

Welcome to Buildbox 3.1

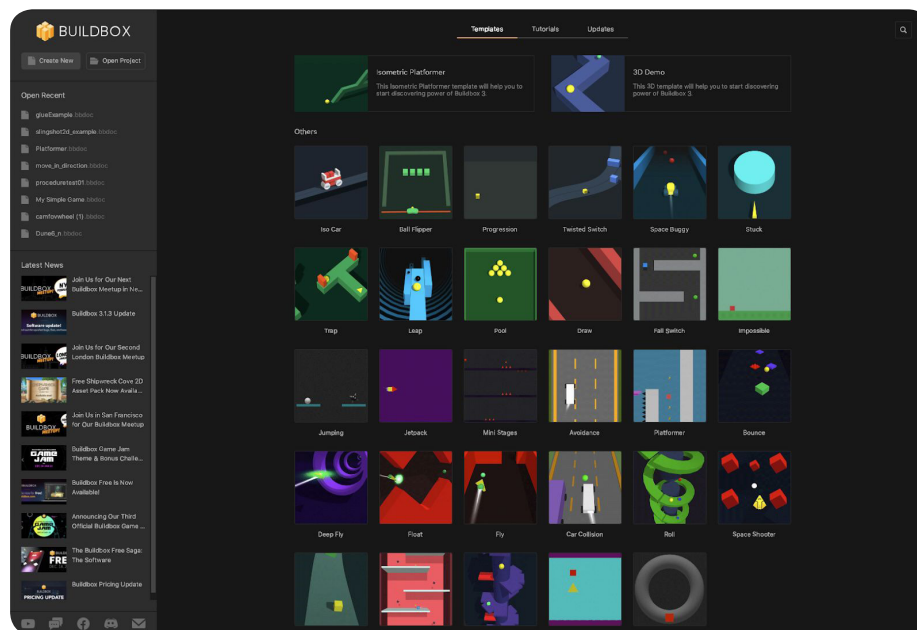
Buildbox is an innovative, no-code game engine that allows anyone to create and monetize games without any coding knowledge.

With Buildbox, users can easily and efficiently perform the following tasks:

- Create a game project
- Add game levels and user interfaces
- Design game levels
- Set up gameplay
- Design user interfaces
- Setup ad monetization
- Export game

The following sections outline the key product features that users would use to create games.

GETTING STARTED SCREEN

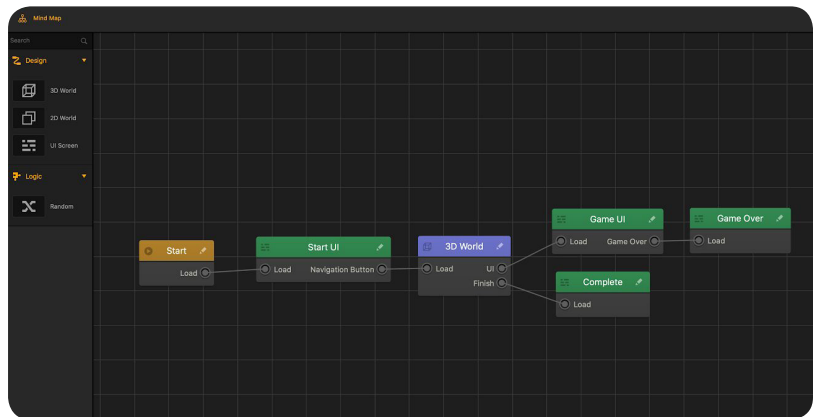


When users open Buildbox, they are greeted with the Getting Started screen. Here, they can open an existing project, create a new project from scratch, choose a template, or use a guided wizard that provides a guided step by step process to create their project.



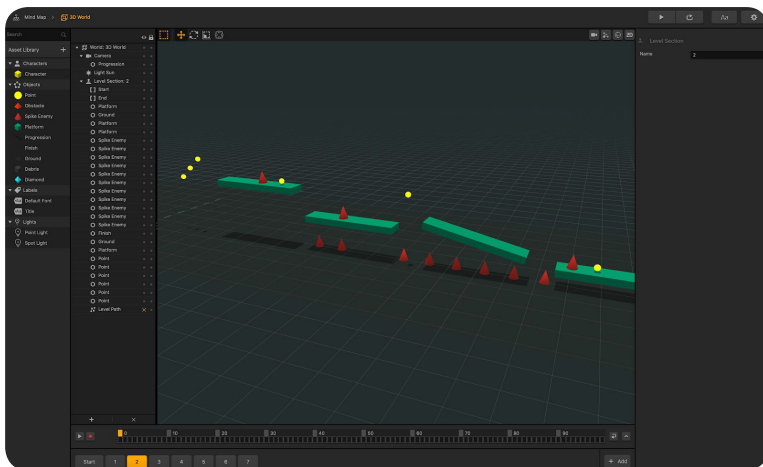
THE MIND MAP

After users create a new project, they start at the Mind Map. The Mind Map allows users to lay out and organize the flow of their game. It is a graphical representation of the game with visual connections between its nodes, such as UI screens and 3D Worlds, indicating their relationships.

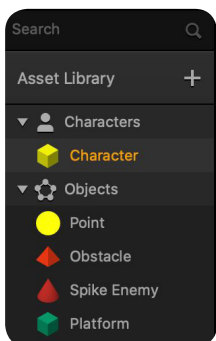


On the Mind Map, users can drag and drop World nodes and User Interface nodes to add game levels and menus that will appear on the screen during gameplay.

GAME WORLDS



A World node on the Mind Map is a 2D or 3D environment that consists of a series of scenes, which collectively represent a level in the game. The Scene Editor allows users to drag and drop 3D shapes and images to place them in the scene as needed.



Any image, 3D model, or object used in game Worlds is an asset. Assets are classified as characters and objects.

Characters - Assets that players control during the game.

Objects - Assets that serve as gameplay elements such as obstacles and platforms.

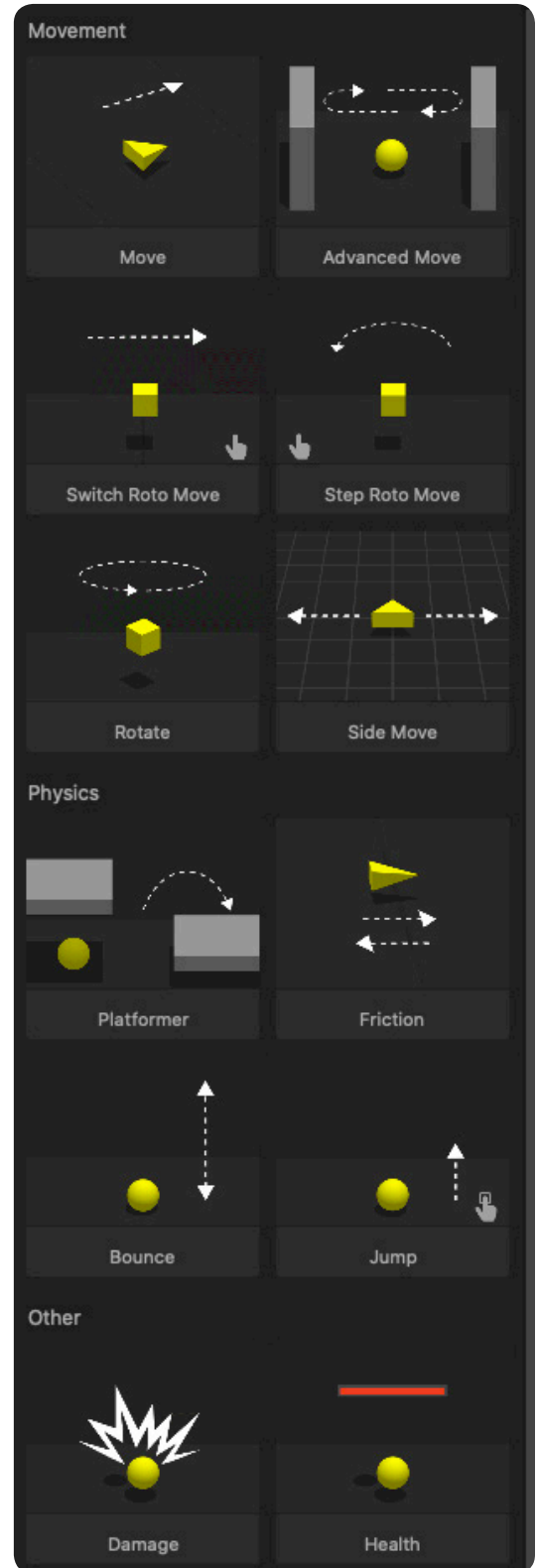
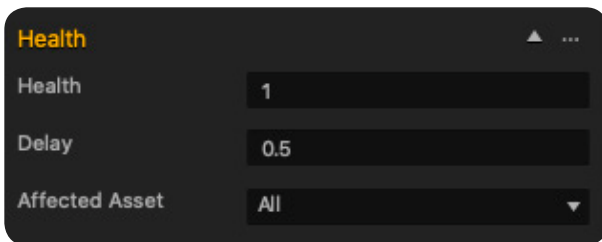


BRAINBOXES

Brainboxes provide a quick and easy method for adding predefined functionality to an asset such as:

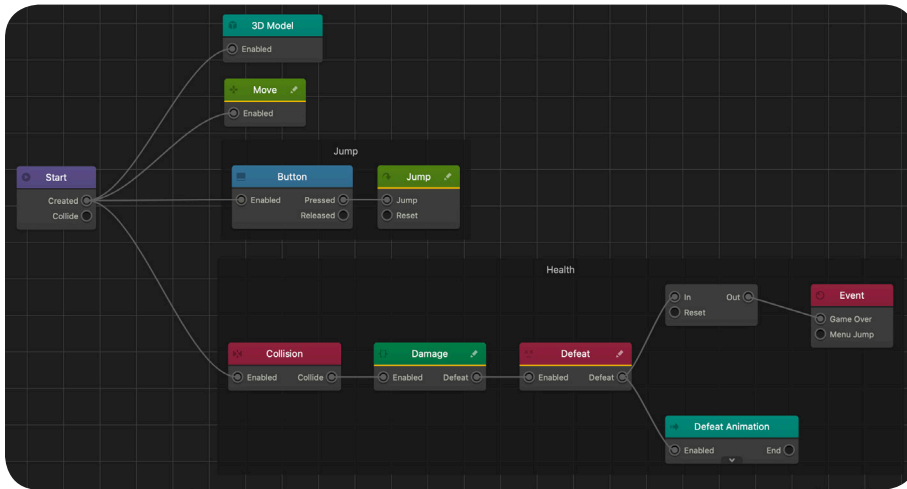
- **Movement**—brainboxes that make an asset move on its own or allow the player to control its movement.
- **Physics**—brainboxes that make an asset move naturally as if affected by gravity.
- **Other**—miscellaneous brainboxes that, for example, define what happens to an asset when it collides with other objects.

After adding a brainbox to an asset, its attributes appear in the Options panel where users can adjust their values as needed.

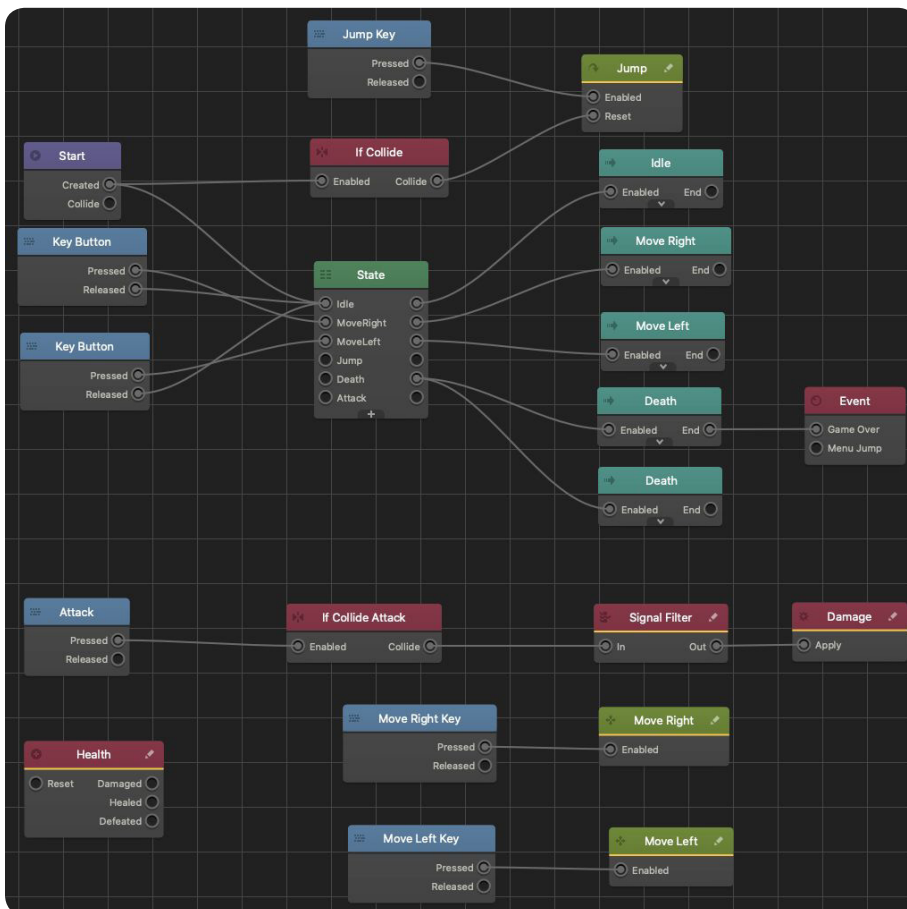


ASSET NODE MAP

Each asset has its own Node Map that defines its functionality in the game. Nodes define the behavior of an asset in the game in response to the player's actions, enable physics, as well as modify the associated game flow logic. Users can add more nodes to the Node Map by dragging them from the Node panel and define their functionality from scratch, or they can add Brainboxes, which have their own group of nodes.



This example shows the Node Map with the Jump and Health Brainboxes. This asset moves forward and can jump when the player taps the screen and becomes defeated when it runs out of health.



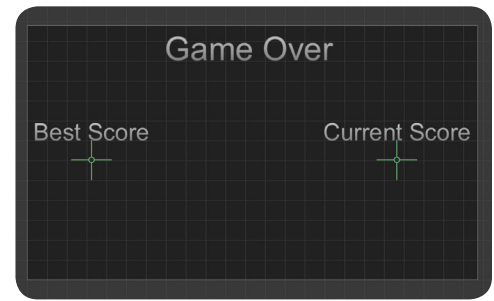
This example shows a more complex node map of a platformer asset that can jump, attack, move, and display animations based on keyboard buttons.



USER INTERFACES

Users can also use UI Screen nodes on the Mind Map to display menus in the game. Inside a UI node, they can add the necessary UI elements like buttons, logic, and text labels.

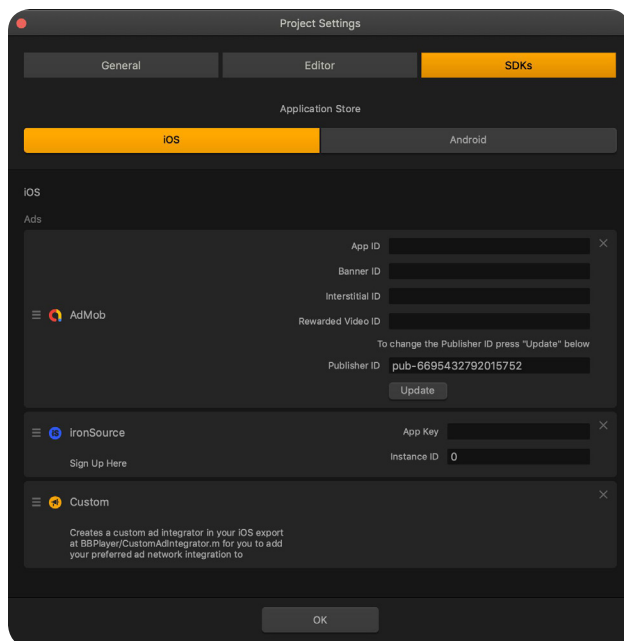
Example of a Game Over UI screen



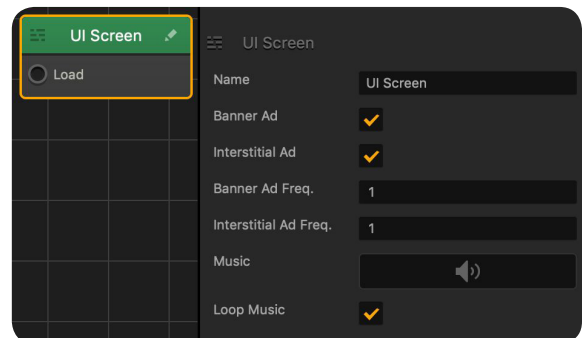
AD MONETIZATION

Using the ad SDK integration inside Buildbox, users can easily add their ad IDs from IronSource and AdMob to display their ads in one of the UI screens during gameplay.

Below is an example of an SDK integration in the **Project Settings** window:



In the Options panel of a UI node, users can specify where ads are displayed during gameplay and adjust their frequency.



EXPORT

When the game is ready, users can export it to the desired platform.

