Get Started with Construct

Hello Everyone! I'm Tanya

Welcome to the Intermediate course on game development.

In this module we will be learning about the visual programming-based 2D game making software called Construct. And we will be using it in our journey of game development to move ahead and develop complex 2 D games. So, are you ready for it?

Let me begin with some interesting information about Construct – Construct is a high quality HTML5 game engine. It uses a unique block-based approach that enables one to develop simple yet thrilling games. However, the simplicity to use it lies in the fact that there's no need to learn the syntax of complicated programming languages. Each block is a list of conditions on the left which when met, performs the actions on the right.

By now you must have understood that Construct is one of the easiest and the most powerful alternative to code. Complete beginners find it simple yet rewarding, but Construct is robust enough to build highly ambitious and innovative games with mind-boggling simulations. Tens of thousands of game creators around the world have used this platform to develop games and projects! Now it is your turn to learn how to use Construct to develop 2D games!

Many thanks to 'Scirra Ltd' founded by the brothers 'Ashley and Thomas Gullen' for providing this platform.

Let's begin by getting access to the Construct software.

There are 2 main versions of Construct – Construct 2 & Construct 3. We will be using Construct 2 platform here for learning the game design.

To download Construct 2 on your system, go to www.scirra.com. Scroll down to the footer section and click on the option 'Download Construct 2' in Make Games section.

A new 'Construct 2 Releases' page will open. Next click on the latest release of the software. Currently it is 'Construct 2 r277'. After this, you will see a 'Download' option, click on it and the software will start downloading.

Once it gets downloaded click on the file and install Construct 2 on your system by clicking next and choosing the recommended options.

After the installation click finish and you will find that the Construct 2 software is ready for you to use!

Open the software to begin your journey of making your first 2D game!

In the next video, we will learn more about the very important theme that impacts all of us and around which we will develop our 2D games!

Bye Bye! See you soon!