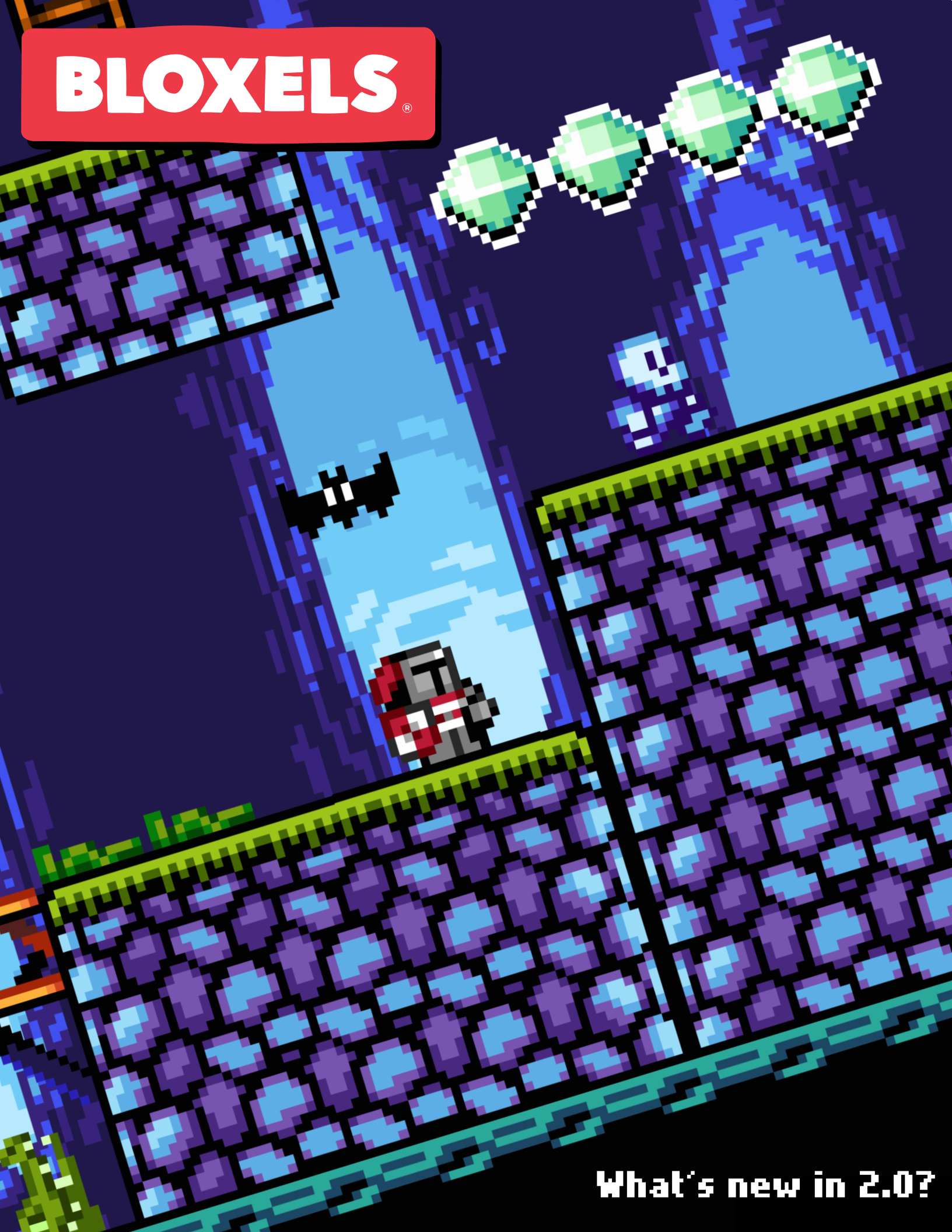


# BLOXELS®



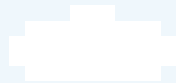
What's new in 2.0?

# About Version 2.0

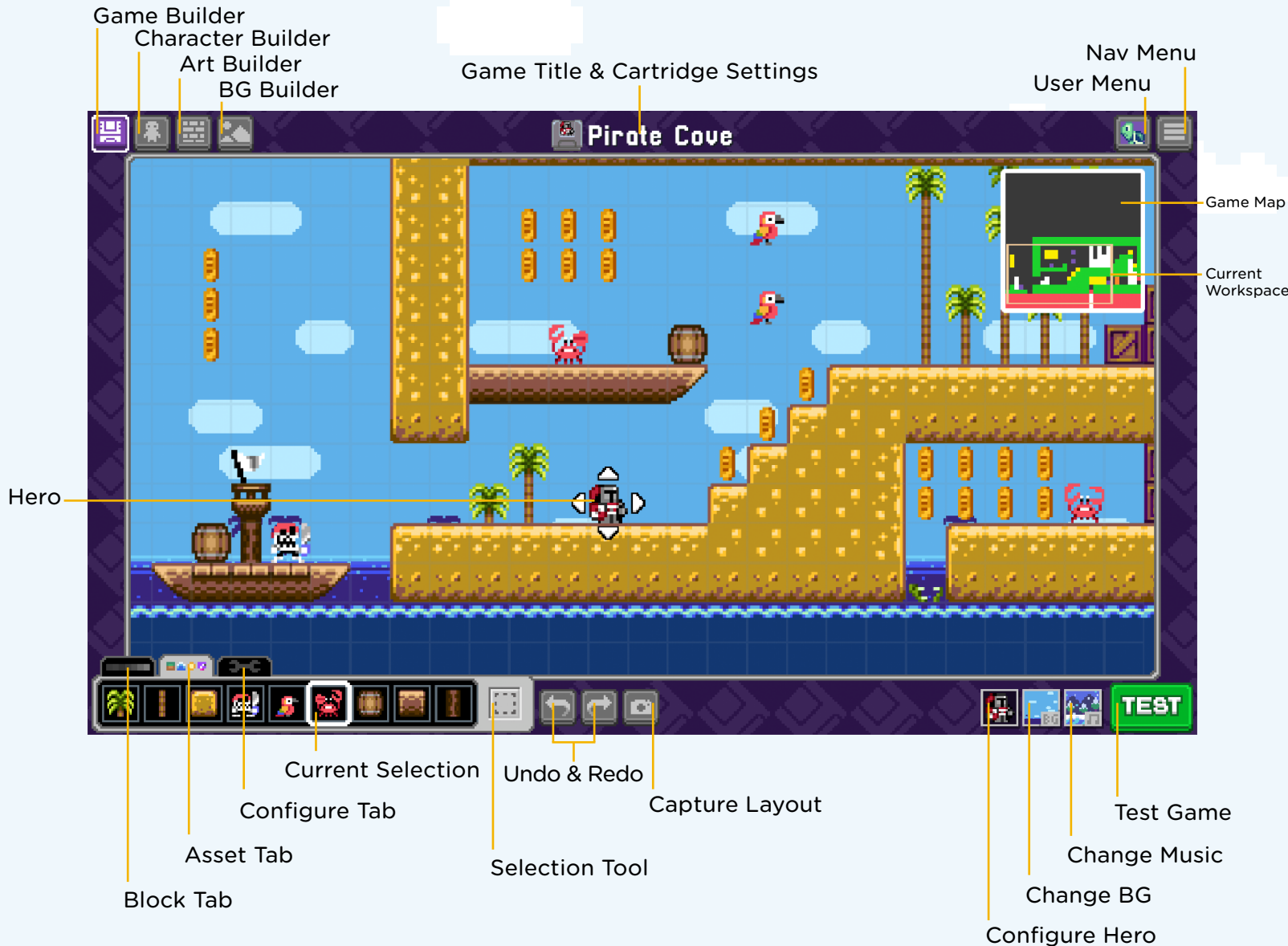


The latest version of Bloxels is a big shift for the app and the future of Bloxels content. 2.0 is a step forward and a look back, with the return of some past features but with many new additions. And this is only just the beginning. We're dedicated to adding new features and content all throughout 2020.

This booklet is helped to get you a bit more familiar with 2.0 so you can build with confidence once it releases in February of this year.



# New Game Builder



The **Game Builder** has been overhauled. Aside from a new look, there are a lot of significant differences. Let's break down what is new, what has changed and what is gone in the latest version of the Game Builder.



## Something's Missing...

The 'Game Settings' button is gone. Your **Hero**, **BG** or **Music** can be changed via buttons next to the TEST button in the bottom right corner of the screen. To change the title of your game, click on the game's title.

# Game Builder: Wide Workspace



Editable Workspace is Expanded Beyond a Single 13x13 Room

Building your game rooms is a lot less cramped in 2.0. The wider workspace has allowed for more seamless layout process and will help you create games faster than before. The workspace width, however, is device dependent, and you may have more or less room depending on the size of your screen (pictured above is a device with a 16:9 aspect ratio).

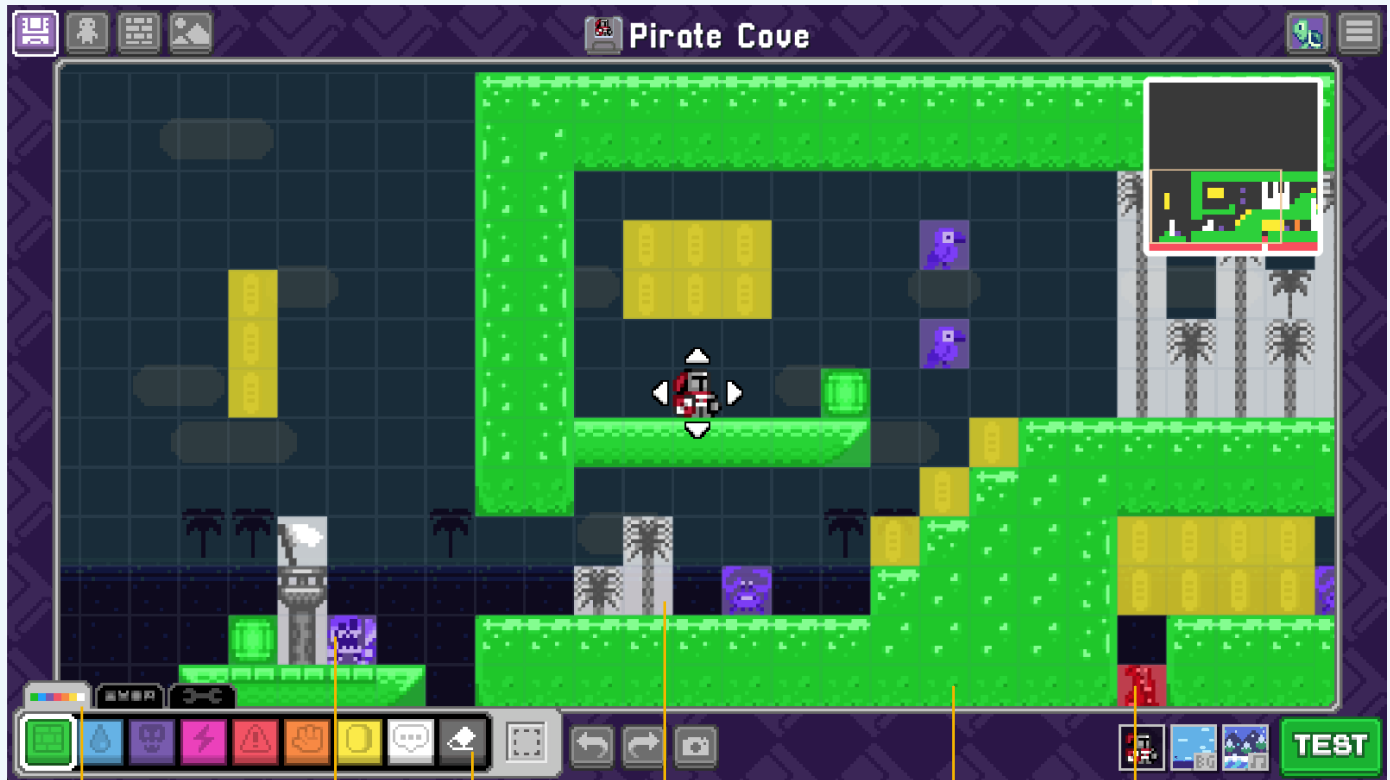


## Something's Missing...

Drag the **Hero** around to freely panning around the game world block by block instead of being restricted to rooms. Tap on the **Mini-Map** to zoom out and view the full 169x169 game map - then tap a 'room' to warp to it.



# Game Builder: Mode Tabs



Block Mode is active

Enemy

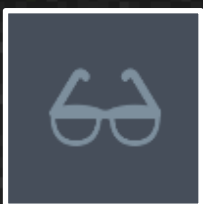
Eraser Tool

White Block

Terrain

Hazard

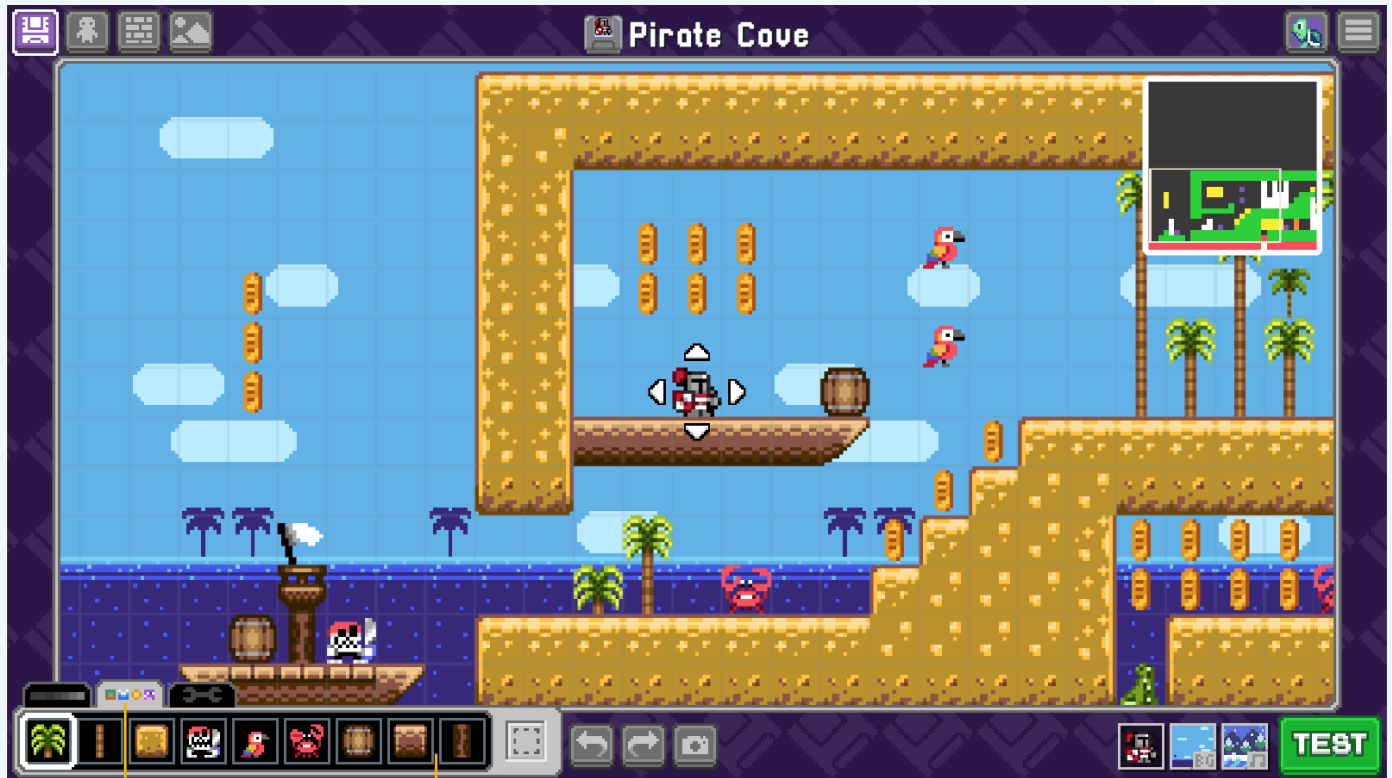
Editing is broken into three modes via **Mode Tabs**: the Block Mode, the Asset Mode, and the Config Mode. The Block Mode is for laying the core 8 block types, the Asset Mode is for decorating and adding characters, and the Config Mode allows you to change the settings of **White**, **Pink** and **Purple** blocks.



## Something's Missing...

The **X-Ray** toggle is gone... sort of. With the **Block Tab** selected, your game is displayed as if in X-Ray mode, showing the true block colors - even through decorated blocks! (see above).

# Game Builder: Asset Mode



Asset Mode is active

Scroll to reveal more assets  
(add up to 16 total assets)

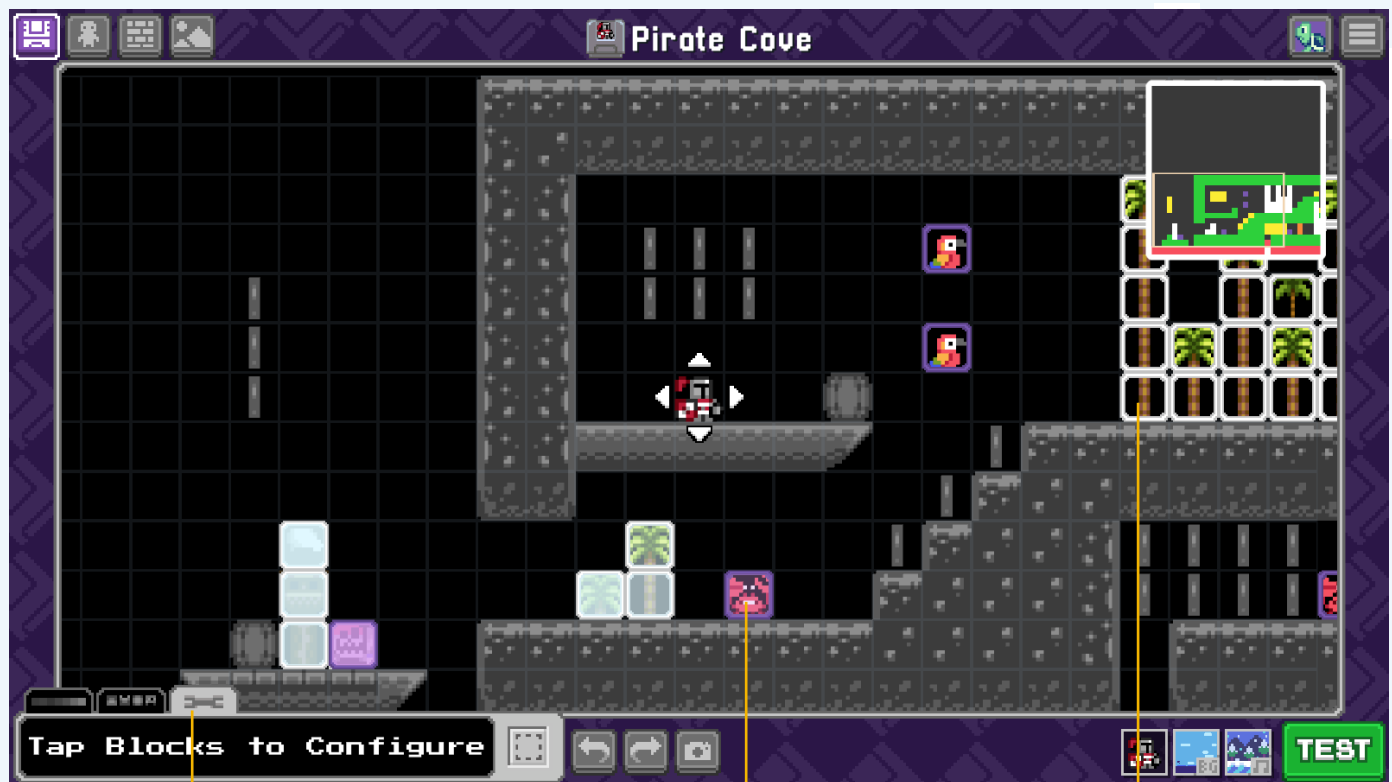
**Asset Mode** allows you to decorate the block layout that you have created. Tap on a **[+]** to add an asset (Art or Character) from your library. A Character that has been configured via Character Lab will retain those settings, and all enemies decorated with said character will behave accordingly - this can be adjusted in Config Mode if needed. Switch back to Block Mode if you need to adjust or edit your game's layout.



## I Can Only Have 9 Assets Handy Now?

No! It may look like there are fewer spots available in the 'Quick Palette' now, but if you scroll within the tab you'll reveal more slots! Previous versions only had 12 slots - version 2.0 has 16 total slots for your art and characters.

# Game Builder: Config Mode

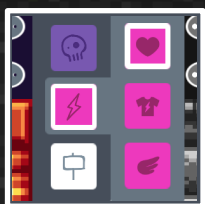


Config Mode is active

Enemy

Story Block

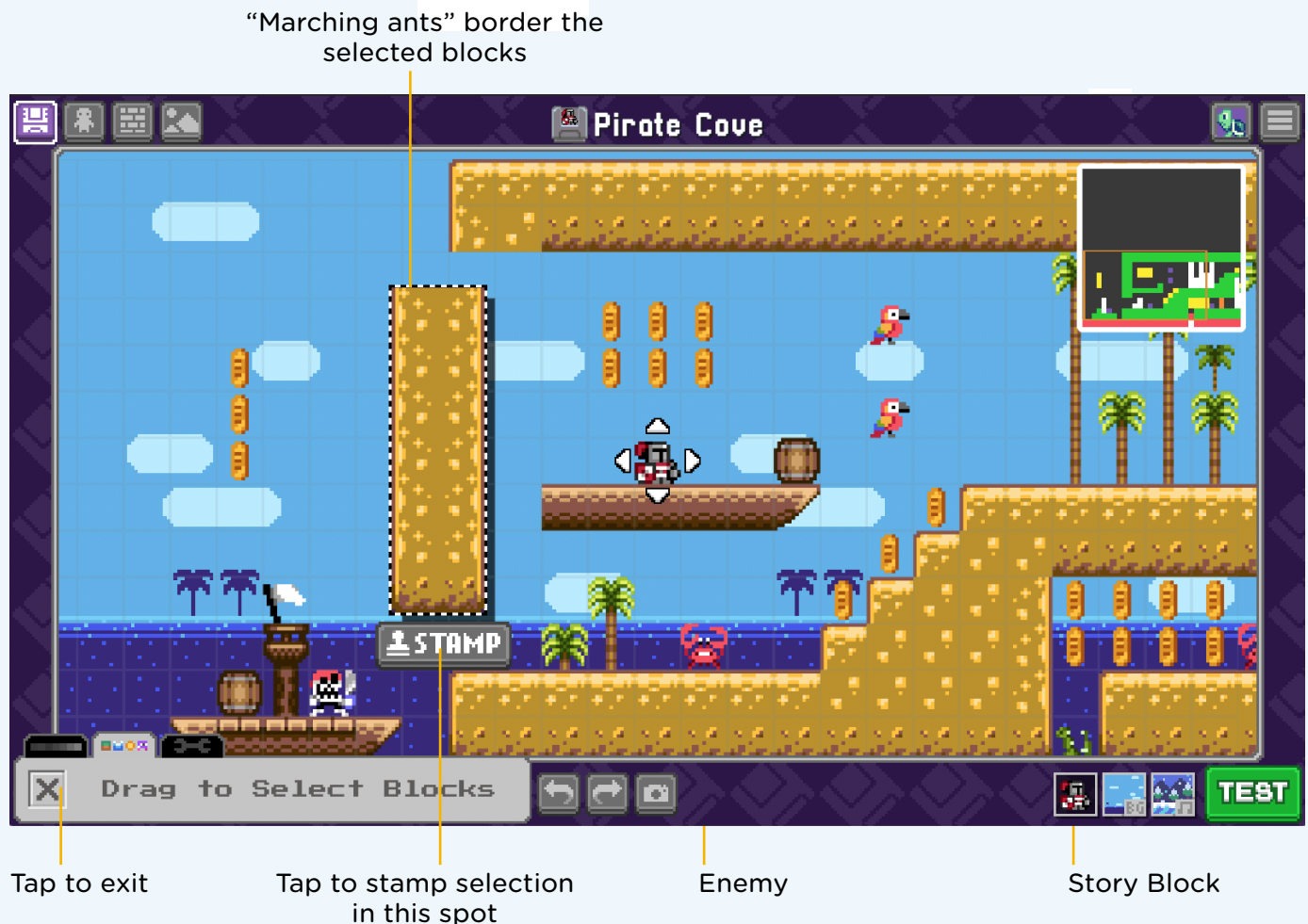
The **Config Mode** allows you to change the settings of **White**, **Pink** and **Purple** blocks. Everything that cannot be configured grays out, and the background darkens. Any block that is able to be configured will remain highlighted. Click on the Block Tab or the Asset Tab to exit this mode. Clicking on an enemy brings up new Character Lab features that you can assign to an enemy.



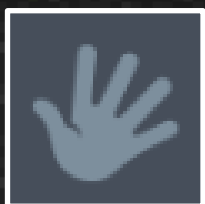
## Something's Missing...

The 'fly out' menu for **Purple**, **Pink** and **White** blocks are no more. You can access these options by tapping on a **Purple**, **Pink** or **White** block while in **Config Mode**. Each block type has its own menu and options.

# Game Builder: Move Tool



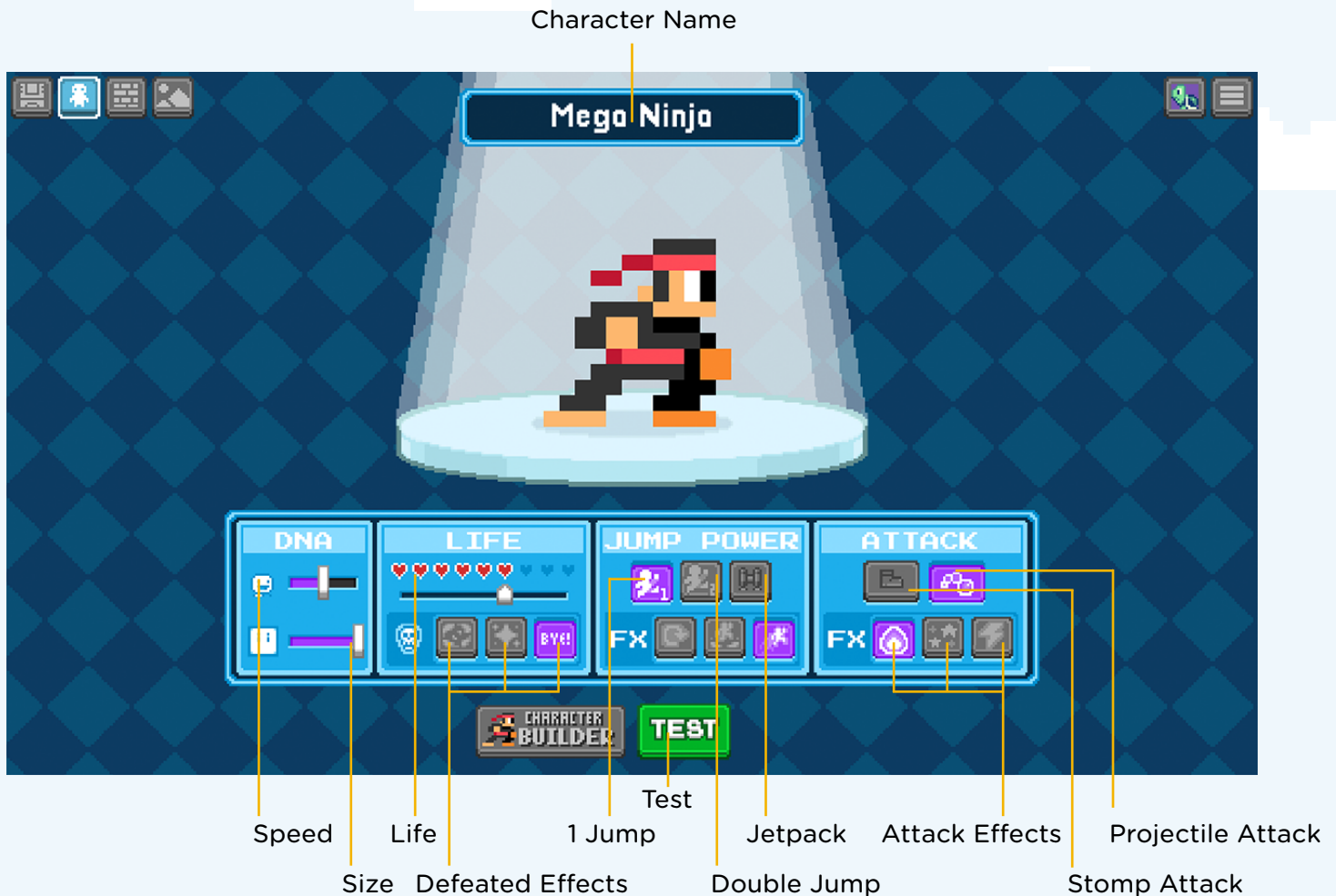
The new **Move Tool** absorbs all of the features of the previous one, as well as Copy and Paste. In 2.0, the Move Tool allows you to move more than one block at a time. By uprooting your selected blocks, you can tap 'stamp' to paste your selection in one or more spots. You can also move and stamp duplicates of configured blocks, such as White blocks with story text or Purple blocks with enemy configurations.



## Something's Different...

The '**Move Tool**' is no longer represented by a hand icon. It is a special tool available no matter what mode you are in.

# Character Lab



When in Character Builder tap the new '**Character Lab**' button. Character Lab is a 'sub builder' and allows you to assign different abilities to the character you are creating. Conveniently, when you add a character with configured abilities to a game, it will keep these settings whether it is an enemy or a hero.



## Where is Character Builder?

Tap the '**Character Builder**' button to return to the Character Builder to draw and animate your characters.



# Character Lab

**Speed** - Choose from three speeds - default, fast and too fast!

**Size** - Choose from three sizes. Size one is default, size two makes your character 2x2 blocks large, and size three is 3x3 blocks.

**Life** - You can set the amount of health a character has from 1 to 9 hearts.

**Defeated FX** - Three different effects to choose from that play when a character (enemy or hero) is defeated.

**Jump (Single)** - You can now choose to have a character that cannot double jump. Ideal for making more challenging levels or a good starting point for a character to 'level up' from via a power-up.

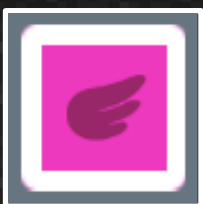
**Double Jump** - This is the default. You can tap in the air once to jump again.

**Jetpack (Flyer)** - This is the same behavior as jetpack in previous versions. Setting a character to 'Jetpack' will become a flyer enemy if assigned to purple blocks.

**JUMP FX** - You can change the style or effect of some of the above jump powers

**ATTACK** - You can select '**Stomp**' or '**Projectile**' - one will allow you to defeat enemies by jumping on them, the other will instead give you the ability to throw *fire*, *magic* or *energy orbs*. If you have a 'Projectile' character, they will instead take damage when trying to jump on an enemy - a character cannot do both.

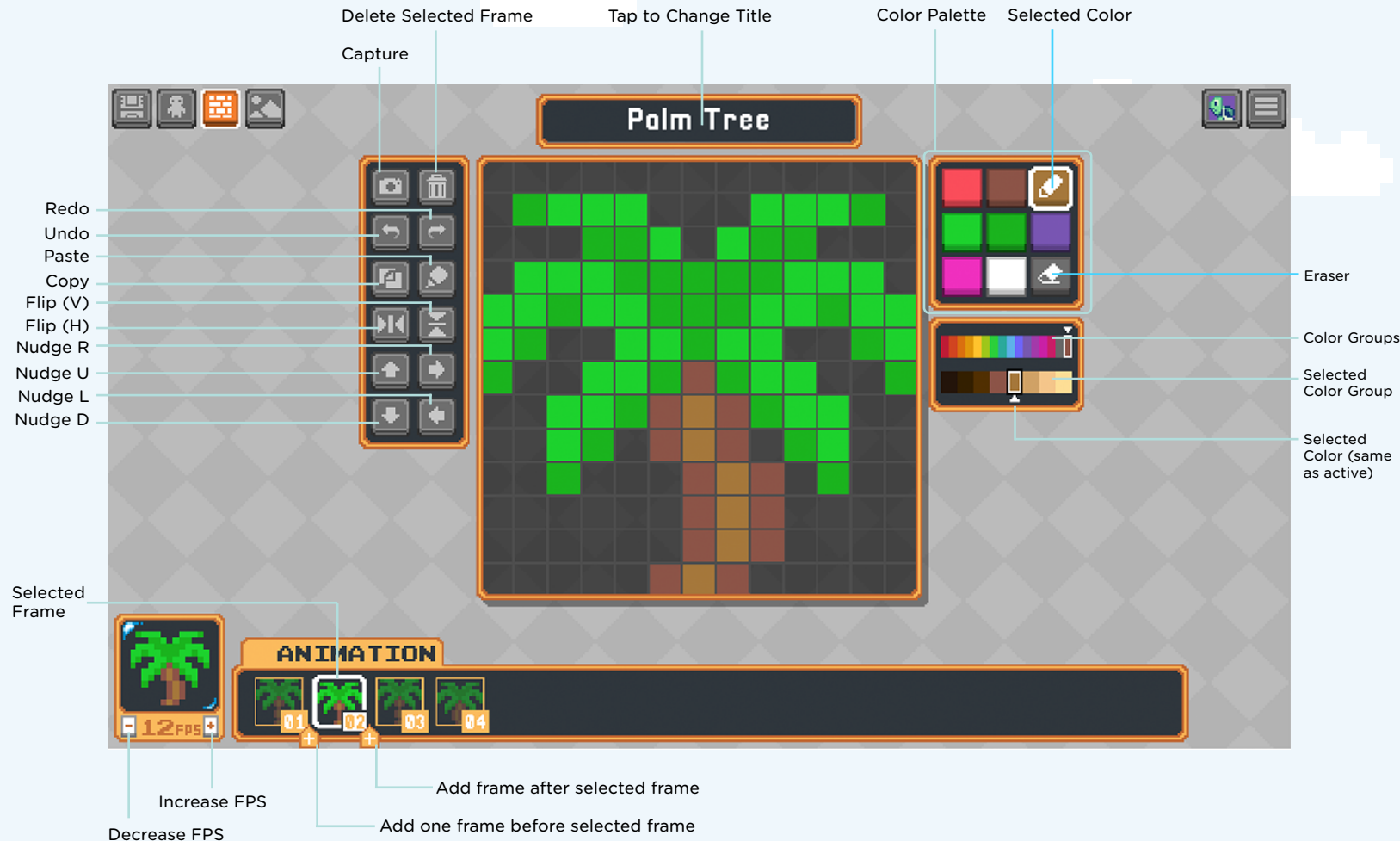
**ATTACK FX** - This will change the visual FX of stomp attacks, or completely change a projectile attack's behavior - *Fireballs* that bounce along the ground, *magic beams* that temporarily freeze enemies into solid platforms, or *energy orbs* that ricochet off walls.



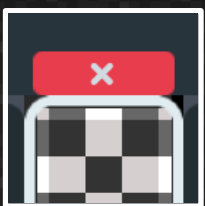
**Okay, but I just want to add jetpacks to my game...**

Jetpack is no longer its own Power-Up. If you want to use a Jetpack like in previous versions, we've included a Jetpack 'express' preset for Character Swap config, which you can customize even further to your liking.

# Art Builder



The Art Builder has some changes as well. The eraser is now grouped with the color palette. Color selection is now presented as sliders instead of the wheel found in previous versions.



## Something's Missing...

You can no longer delete a frame via the animation timeline. Deleting an animation frame is now part of the toolbar as a 'Trash Can' icon (see above). Tap this button to delete the selected frame. This action can be undone.

# Other Notes About 2.0

**Arcade** - Games can take up to 24 hours to be approved by a Bloxels team member. Once you have submitted a game for approval - that game will not appear in the Arcade until approved. If you do not see the game after 24 hours, it is likely the game was denied or removed for inappropriate content, personally identifiable information (such as email addresses), sharing outside website links or performance concerns. You may resubmit those games, but unless the content has been altered, it will likely continued to be denied or deleted from the arcade. Please note, if a game is deleted from the Arcade, it is not deleted from your library and you can still access it.

**Asset Packs** - We add asset packs or expand existing asset packs each month. Be sure check into the EDU Hub to add them to your classroom to give your students more options when creating their games!

**Default BG** - When starting a new game, you will no longer begin with a solid dark gray BG. Instead, it will randomly pull a background from your library or from asset packs. You can change this at any time.