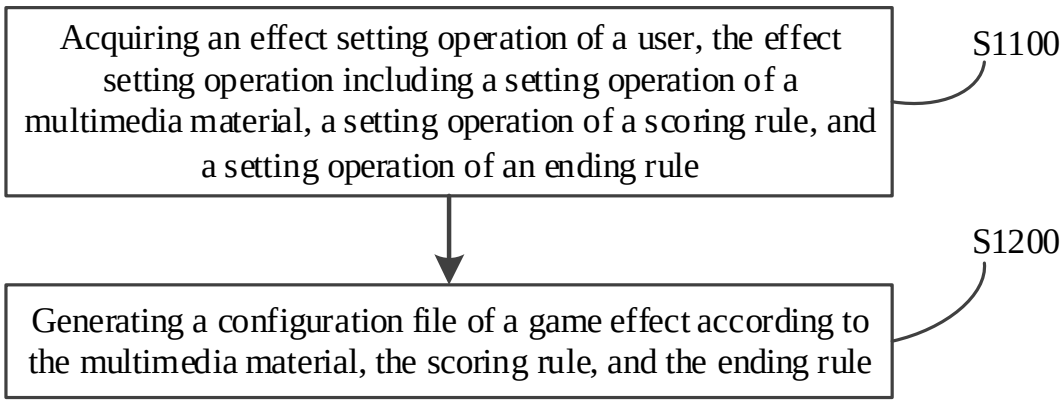

Acquiring an effect setting operation of a user, the effect setting operation including a setting operation of a multimedia material, a setting operation of a scoring rule, and a setting operation of an ending rule
S1100
Generating a configuration file of a game effect according to the multimedia material, the scoring rule, and the ending rule
S1200

FIG. 1

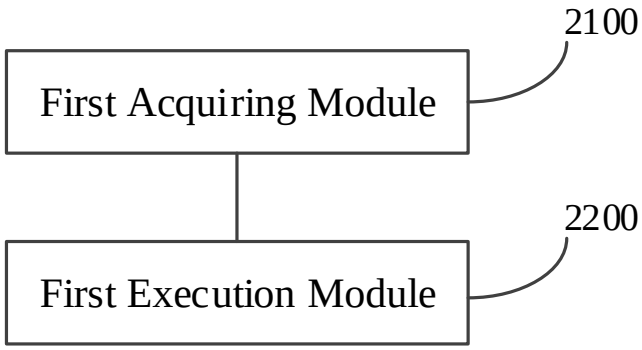

2100
First Acquiring Module
2200
First Execution Module

FIG. 2

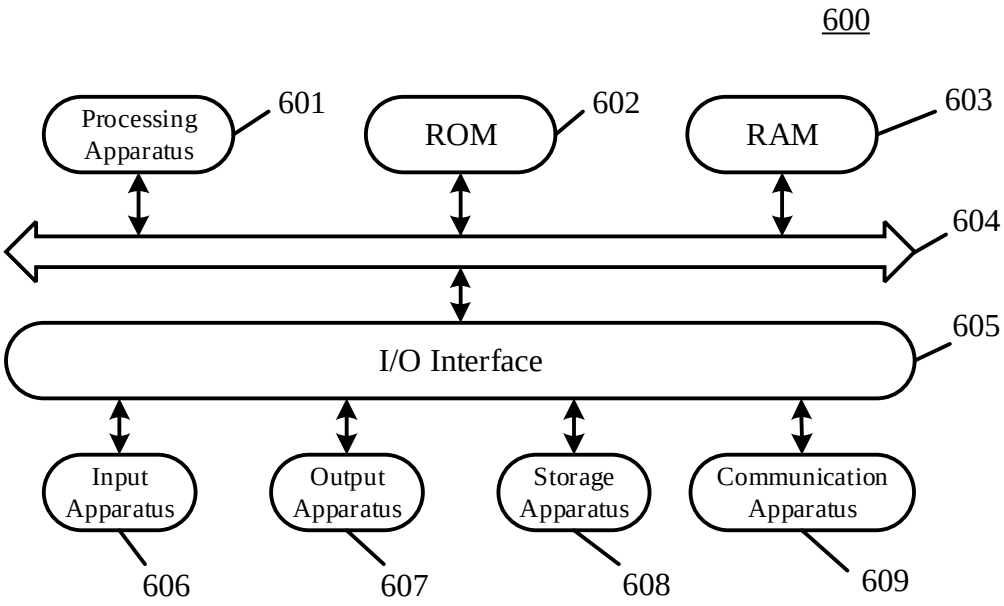

600
Processing Apparatus
601
ROM
602
RAM
603
604
I/O Interface
605
Input Apparatus
606
Output Apparatus
607
Storage Apparatus
608
Communication Apparatus
609

FIG. 3



FIG. 4

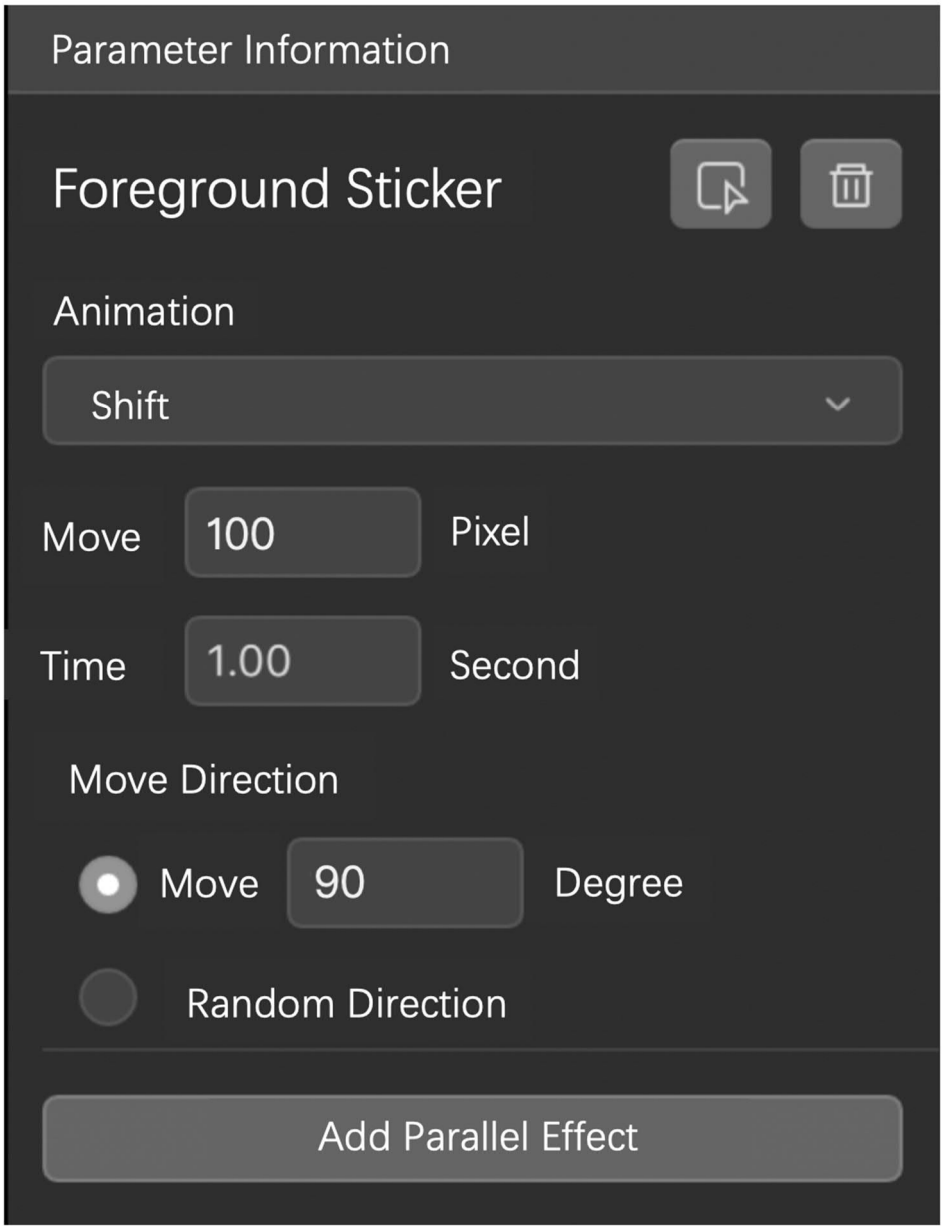

Parameter Information
Foreground Sticker
Animation
Shift
Move
100
Pixel
Time
1.00
Second
Move Direction
Move
90
Degree
Random Direction
Add Parallel Effect

FIG. 5

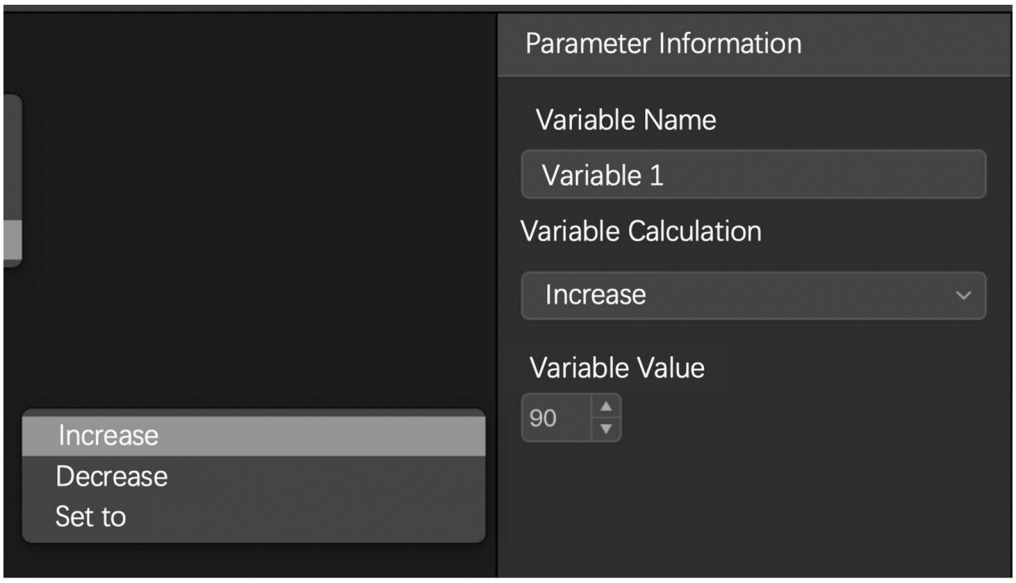

Parameter Information
Variable Name
Variable 1
Variable Calculation
Increase
Variable Value
90
Increase
Decrease
Set to

FIG. 6

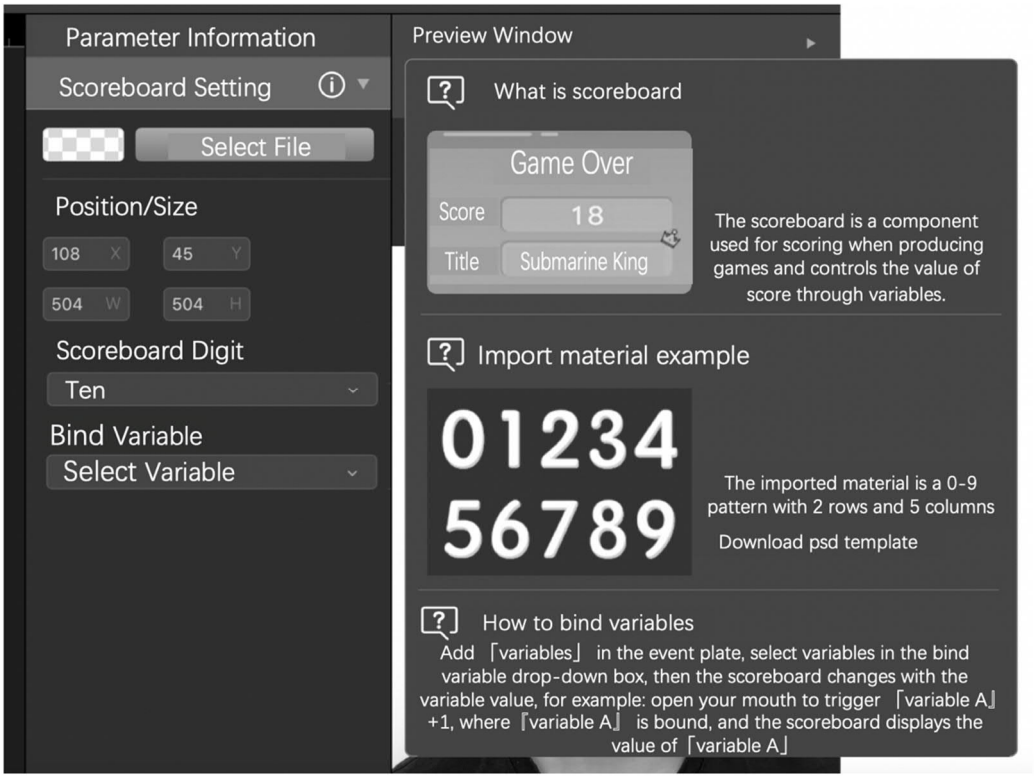

Parameter Information
Scoreboard Setting
Select File
Position/Size
108 X
45 Y
504 W
504 H
Scoreboard Digit
Ten
Bind Variable
Select Variable
Preview Window
What is scoreboard
Game Over
Score 18
Title Submarine King
The scoreboard is a component used for scoring when producing games and controls the value of score through variables.
Import material example
01234
56789
The imported material is a 0-9 pattern with 2 rows and 5 columns
Download psd template
How to bind variables
Add 「variables」 in the event plate, select variables in the bind variable drop-down box, then the scoreboard changes with the variable value, for example: open your mouth to trigger 「variable A」 +1, where 「variable A」 is bound, and the scoreboard displays the value of 「variable A」

FIG. 7

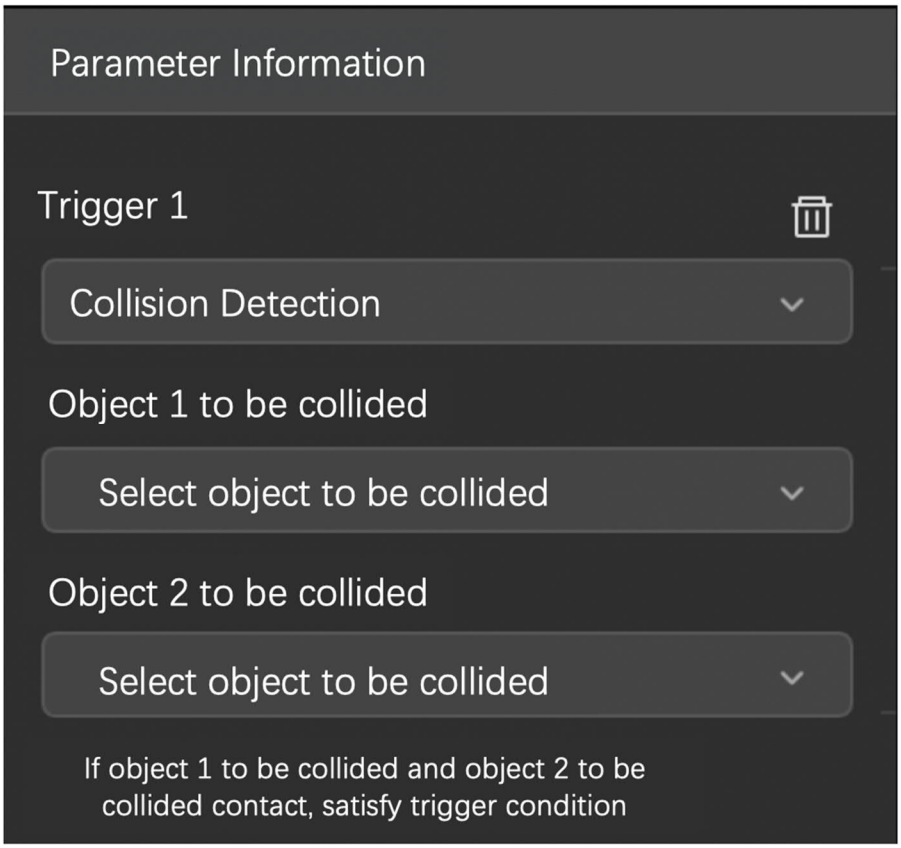

Parameter Information
Trigger 1
Collision Detection
Object 1 to be collided
Select object to be collided
Object 2 to be collided
Select object to be collided
If object 1 to be collided and object 2 to be collided contact, satisfy trigger condition

FIG. 8