"Color Fall" Documentation by Svixel v1.0

Thank you for purchasing my project, I hope you enjoy it!

1. How to edit the project

- This game template created in Construct 2 game engine (r262).

- To edit the project, you must have a personal or business Construct 2 license.

- You will be able to open and run the project on the free version of the engine, but you will not be able to edit it.

- No third-party plugins or events are used in the project.

Construct 3

- Although this project was created with Construct 2, it is compatible with Construct 3, so you can open, edit, and export it for available platforms. The .c3p file is in the archive with the main files.

2. Template structure

- The project has three event sheets, each of which is responsible for different parts of the game.

- For convenience, all used sprites and audio files sorted into the folders. Also, large blocks of events place in folders with a name that corresponds to the essence of their functionality.

- The project includes comments that should help you to understand in more detail the work and structure of the game.

3. Export

- The game has mouse and touch control. It allows you to export and run this project on desktop and mobile devices.

Important!

Remember that the paid version of Construct 2/Construct 3 allows you to export the project to more platforms.

4. Credits

Sprites:

https://opengameart.org/

Sound effects:

https://opengameart.org/

https://freesound.org/