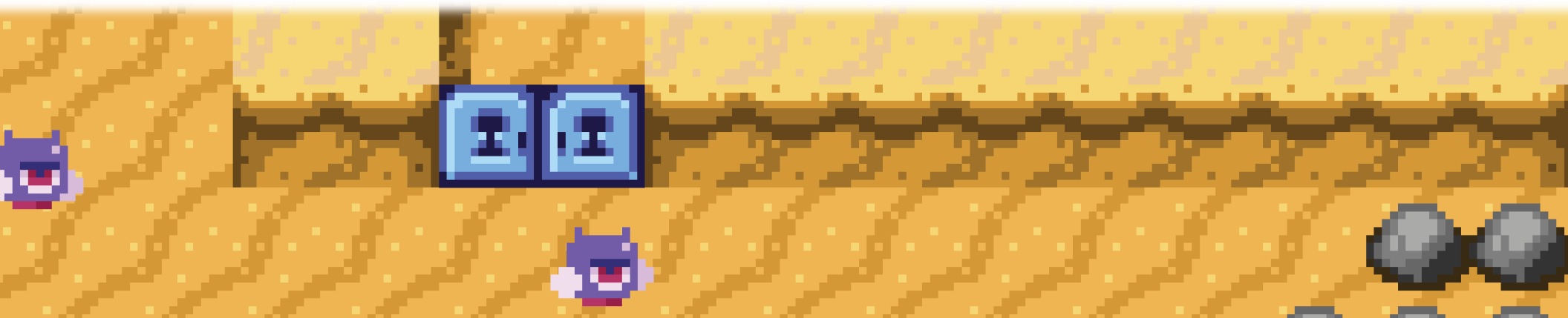**BLOXELS**®

It's Your Game. Build it with Bloxels.

**VERSION 2.5**

One Update to Top Them All

Top down games have arrived! In the latest version (as of 2.5.2), you can create games from a bird's-eye view and travel in eight directions. These might remind you of your favorite RPGs, dungeon crawlers or legendary quests.

Building a top-down game is very similar to a classic platformer in Bloxels, but some things are different. This guide will help you get oriented to building with a new perspective.

How Do I Get Started?

When creating a new game, you will be given the option to select "**PLATFORMER**" or "**TOP DOWN**" for your game style. To create classic Bloxels games from the side-view, select **Platformer**. To create games with the bird's eye camera, select **Top Down**. As the screen suggests, you can change the 'engine' for your game later.
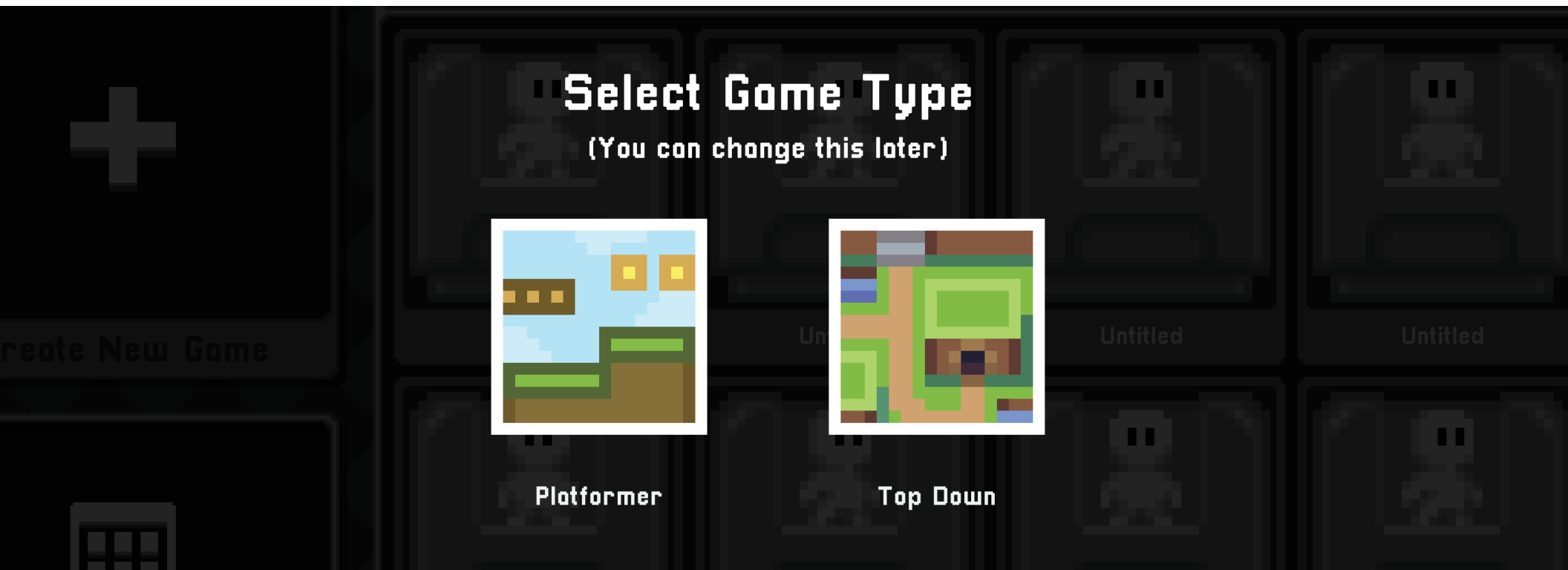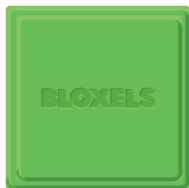
Okay, Now What?

You'll notice the starting game room looks pretty different from before! If this is your first time trying this out, hit the "TEST" button to get a feel for how the game will play in Top Down mode.
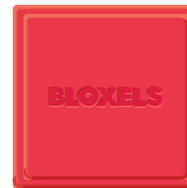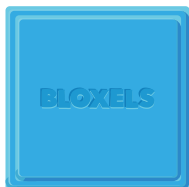
Top Down: The Blocks
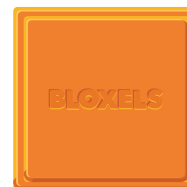
WALLS
Solid, static blocks. Use these to shape rooms.

LIQUID
Walking over these will slow your hero down.

ENEMIES
Blocks that will chase the hero. They have configurable attacks.

POWER-UPS
Recover your health or change your character's abilities.

HAZARDS
Immutable blocks that will hurt the hero. Avoid!

ACTION BLOCKS
Push these blocks around. Good for puzzles.
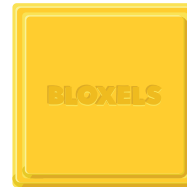
COLLECTIBLES
Configure these to be a coin or a key.
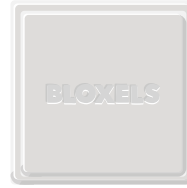
STORY
Give your game dialogue, checkpoints or an endflag.

BUILDER TIP
Use blue blocks (liquid) on stairs and ramps. This will slow your hero down to create a more believable sense of walking up or down an inclined plane.

Decorating The Floor

In the Game Builder, the Midground tab is the "FLOOR." In a top-down game, these decorations will typically be on the "floor" or ground of your game. Whatever your hero walks on- grass, tiles, pathways, stairs - belongs here.
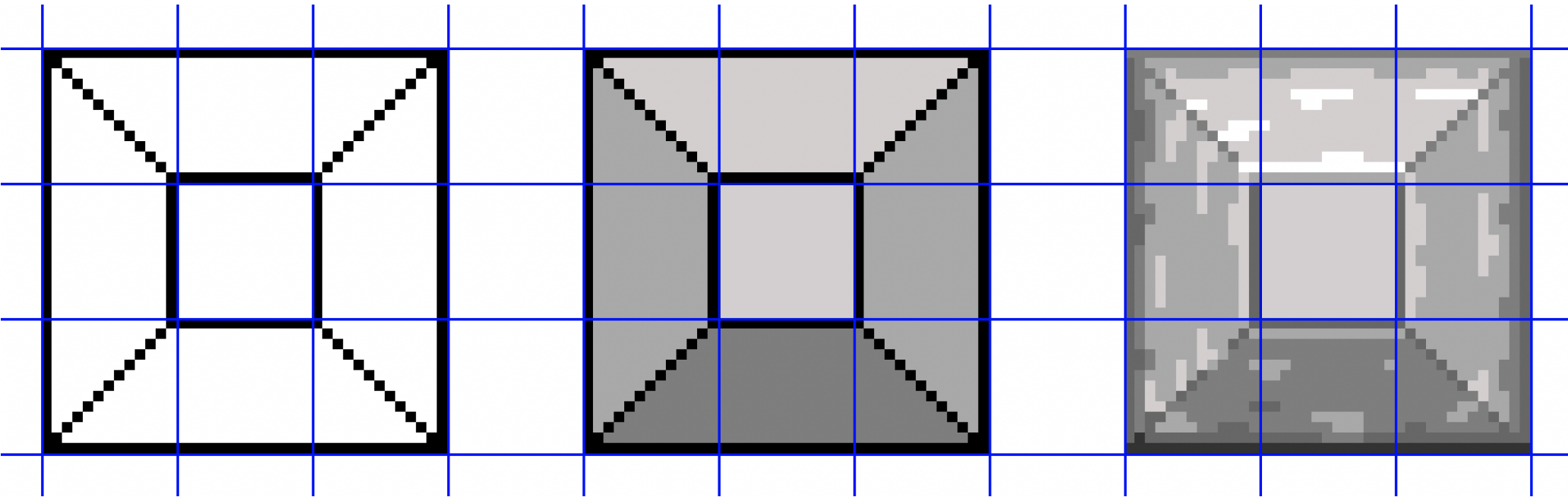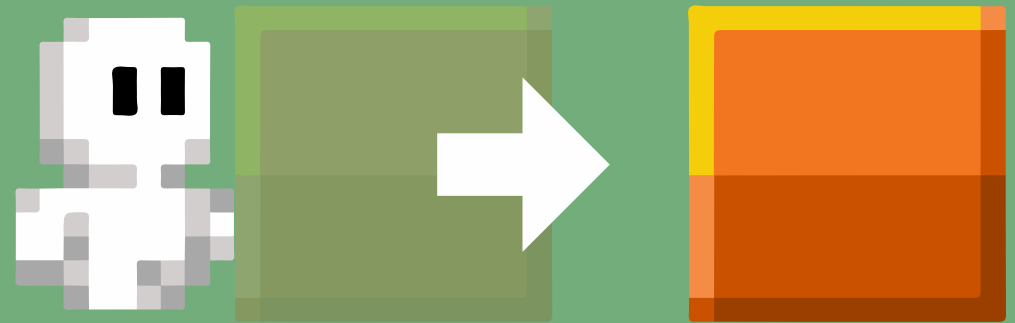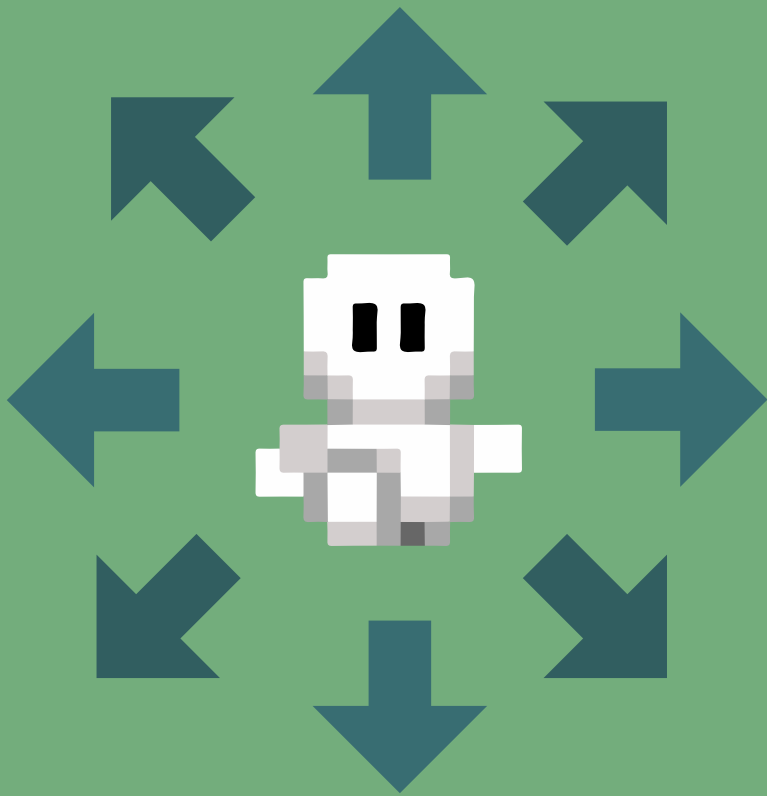
Creating Top Down Art

Creating art for a top down perspective can be daunting at first. There are a lot of different ways you can decorate your top down game. It can be clean, flat and simple, or you can give it lots of depth with shadows. Think about how you can create your world and make the environment easy to understand for the player.

Gameplay Differences

You can move in eight directions! There's no gravity, so essentially wherever there isn't a block, that is your floor.

Orange Blocks cannot be thrown in Top Down games. Instead, you can push them one space in the direction you're facing when you press the action button.

All three throwing attacks can be launched in eight directions! They essentially behave the same as their platformer counterparts.

You're Grounded

You **can't** jump in Top Down games- so you can't stomp on enemies.
In this first release, there are no flying abilities. Everything else in
Character Lab will translate to Top Down games- try out a few combinations!

Switching Modes

Maybe you've started a Top Down game, but along the way you came up with a new idea that works better for a Platformer game. To change the engine:

1. In Game Builder, click on your game's title to open the game settings
2. Notice the bar at the bottom that says **TOP-DOWN** - uncheck that box
3. Close game settings

That's it! The final step will likely be to redecorate your game. Switching modes doesn't change any art you have placed, so switching back and forth could be a little weird!
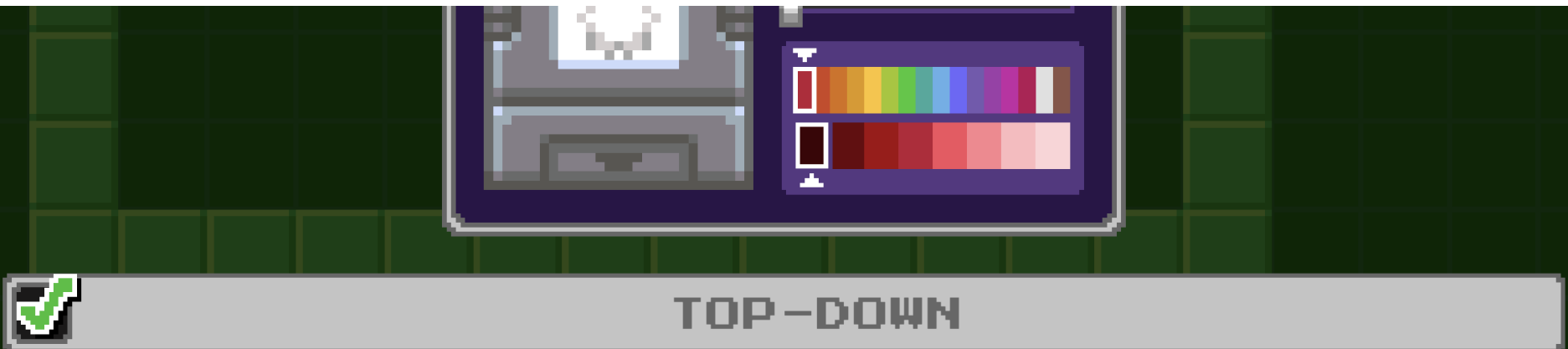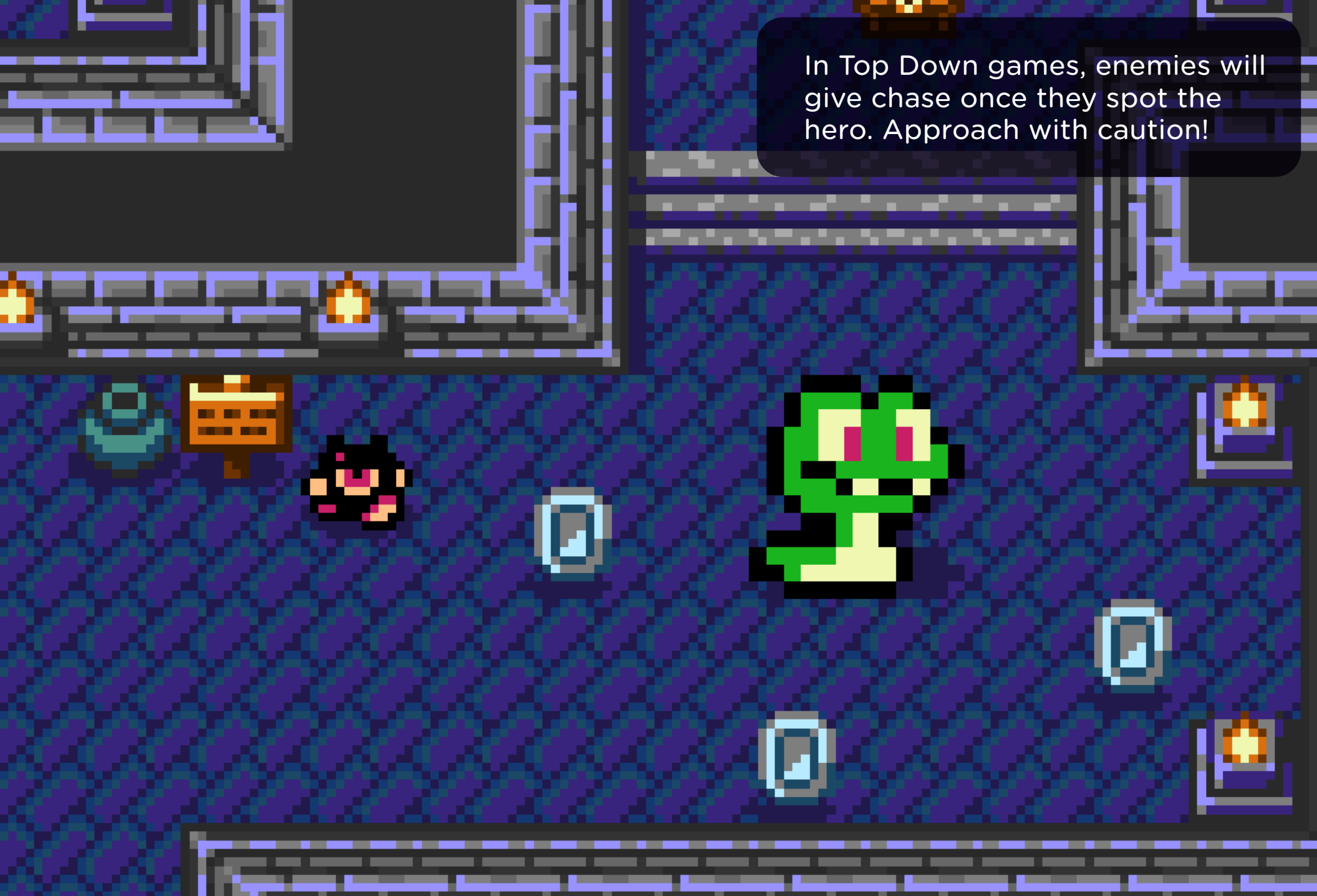
TOP-DOWN

In Top Down games, enemies will give chase once they spot the hero. Approach with caution!

Making Characters

If you've already mastered animating characters in Bloxels, you'll be happy to know that creating characters for your top down games is essentially the same! Here's how the animation states translate to top down games:

Idle - This is used only when starting games, but the use is the same
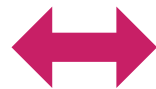**Walk** - Walk left and right (make sure the character is facing right)
Jump - This state is used when walking up (north)
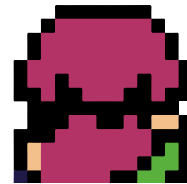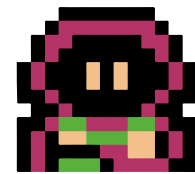**Fall** - This state is used when walking down (south)
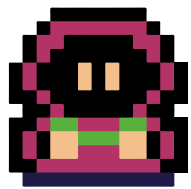
| (IDLE) | (WALK) | (JUMP) | (FALL) |

Art Direction

Creating art and characters for top down games may involve more thought and iteration than you might expect. Will your characters and objects cast shadows? Or will you go for a more flat style? If they do have shadows, you'll have to keep your color limit in mind and consider how they will mesh with the colors of the world they will be in. For example, you could give your character a dark green shadow which could look great in grassy areas but it could look strange if the setting is mostly gray.
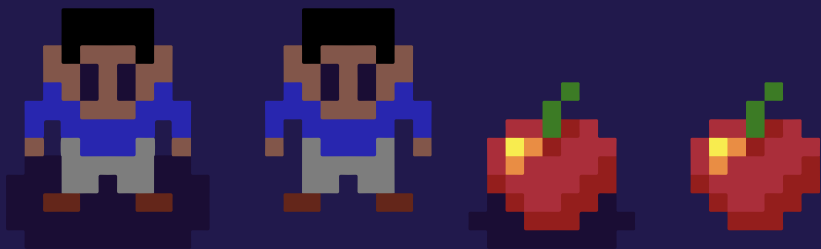
BUILDER TIP

For shadows, we recommend using black, dark grays and dark blues. These are fairly neutral and generally work well with commonly used colors.