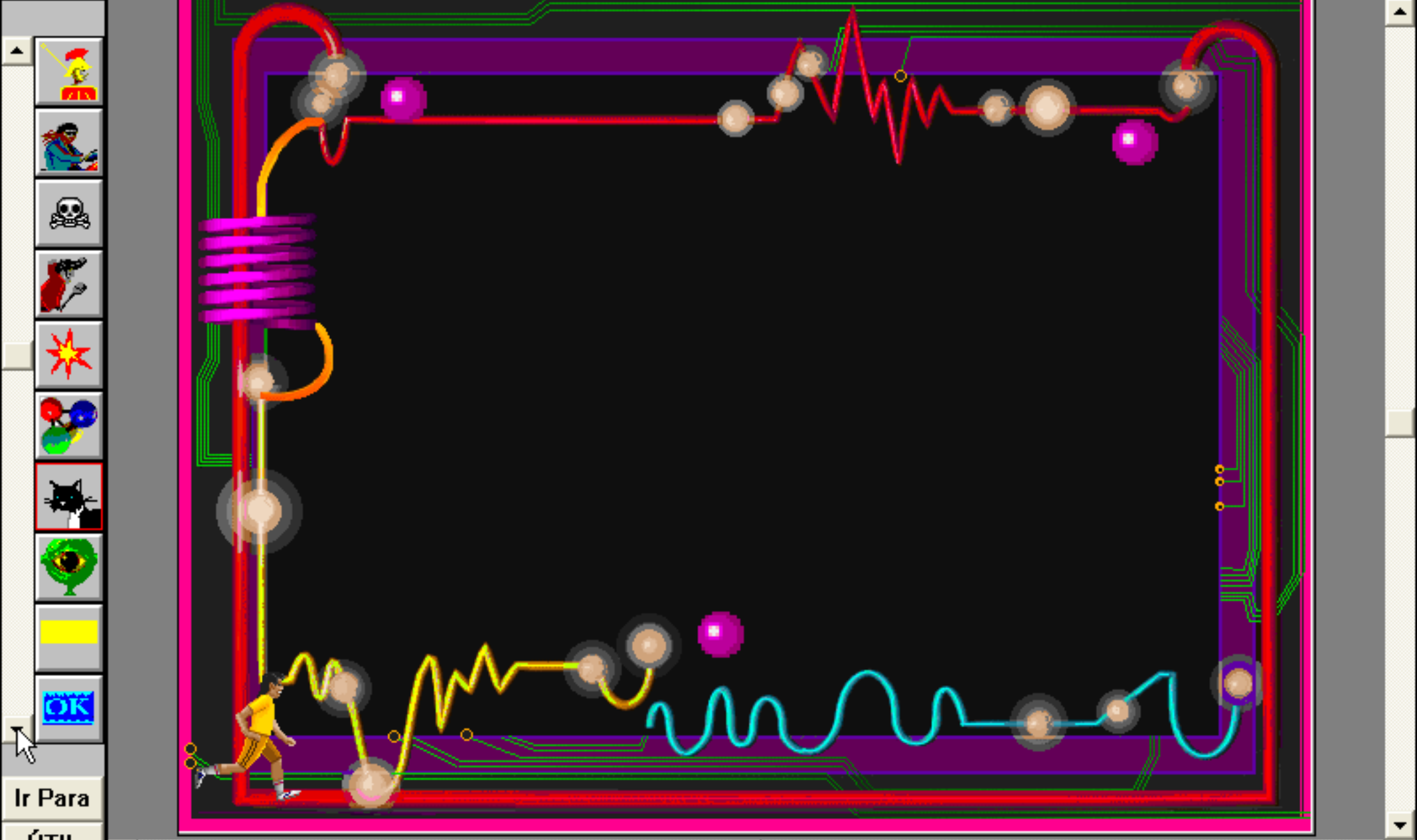
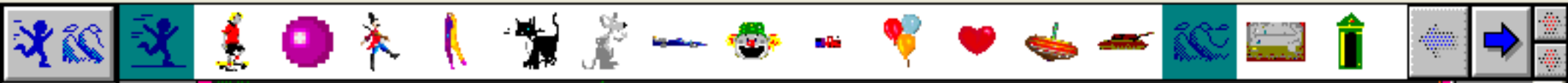
The main game level editor interface. It features a central play area with a black background and a pink border. A character in a yellow shirt and shorts is running on a red path. The level contains several paths: a red path at the top, a yellow path at the bottom, and a cyan path on the right. A purple spring is on the left. A purple ball is labeled "Bola Grande". The interface includes a vertical toolbar on the left with icons for a character, skull, cat, star, balloons, cat, eye, yellow bar, and "OK" button. At the bottom left, there are buttons for "Ir Para" and "ÚTIL".



The main workspace shows a maze-like level with a black background and a pink border. A character in a yellow shirt and shorts is running on a red path. A large purple ball is being moved by a mouse cursor. The level contains various obstacles: a purple spring on the left, a saw blade at the top, and several circular platforms. The maze is defined by red and purple walls. A tooltip labeled "Bola Grande" is visible over the purple ball.

Ir Para

ÚTIL



Ir Para

ÚTIL



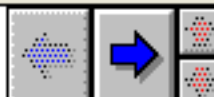
26 - Ícones Recolhíveis

Ir Para

ÚTIL



Ir Para
ÚTIL



Vertical toolbar with icons for:

- Starburst
- Three spheres
- Black cat
- Eye
- Yellow bar
- OK button
- Red heart
- Snake head
- Mask
- Red particle effect

Buttons at the bottom: Ir Para, ÚTIL



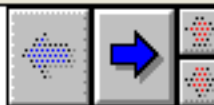
A partir do objeto "Livro" serão criados outros dois Objetos de Nível Ativo para que sejam objetos iguais, mas que possam ter eventos em tempos distintos. O mesmo procedimento realizado no nível 1.

← →



Ir Para

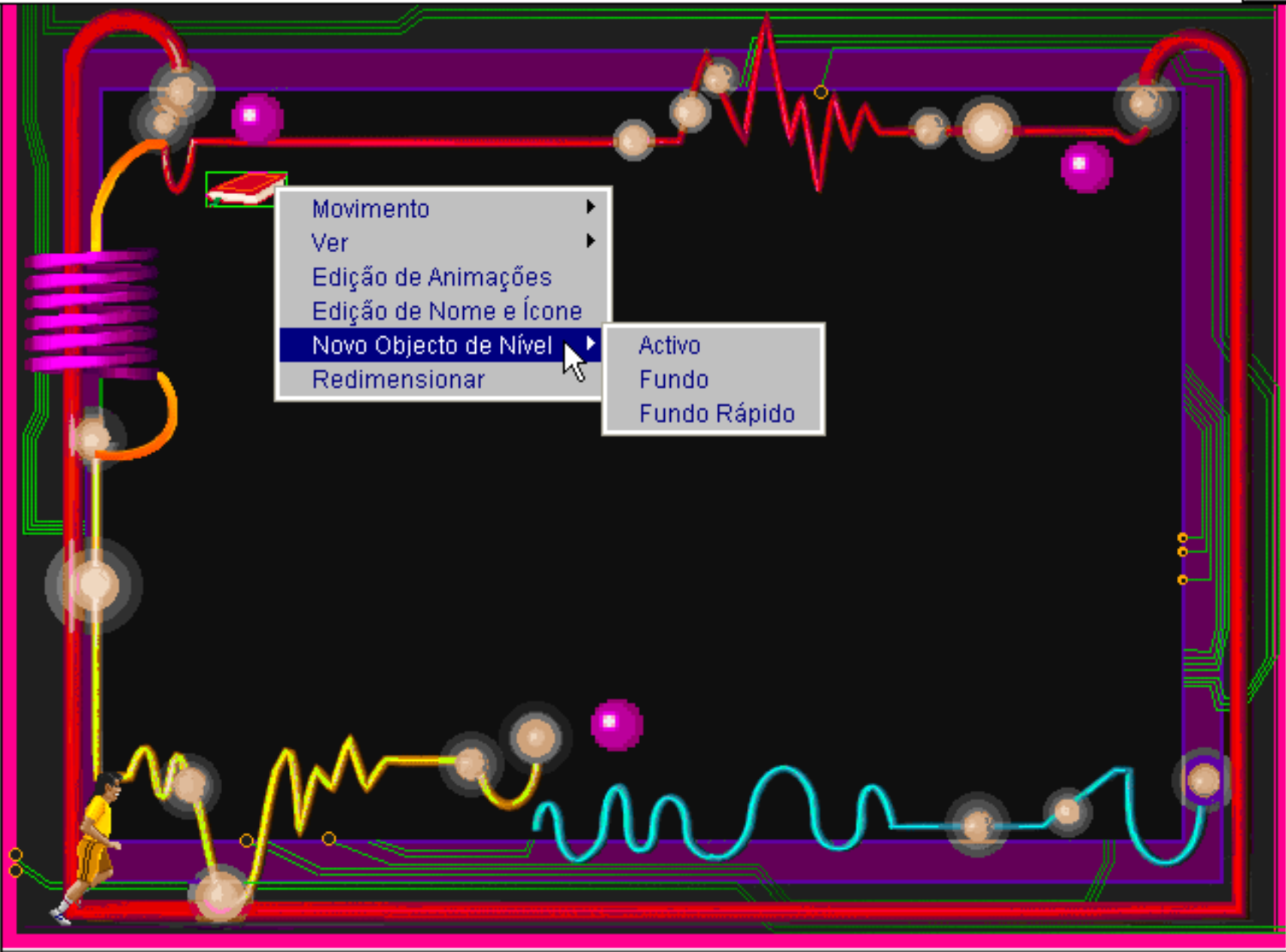
ÚTIL



- Star icon
- Three spheres icon
- Black cat icon
- Eye icon
- Yellow bar icon
- OK button
- Heart icon
- Snake icon
- Mask icon
- Red splatter icon

Ir Para

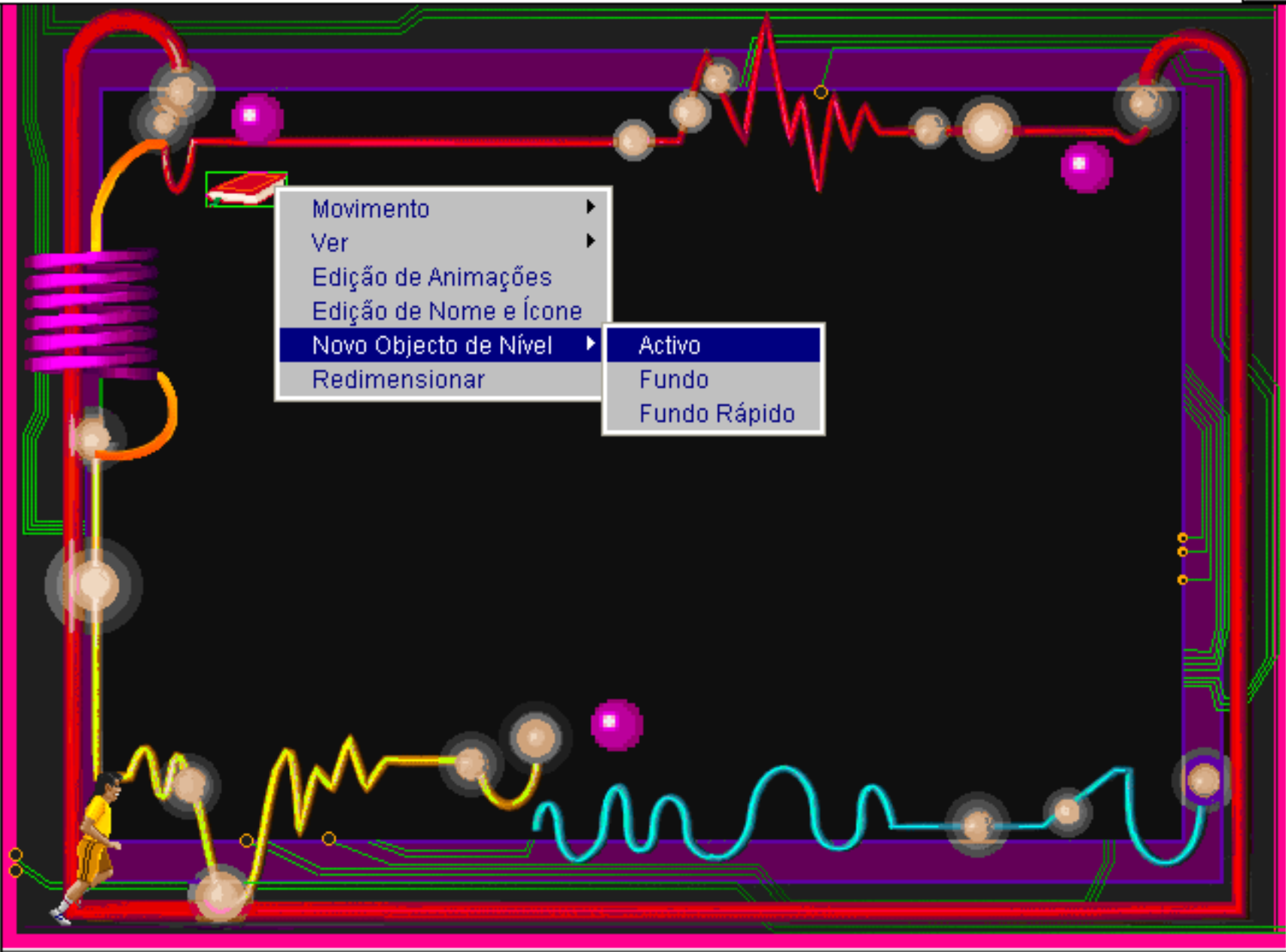
ÚTIL

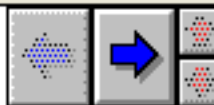


A vertical toolbar with icons for a star, a ball, a cat, an eye, a yellow bar, an OK button, a heart, a dinosaur, a mask, and a red explosion.

Ir Para

ÚTIL





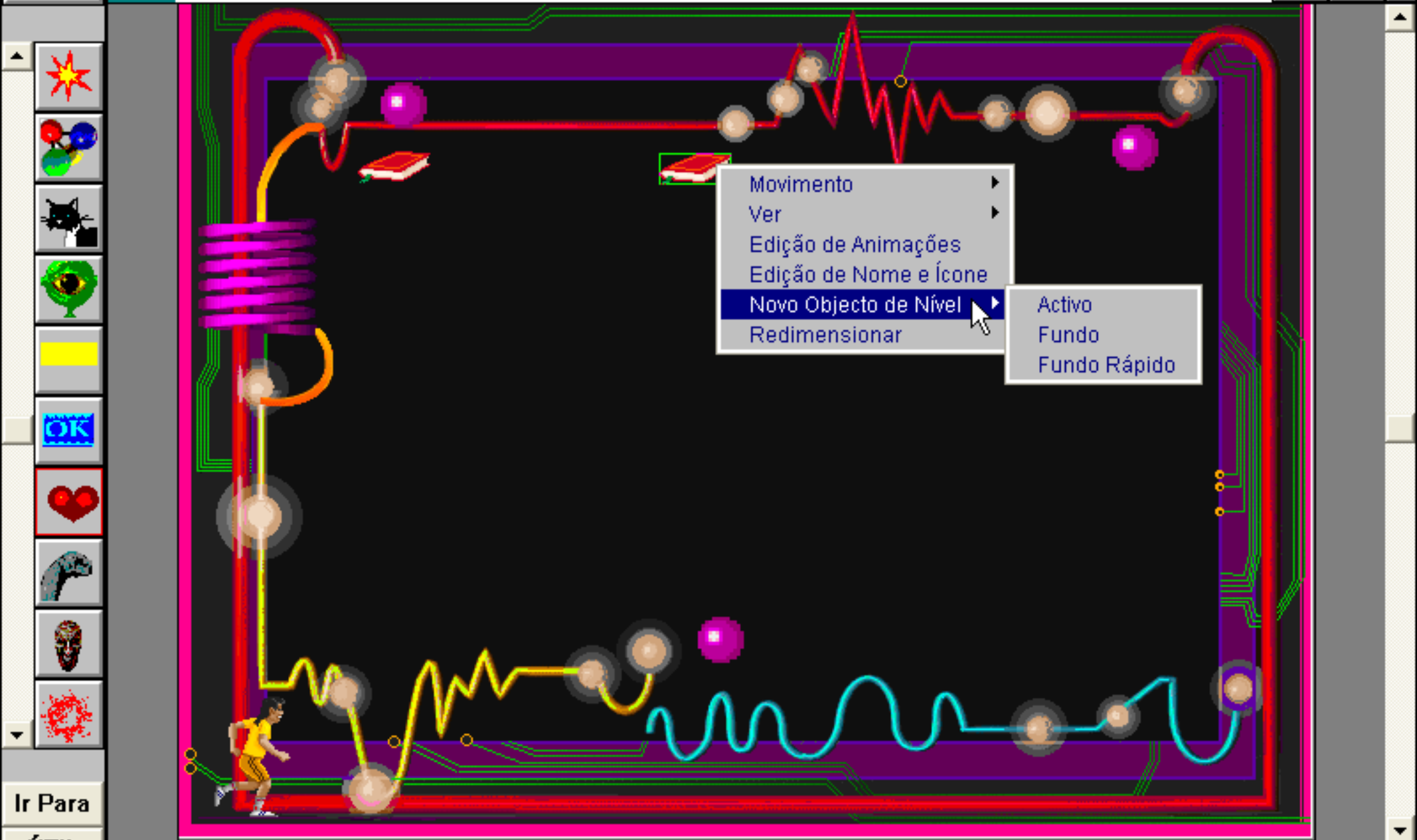
A vertical toolbar on the left side of the editor, containing icons for a star, a book, a cat, a green eye, a yellow bar, an 'OK' button, a red heart, a blue dinosaur, a brown mask, and a red explosion. Below these icons are the labels 'Ir Para' and 'ÚTIL'.





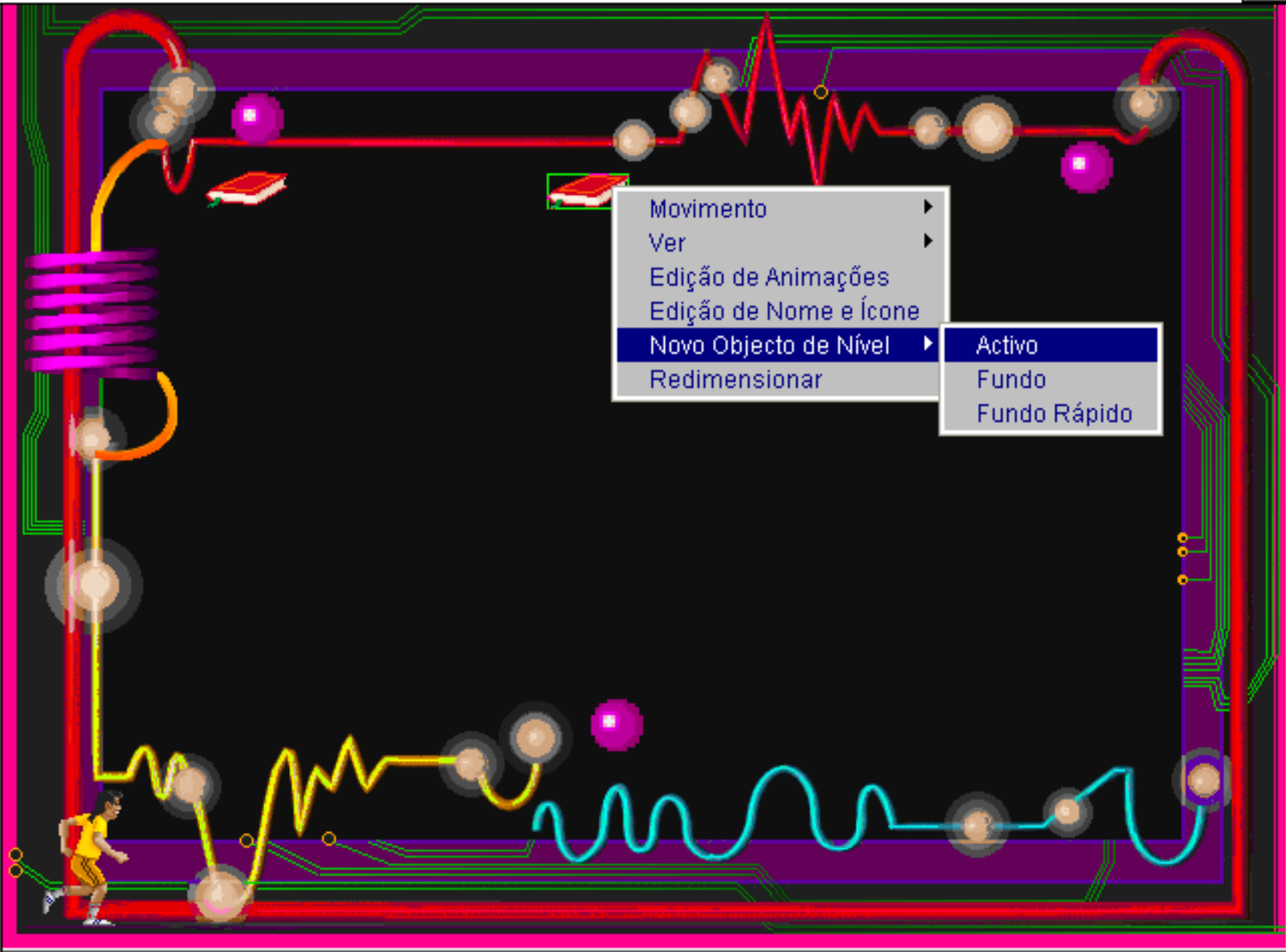
A vertical toolbar on the left side of the editor. It contains icons for a red star, a red and blue ball, a black cat, a green eye, a yellow bar, a blue 'OK' button, a red heart, a blue dinosaur, a brown mask, and a red explosion. Below these icons are buttons labeled 'Ir Para' and 'ÚTIL'.



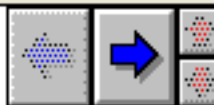




A vertical sidebar on the left side of the editor. It contains several icons: a red star, a ball with three smaller balls, a black cat, a green eye, a yellow bar, a blue 'OK' button, a red heart, a blue dinosaur, a brown mask, and a red splatter. At the bottom, there are buttons labeled 'Ir Para' and 'ÚTIL'.

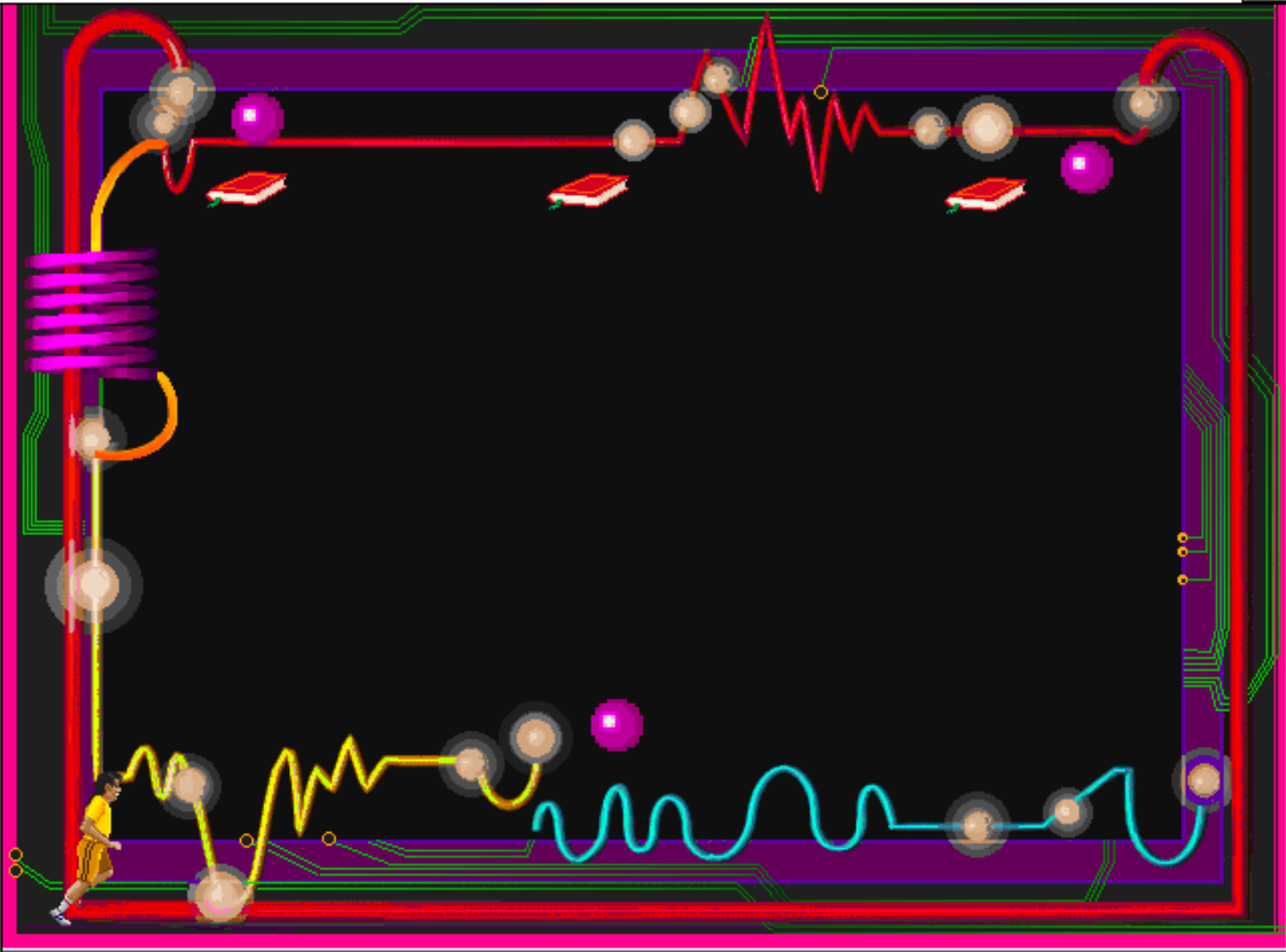
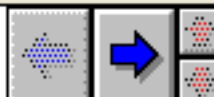


- Movimento
 - Ver
 - Edição de Animações
 - Edição de Nome e Ícone
 - Novo Objecto de Nível**
 - Redimensionar
- Activo
 - Fundo
 - Fundo Rápido

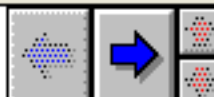


A vertical toolbar on the left side of the editor. It contains icons for a red star, a red and blue ball, a black cat, a green eye, a yellow bar, a blue 'OK' button, a red heart, a blue dinosaur, a brown mask, and a red splatter. Below these icons are buttons labeled 'Ir Para' and 'ÚTIL'.



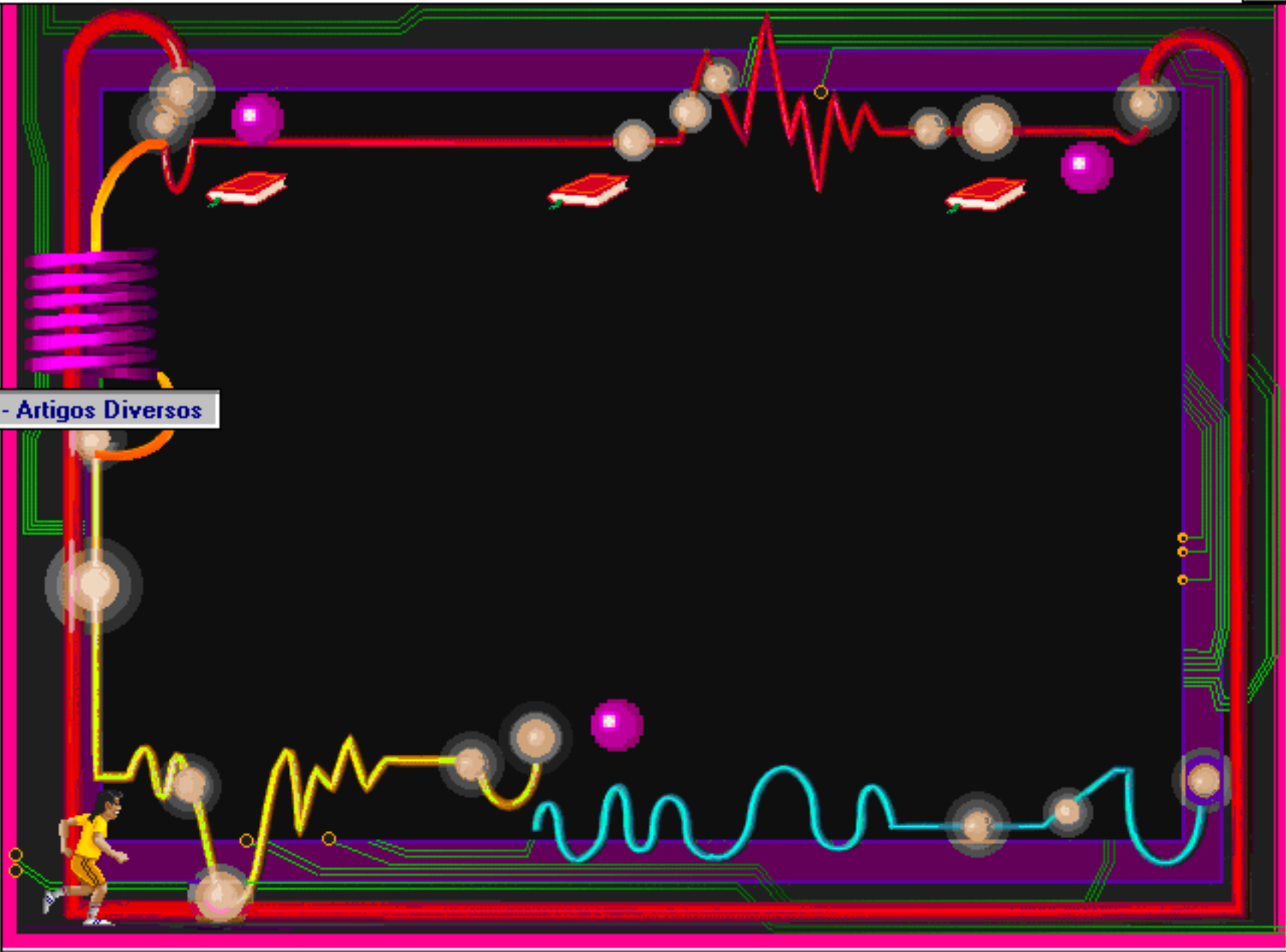


Ir Para
ÚTIL



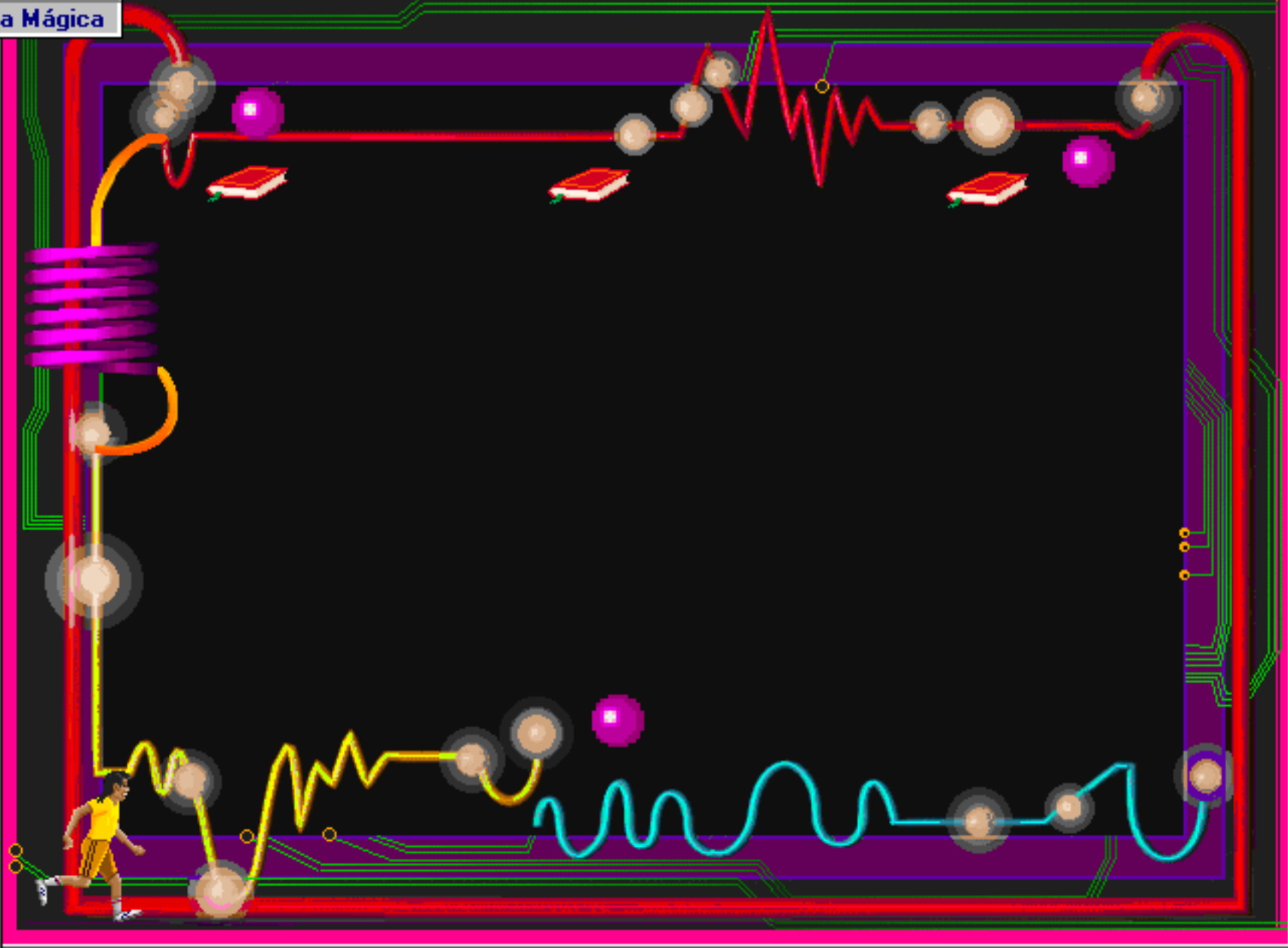
A vertical sidebar containing several icons: a clapperboard, a fan, a house, a washing machine, a key, a smiley face, a beetle, a flower, a person with a hat, and a person in a yellow shirt. Below these icons are the labels "Ir Para" and "ÚTIL".

05 - Artigos Diversos





Jóia Mágica



Ir Para

ÚTIL



O procedimento realizado para acrescentar questões e texto ao palco é idêntico ao utilizado no nível 1. Esta demonstração terminou e já pode ser finalizada.

← →

Jóia Mágica

Ir Para
ÚTIL