KANDULA SRINIVASA REDDY MEMORIAL COLLEGE OF ENGINEERING
(AUTONOMOUS)

KADAPA-516003. AP

(Approved by AICTE, Affiliated to JNTUA, Ananthapuramu, Accredited by NAAC)

(An ISO 9001-2008 Certified Institution)

DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING

VALUE ADDED COURSE

ON

"GAME DESIGN USING BUILD BOX"

Resource Person : Sri C Sathish Kumar, APSSDC Mentor.

Course Coordinator: Mr. G Suneel Kumar, SD Cell, **Assistant Professor, Dept. of ECE, KSRMCE**

Duration: 11/07/2022 to 16/07/2022

K.S.R.M. COLLEGE OF ENGINEERING

(UGC-AUTONOMOUS)

Kadapa,Andhra Pradesh, India– 516 003

Approved by AICTE, New Delhi & Affiliated to JNTUA, Ananthapuramu.

An ISO 14001:2004 & 9001: 2015 Certified Institution

Lr./KSRMCE/SDC/2022-23/ Date:04-07-2022

To
The Principal,
KSRMCE,
Kadapa.

Respected Sir,

Sub: Permission to Organize a Value Added Course on "GAME DESIGN USING BUILD BOX" from **11/07/2022 to** 16/07/**2022**–Req- Reg.

The Department of ECE in Association with Skill Development Cell is planning to organize a Value Added Course on "GAME DESIGN USING BUILD BOX" for I Year B. Tech.students. The course will be conducted from **11/07/2022 to 16/07/2022**. In this regard, I kindly request you to grant permission to conduct Course.

Thanking you sir,

Yours faithfully

(G Suneel Kumar, Coordinator, SD Cell)

Forwarded to the Principal sir

Permitted

V. S. S. Murty

PRINCIPAL
K.S.R.M. COLLEGE OF ENGINEERING
KADAPA-516005, (A.P.)

K.S.R.M. COLLEGE OF ENGINEERING

(UGC-AUTONOMOUS)

Kadapa, Andhra Pradesh, India– 516 003

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Cr./KSRMCE/SDC/2022-23/

Date: 06/07/2022

Circular

The Department of ECE in Association with Skill Development Cell is organizing a Value Added Course on "GAME DESIGN USING BUILD BOX" from **11/07/2022 to 16/07/2022** to I Year B. Tech students. In this regard, interested students are requested to register their names for the Value Added Course with the Coordinator.

For further information contact the Value Added Course Coordinator.

Value Added Course Coordinator: Sri. G Suneel Kumar, Asst. Professor, Dept. of ECE, KSRMC. Contact No: 8331878033

HOD

Dept. of ECE

Professor & H.O.D.
Department of E.C.E.
K.S.R.M. College of Engineering
KADAPA - 516 003

Cc to:

IQAC-KSRMCE

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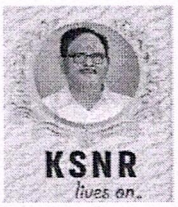


Date: 07/07/2022

DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING

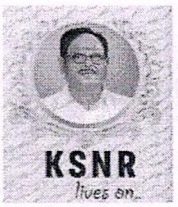
REGISTRATION FORM

Value Added Course

On

"GAME DESIGN USING BUILD BOX" From 11/07/2022 to 16/07/2022

S.No	Full Name	Roll Number	Branch	Semester	Signature



Date: 08-07-22

Name of the Event: Value Added Course on "GAME DESIGN USING BUILD BOX"

Venue : PG 114

List of Participants

Sl. No.	Name of the student	Department	Roll No.	Contac No./Email ID
1	O Ravanamma	ECE	219Y1A04B8	219Y1A04B8@ksrmce.ac.in
2	P Sandeep Muni	ECE	219Y1A04C1	219Y1A04C1@ksrmce.ac.in
3	P Vijayasimha Prasad	ECE	219Y1A04C2	219Y1A04C2@ksrmce.ac.in
4	P Haneefa	ECE	219Y1A04C3	219Y1A04C3@ksrmce.ac.in
5	P Karthik	ECE	219Y1A04C4	219Y1A04C4@ksrmce.ac.in
6	P Satya Narayana	ECE	219Y1A04C5	219Y1A04C5@ksrmce.ac.in
7	P Chandana	ECE	219Y1A04C6	219Y1A04C6@ksrmce.ac.in
8	P Manideep Reddy	ECE	219Y1A04C7	219Y1A04C7@ksrmce.ac.in
9	P Manju	ECE	219Y1A04D1	219Y1A04D1@ksrmce.ac.in
10	P Rama Devi	ECE	219Y1A04D3	219Y1A04D3@ksrmce.ac.in
11	P Gangothri	ECE	219Y1A04D4	219Y1A04D4@ksrmce.ac.in
12	P Meghana	ECE	219Y1A04D6	219Y1A04D6@ksrmce.ac.in
13	R Sainath	ECE	219Y1A04D7	219Y1A04D7@ksrmce.ac.in
14	R Siva Tejasweri	ECE	219Y1A04D8	219Y1A04D8@ksrmce.ac.in
15	S Mounika	ECE	219Y1A04D9	219Y1A04D9@ksrmce.ac.in
16	S Swathi	ECE	219Y1A04E0	219Y1A04E0@ksrmce.ac.in
17	S Rahiman	ECE	219Y1A04E3	219Y1A04E3@ksrmce.ac.in
18	S K Arshad	ECE	219Y1A04E4	219Y1A04E4@ksrmce.ac.in
19	S K Gouse Lazam	ECE	219Y1A04E5	219Y1A04E5@ksrmce.ac.in
20	S Md Akhil	ECE	219Y1A04E6	219Y1A04E6@ksrmce.ac.in
21	S Md Ashfaq	ECE	219Y1A04E7	219Y1A04E7@ksrmce.ac.in
22	S Mohasina	ECE	219Y1A04F0	219Y1A04F0@ksrmce.ac.in
23	S Wajeed Ahamed	ECE	219Y1A04F1	219Y1A04F1@ksrmce.ac.in
24	S Zakeer Basha	ECE	219Y1A04F2	219Y1A04F2@ksrmce.ac.in
25	S Srinath	ECE	219Y1A04F3	219Y1A04F3@ksrmce.ac.in
26	S Manasa	ECE	219Y1A04F4	219Y1A04F4@ksrmce.ac.in
27	S Bargavi	ECE	219Y1A04F6	219Y1A04F6@ksrmce.ac.in
28	S Sumalatha	ECE	219Y1A04F8	219Y1A04F8@ksrmce.ac.in
29	T Bhargavi	ECE	219Y1A04F9	219Y1A04F9@ksrmce.ac.in
30	T Mahendra	ECE	219Y1A04G0	219Y1A04G0@ksrmce.ac.in
31	V Prashanth	ECE	219Y1A04G2	219Y1A04G2@ksrmce.ac.in

32	V Reddy Prasad Reddy	ECE	219Y1A04G3	219Y1A04G3@ksrmce.ac.in
33	V Gangotri	ECE	219Y1A04G4	219Y1A04G4@ksrmce.ac.in
34	V Kiran	ECE	219Y1A04G5	219Y1A04G5@ksrmce.ac.in
35	V Guru Sai Yadav	ECE	219Y1A04G6	219Y1A04G6@ksrmce.ac.in
36	V Sushanth Reddy	ECE	219Y1A04G9	219Y1A04G9@ksrmce.ac.in
37	V Vamsidhar Reddy	ECE	219Y1A04H0	219Y1A04H0@ksrmce.ac.in
38	V Manasa	ECE	219Y1A04H1	219Y1A04H1@ksrmce.ac.in
39	Y Nandini	ECE	219Y1A04H2	219Y1A04H2@ksrmce.ac.in

Coordinator

HOD

Professor & H.O.D.
Department of E.C.E.
K.S.R.M. College of Engineering
KADAPA - 516 003.

Dept. of ECE

Syllabus

Course Title: Game Design using Buildbox

Course Description:
This course is designed to provide students with a comprehensive understanding of game design principles using the Buildbox game development platform. Buildbox is a user-friendly tool that allows individuals with no coding experience to create engaging and interactive games. Through a combination of theoretical concepts and hands-on practical exercises, students will learn how to design, develop, and publish their own games using Buildbox.

Prerequisites:

- Basic computer literacy
- Creativity and enthusiasm for game design
- No prior programming experience required

Course Outcomes:
By the end of the course, students will be able to:

- Understand the fundamentals of game design and its importance in creating compelling gaming experiences.
- Navigate and utilize the Buildbox interface effectively.
- Analyze and critique existing games to extract design insights and apply them to their own projects.
- Develop problem-solving skills by troubleshooting and resolving common game design and development challenges.

Course Objectives:
Throughout the course, students will:

- Learn the core concepts of game design, including gameplay mechanics, player motivation, and game flow.
- Acquire proficiency in using Buildbox's drag-and-drop interface to create game objects, scenes, and interactive elements.
- Design and implement game characters with defined behaviors, animations, and interactions.

Module1:
Introduction to Gaming, Downloading Build box software, installing Build box software, Students Downloading Build box software, Students installing Build box software, Explaining software interface.

Module2:
What is Asset? Introduction to Assets, Assets Downloading, Importing background and its properties, What is transform and its properties.

Module3:
Importing Character, Explaining character Properties, Explaining character Properties, Explaining Animations,

Module4:
What is an Object and its role, Explaining Object, Explaining Object Instances, Sub-object custom component.

Module5:
What is Effect, Types of Effects, What is Logic and Types of Logic Items, Actions and UI

Textbooks:
1. "The Art of Game Design: A Book of Lenses" by Jesse Schell
2. "Level Up! The Guide to Great Video Game Design" by Scott Rogers

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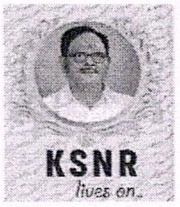

SCHEDULE

Skill Development Cell

Value Added Course

On

"Game Design using Build Box" From 11/07/2022 to 16/07/2022

S.No	Date	Timing	Resource Person	Topic to be covered
1	11/07/22	9 AM to 10 AM	C Sathish Kumar	Introduction to Gaming
2		10 AM to 11 AM	C Sathish Kumar	Downloading Build box software
3		11 AM to 12 PM	C Sathish Kumar	installing Build box software
4		2 PM to 3 PM	C Sathish Kumar	Students Downloading Build box software
5		3 PM to 4 PM	C Sathish Kumar	Students installing Build box software
6		4 PM to 5 PM	C Sathish Kumar	Explaining software interface.
7	12/07/22	9 AM to 10 AM	C Sathish Kumar	What is Asset? Introduction to Assets
8		10 AM to 11 AM	C Sathish Kumar	Assets Downloading,
9		11 AM to 12 PM	C Sathish Kumar	Importing background and its properties
10		2 PM to 3 PM	C Sathish Kumar	What is transform and its properties.
11		3 PM to 4 PM	C Sathish Kumar	What is transform and its properties.
12	13/07/22	9 AM to 10 AM	C Sathish Kumar	Importing Character
13		10 AM to 11 AM	C Sathish Kumar	Explaining character Properties
14		11 AM to 12 PM	C Sathish Kumar	Explaining character Properties
15		2 PM to 3 PM	C Sathish Kumar	Explaining Animations
16		3 PM to 4 PM	C Sathish Kumar	Explaining Animations
17	14/07/22	9 AM to 10 AM	C Sathish Kumar	What is an Object and its role
18		10 AM to 11 AM	C Sathish Kumar	What is an Object and its role
19		11 AM to 12 PM	C Sathish Kumar	Explaining Object
20		2 PM to 3 PM	C Sathish Kumar	Explaining Object Instances
21		3 PM to 4 PM	C Sathish Kumar	Explaining Object Instances

22	15/07/22	9 AM to 10 AM	C Sathish Kumar	Sub-object custom component
23		10 AM to 11 AM	C Sathish Kumar	Sub-object custom component
24		11 AM to 12 PM	C Sathish Kumar	What is Effect
25		2 PM to 3 PM	C Sathish Kumar	Types of Effects
26		3 PM to 4 PM	C Sathish Kumar	Types of Effects
27	16/07/22	9 AM to 10 AM	C Sathish Kumar	What is Logic and Types of Logic Items.
28		10 AM to 11 AM	C Sathish Kumar	What is Logic and Types of Logic Items.
29		11 AM to 12 PM	C Sathish Kumar	What is Logic and Types of Logic Items.
30		2 PM to 3 PM	C Sathish Kumar	Actions and UI
31		3 PM to 4 PM	C Sathish Kumar	Actions and UI

Coordinator

HOD
Dept. of ECE

Professor & H.O.D.
Department of E.C.E.
K.S.R.M. College of Engineering
KADAPA - 516 003

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KSNR lives on.

SKILL DEVELOPMENT CELL

Attendance Sheet of Value Added Course On "GAME DESIGN USING BUILD BOX" from 11/07/2022 to 16/07/2022

Sl.No	Roll.No	Name	11/22	12/22	13/22	14/22	15/22	16/22
1	219Y1A04B8	O Ravanamma	Ravanamma	Ravanamma	Ravanamma	Ravanamma	Ravanamma	Ravanamma
2	219Y1A04C1	P Sandeep Muni	Muni	Muni	Muni	Muni	Muni	Muni
3	219Y1A04C2	P Vijayasimha Prasad	Prasad	Prasad	Prasad	Prasad	Prasad	Prasad
4	219Y1A04C3	P Haneefa	Haneefa	Haneefa	Haneefa	Haneefa	Haneefa	Haneefa
5	219Y1A04C4	P Karthik	Karthik	Karthik	Karthik	Karthik	Karthik	Karthik
6	219Y1A04C5	P Satya Narayana	Satya	Satya	Satya	Satya	Satya	Satya
7	219Y1A04C6	P Chandana	P.Chandana	P.Chandana	P.Chandana	P.Chandana	P.Chandana	P.Chandana
8	219Y1A04C7	P Manideep Reddy	Reddy	Reddy	Reddy	Reddy	Reddy	Reddy
9	219Y1A04D1	P Manju	Manju	Manju	Manju	Manju	Manju	Manju
10	219Y1A04D3	P Rama Devi	Devi	Devi	Devi	Devi	Devi	Devi
11	219Y1A04D4	P Gangothri						
12	219Y1A04D6	P Meghana						
13	219Y1A04D7	R Sainath	Sainath	Sainath	Sainath	Sainath	Sainath	Sainath
14	219Y1A04D8	R Siva Tejasweri	Siva	Siva	Siva	Siva	Siva	Siva
15	219Y1A04D9	S Mounika	S.mounika	S.mounika	S.mounika	S.mounika	S.mounika	S.mounika
16	219Y1A04E0	S Swathi	S.Swathi	S.Swathi	S.Swathi	S.Swathi	S.Swathi	S.Swathi
17	219Y1A04E3	S Rahiman	S Rahiman	S Rahiman	S Rahiman	S Rahiman	S Rahiman	S Rahiman
18	219Y1A04E4	S K Arshad	S.K.Arshad	S.K.Arshad	S.K.Arshad	S.K.Arshad	S.K Arshad	S.K.Arshad

19	219Y1A04E5	S K Gouse Lazam	S. Gouse	S. Gouse	S. Gouse	S. Gouse	S. Gouse	S. Gouse	S. Gouse
20	219Y1A04E6	S Md Akhil	S Md Akhil	S Md Akhil	S Md Akhil	S Md Akhil	S Md Akhil	S Md Akhil	S Md Akhil
21	219Y1A04E7	S Md Ashfaq	S. Ashfaq	S. Ashfaq	S. Ashfaq	S. Ashfaq	S. Ashfaq	S. Ashfaq	S. Ashfaq
22	219Y1A04F0	S Mohasina	S Mohasina	Mohasina	mohasina	mohasina	mohasina	mohasina	mohasina
23	219Y1A04F1	S Wajeed Ahamed	S. Wajeed	S. Wajeed	S. Wajeed	S Wajeed	S. Wajeed	S. Wajeed	S. Wajeed
24	219Y1A04F2	S Zakeer Basha	S Zakeer Basha	S Zakeer Basha	S Zakeer Basha	S Zakeer Basha	S Zakeer Basha	S Zakeer Basha	S Zakeer Basha
25	219Y1A04F3	S Srinath	Srinath	Srinath	Srinath	Srinath	Srinath	Srinath	Srinath
26	219Y1A04F4	S Manasa	S. Manasa	S. Manasa	S. Manasa	S. Manasa	S. Manasa	S. Manasa	S. Manasa
27	219Y1A04F6	S Bargavi	S. Bargavi	S. Bargavi	S. Bargavi	S. Bargavi	S. Bargavi	S. Bargavi	S. Bargavi
28	219Y1A04F8	S Sumalatha	S. Sumalatha	S. Sumalatha	S. Sumalatha	S. Sumalatha	S. Sumalatha	S. Sumalatha	S. Sumalatha
29	219Y1A04F9	T Bhargavi	T. Bhargavi	T. Bhargavi	T. Bhargavi	T. Bhargavi	T. Bhargavi	T. Bhargavi	T. Bhargavi
30	219Y1A04G0	T Mahendra	T. Mahendra	T. Mahendra	T. Mahendra	T. Mahendra	T. Mahendra	T. Mahendra	T. Mahendra
31	219Y1A04G2	V Prashanth	V. prashanth	V. prashanth	V. prashanth	V. prashanth	V. prashanth	V. prashanth	V. prashanth
32	219Y1A04G3	V Reddy Prasad Reddy	V. Reddy	V. Reddy	V. Reddy	V. Reddy	V. Reddy	V. Reddy	V. Reddy
33	219Y1A04G4	V Gangotri	V. Gangotri	V. Gangotri	V Ga	V. G	V. G	V. G	V. G
34	219Y1A04G5	V Kiran	V. Kiran	V. Kiran	V. Kiran	V. Kiran	V. Kiran	V. Kiran	V. Kiran
35	219Y1A04G6	V Guru Sai Yadav	V. yadav	V. yadav	V. yadav	V. yadav	V. yadav	V. yadav	V. yadav
36	219Y1A04G9	V Sushanth Reddy	V. Reddy	V. Reddy	V. Reddy	V. Reddy	V. Reddy	V. Reddy	V. Reddy
37	219Y1A04H0	V Vamsidhar Reddy	V. Vamsi	V. Vamsi	V. Vamsi	V. Vamsi	V. Vamsi	V. Vamsi	V. Vamsi
38	219Y1A04H1	V Manasa	V. manasa	V. manasa	V. manasa	V. manasa	V. manasa	V. manasa	V. manasa
39	219Y1A04H2	Y Nandini	Y. Nandini	Y. Nandini	Y. Nandini	Y. Nandini	Y. Nandini	Y. Nandini	Y. Nandini

Coordinator

HoD

Professor & H.O.D.
Department of E.C.E.
K.S.R.M. College of Engineering
KADAPA - 516 003

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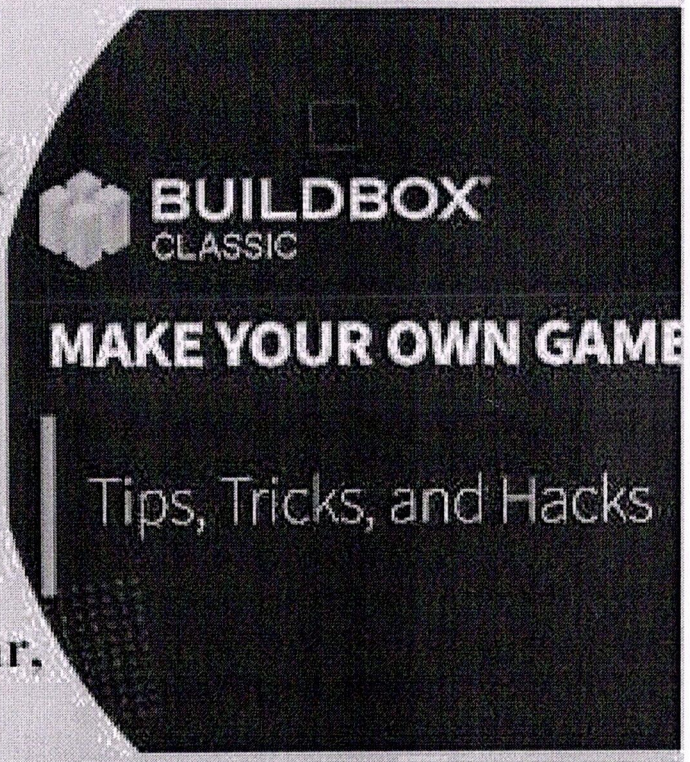
KSNR

Skill Development Cell in Association with Department of ECE & APSSDC

value added course on

Game Design Using BuildBox



Skill AP
APSSDC

11-07-2022
to 16-07-2022

Venue
SKILL CENTER,
PG-114

Cordinators

G.Suneel Kumar
S.Khaja Khizar

Resource Persons

Mr.C. Sathish Kumar,
APSSDC Mentor

Dr. G. Hemalatha	Dr. V.S.S. Murthy	Dr. Kandula Chandra Obul Reddy	Smt. K. Rajeswari	Sri K. Madan Mohan Reddy	Sri K. Raja Mohan Reddy
H.O.D	Principal	Managing Director	Correspondent Secretary, Treasurer	Vice-Chairman	Chairman

Report of
Value Added Course on "Game Design using Build Box"
From 11/07/2022 to 16/07/2022

Target Group	:	**I B. Tech Students**
Details of Participants	:	**39 Students**
Organizer	:	**G Suneel Kumar**
Resource Person	:	**Sri C Sathish kumar**
Organizing Department	:	**Skill Development Cell**
Venue	:	**PG 114**

Description:

The Department of ECE in Association with Skill Development Cell has organized a Value Added Course on "Game Design using Build Box" from 04th July 2022 to 08th July 2022. The course Resource Person is Sri C Sathish Kumar, APSSDC Mentor.

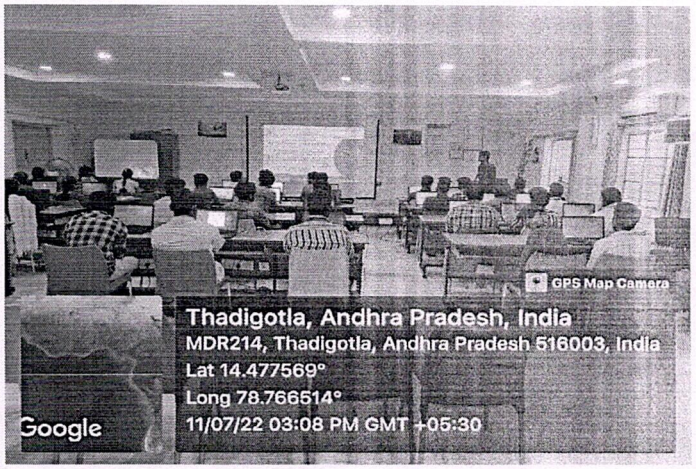
The main objective of this course is to introduce Game Design concepts using Build box. Build box is the world's first software that truly allows anyone to create amazing games regardless of technical skill. Due to its unique user interface, making games becomes a fluid process that doesn't require any scripting, programming or software design experience. There's no coding skills or programming knowledge required. This software was designed to allow anyone with an idea to dive straight in and start creating.

In Build box 2.0 you can create stage clear games that wildly open up gameplay possibilities. The multiple world features allow you to create multiple worlds to mix and match as you see fit. The options are endless. Make a simple casual game or a complex adventure game with text, playable cutscenes, and multiple themed worlds.

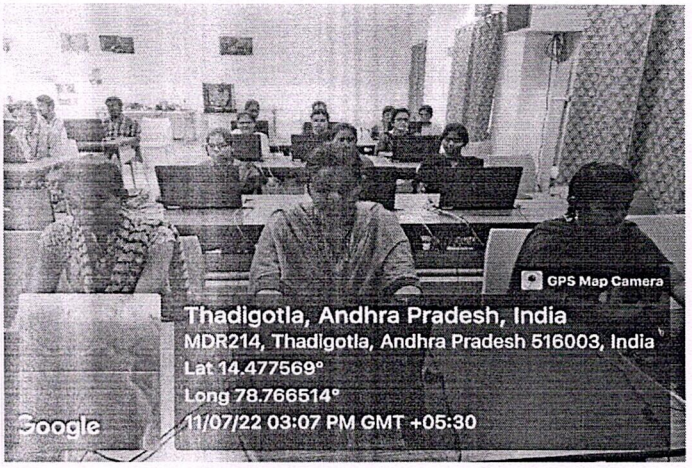
Animated menus are another new feature that lets users customize their players' gaming experience. Animate your menus or create your own complete cutscenes with our new keyframe animator. Build box 2.0 is loaded with new tools and editing options to easily add advanced elements into your game with minimal effort.

PHOTOS

The pictures taken during the course are given below:



Resource Person giving introduction



Students doing the assigned task

Coordinator

HOD

Professor & H.O.D.
Department of E.C.E.
K.S.R.M. College of Engineering
KADAPA - 516 003

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KSNR
lives on..

Certificate of Participation

This is to certify that

Mr/Ms R SAINATH with

Roll.No. 21911A04D7

Skill AP
APSSDC

has attended the value added course on " Game Design Using BuildBox" from 11th July to 16th July, 2022 organized by Skill Development Cell in Association with Department of ECE & APSSDC

G. H

Dr. G. Hemalatha
HOD, ECE

V.S.S. Murthy

Prof V S S Murthy
Principal

K.S.R.M. COLLEGE OF ENGINEERING

(UGC - Autonomous)

Kadapa, Andhra Pradesh, India - 516003

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KSNR
lives on..

Certificate of Participation

This is to certify that

Mr/Ms S SWATHI **with**

Roll.No. 219Y1A04E0

Skill AP
APSSDC

has attended the value added course on "Game Design Using BuildBox" from 11th July to 16th July, 2022 organized by Skill Development Cell in Association with Department of ECE & APSSDC

G. H

Dr. G. Hemalatha
HOD, ECE

V. S. S. Murthy

Prof V S S Murthy
Principal

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KSNR lives on..

Certificate of Participation

This is to certify that

Mr/Ms S MANASA with

Roll.No. 219Y1A04F4

Skill AP APSSDC

has attended the value added course on

" Game Design Using BuildBox" from 11th July to 16th July, 2022 organized by Skill Development Cell in Association with Department of ECE & APSSDC

G. H

Dr. G. Hemalatha
HOD, ECE

V. S. S. Murthy

Prof V S S Murthy
Principal

Feedback form on Value Added Course "GAME DESIGN USING BUILD BOX" from **11/07/2022 to 16/07/2022**

sanjeevareddy@ksrmce.ac.in (not shared) Switch account

* Required

Roll Number *

Your answer

Name of the Student *

Your answer

The objectives of the Value Added Course were met (Objective) *

- Excellent
- Good
- Satisfactory
- Poor

The content of the course was organized and easy to follow (Delivery) *

- ○ Excellent
- ○ Good
- ○ Satisfactory
- ○ Poor

The Resource Persons were well prepared and able to answer any question (Interaction) *

- ○ Excellent
- ○ Good
- ○ Satisfactory
- ○ Poor

The exercises/role play were helpful and relevant (Syllabus Coverage) *

- ○ Excellent
- ○ Good
- ○ Satisfactory
- ○ Poor

The Value Added Course satisfy my expectation as a value added Programme (Course Satisfaction) *

- ◯ Excellent
- ◯ Satisfactory
- ◯ Good
- ◯ Poor

Any Issues

Your answer

Submit Clear form

K.S.R.M. COLLEGE OF ENGINEERING

(UGC-AUTONOMOUS)

Kadapa,Andhra Pradesh, India– 516 003

Approved by AICTE, New Delhi & Affiliated to JNTUA, Ananthapuramu.

An ISO 14001:2004 & 9001: 2015 Certified Institution

Value Added Course on "Game Design using Build box"

11-July-2022 To 16-July-2022

Feedback responses

S.No.	Roll No	Year & Semester	Branch	Is the course content met your expectation	Is the lecture sequence well planned	The contents of the course is explained with examples	Is the level of course high	Is the course exposed you to the new knowledge and practices	Is the lecturer clear and easy to understand	Rate the value of course in increasing your skills	Any issues
1	219Y1A04B8	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	3	5	Nothing
2	219Y1A04C1	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	3	4	very good
3	219Y1A04C2	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	5	5	Good
4	219Y1A04C3	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	5	4	very good
5	219Y1A04C4	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	4	5	nothing
6	219Y1A04C5	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	4	3	Good
7	219Y1A04C6	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	5	4	Good
8	219Y1A04C7	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	5	4	nothing
9	219Y1A04D1	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	5	5	nothing
10	219Y1A04D3	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	4	3	Very Good
11	219Y1A04D4	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	4	5	Good
12	219Y1A04D6	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	5	4	Good
13	219Y1A04D7	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	3	5	Nothing

14	219Y1A04D8	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	5	5	very good
15	219Y1A04D9	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	5	4	nothing
16	219Y1A04E0	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	4	5	very good
17	219Y1A04E3	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	5	3	no
18	219Y1A04E4	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	3	4	Nothing
19	219Y1A04E5	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	5	5	Good
20	219Y1A04E6	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	3	3	Good
21	219Y1A04E7	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	5	5	Good
22	219Y1A04F0	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	5	5	Nothing
23	219Y1A04F1	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	4	4	Good
24	219Y1A04F2	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	4	4	Good
25	219Y1A04F3	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	4	4	Good
26	219Y1A04F4	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	5	5	Nothing
27	219Y1A04F6	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	5	3	no
28	219Y1A04F8	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	4	4	no
29	219Y1A04F9	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	4	3	no
30	219Y1A04G0	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	5	4	no
31	219Y1A04G2	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	5	4	nothing
32	219Y1A04G3	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	5	3	Nothing
33	219Y1A04G4	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	4	4	no
34	219Y1A04G5	B.Tech II sem	ECE	Yes	Yes	agree	Agree	Strongly agree	4	5	Nothing
35	219Y1A04G6	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	5	5	Good
36	219Y1A04G9	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	4	5	Good
37	219Y1A04H0	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	5	5	Good
38	219Y1A04H1	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	4	3	Nothing
39	219Y1A04H2	B.Tech II sem	ECE	Yes	Yes	Strongly agree	Agree	Strongly agree	4	4	Good

Coordinator

HOD
Dept. of ECE

Professor & H.O.D.
Department of E.C.E.
K.S.R.M. College of Engineering
KADAPA - 516 003.

K.S.R.M. COLLEGE OF ENGINEERING (AUTONOMOUS), KADAPA-516003
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
VALUE ADDED/CERTIFICATE COURSE ON
GAME DESIGN USING BUILD BOX FROM 11/07/2022 TO 16/07/2022
AWARD LIST

S.No	Roll Number	Name of the Student	Marks Obtained
1	219Y1A04B8	O Ravanamma	12
2	219Y1A04C1	P Sandeep Muni	14
3	219Y1A04C2	P Vijayasimha Prasad	16
4	219Y1A04C3	P Haneefa	10
5	219Y1A04C4	P Karthik	08
6	219Y1A04C5	P Satya Narayana	13
7	219Y1A04C6	P Chandana	15
8	219Y1A04C7	P Manideep Reddy	18
9	219Y1A04D1	P Manju	12
10	219Y1A04D3	P Rama Devi	11
11	219Y1A04D4	P Gangothri	17
12	219Y1A04D6	P Meghana	16
13	219Y1A04D7	R Sainath	15
14	219Y1A04D8	R Siva Tejasweri	19
15	219Y1A04D9	S Mounika	14
16	219Y1A04E0	S Swathi	13
17	219Y1A04E3	S Rahiman	17
18	219Y1A04E4	S K Arshad	18
19	219Y1A04E5	S K Gouse Lazam	12
20	219Y1A04E6	S Md Akhil	11
21	219Y1A04E7	S Md Ashfaq	10
22	219Y1A04F0	S Mohasina	09
23	219Y1A04F1	S Wajeed Ahamed	08
24	219Y1A04F2	S Zakeer Basha	14
25	219Y1A04F3	S Srinath	13
26	219Y1A04F4	S Manasa	12
27	219Y1A04F6	S Bargavi	11
28	219Y1A04F8	S Sumalatha	16
29	219Y1A04F9	T Bhargavi	17
30	219Y1A04G0	T Mahendra	15
31	219Y1A04G2	V Prashanth	12
32	219Y1A04G3	V Reddy Prasad Reddy	14
33	219Y1A04G4	V Gangotri	17
34	219Y1A04G5	V Kiran	10
35	219Y1A04G6	V Guru Sai Yadav	12
36	219Y1A04G9	V Sushanth Reddy	13
37	219Y1A04H0	V Vamsidhar Reddy	15
38	219Y1A04H1	V Manasa	16
39	219Y1A04H2	Y Nandini	17

Coordinator

HoD

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K.S.R.M. COLLEGE OF ENGINEERING (AUTONOMOUS), KADAPA-516003
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
VALUE ADDED /CERTIFICATE COURSE ON
SHELL PROGRAMMING FROM 28/11/2022 TO 04/01/2022

(17)

ASSESSMENT TEST

Roll Number: 219V1A04G4 **Name of the Student:** V. Gangobhari

Time: 20 Min **(Objective Questions)** **Max.Marks: 20**

Note: Answer the following Questions and each question carries **one** mark.

1. What is Game Builder Studio primarily used for? [C]
a) 3D modelling b) Music production c) Game development d) Video editing

2. Which type of games can be created using GameBuilder Studio? [C]
a) Only 2D games b) Only 3D games
c) Both 2D and 3D games d) Only text-based games

3. Which of the following is NOT a feature of GameBuilder Studio? [D]
a) Visual scripting system b) Real-time multiplayer networking
c) Virtual reality headset integration d) AI-powered automatic game design

4. What is the purpose of the "Asset Library" in GameBuilder Studio? [B]
a) It's a library for coding functions
b) It's a place to store game assets like images, sounds, and models
c) It's a marketplace for buying and selling games
d) It's a forum for game developers to collaborate

5. What is a "Scene" in GameBuilder Studio? [A]
a) A scripted cutscene for storytelling
b) A section of the game world where game play takes place
c) A special effect applied to game objects d) A type of in-game currency

6. Which programming language is commonly used in GameMaker Studio? [C]
a) Python b) Java c) GML (GameMaker Language) d) HTML

7. What is the purpose of "sprites" in GameMaker Studio? [D]
a) Managing game audio b) Handling game physics
c) Creating game logic d) Representing 2D visual elements

8. How do you create game logic in Buildbox without coding? [A]
a) By using a visual scripting system b) By writing complex algorithms
c) By hiring professional programmers d) By creating detailed flowcharts

9. What does "importing a character" refer to in Buildbox? [D]
a) Generating a character using procedural algorithms
b) Drawing a character directly within Buildbox
c) Bringing external character assets into your Buildbox project
d) Creating a character through code

10. Which types of character assets can you import into Buildbox? [A]
a) Only 2D character images b) Only 3D character models
c) Both 2D character images and 3D character models
d) Only characters created within Buildbox

11. What formats are commonly used for importing character images into Buildbox? [B]
a) MP3 and WAV b) GIF and PNG
c) OBJ and FBX d) AVI and MOV

12. How can you animate an imported character in Buildbox? [B]
a) By coding complex animations b) By using a built-in animation tool
c) By importing GIFs only d) By using only pre-made animations from the asset library

13. Which of the following is NOT a step in importing a character into Buildbox? [B]
a) Exporting the character from a 3D modeling software
b) Uploading the character to a cloud storage platform
c) Dragging and dropping the character asset into the Buildbox scene
d) Coding custom behaviors for the character

14. In Buildbox, what is the "Character Component" used for? [B]
a) Generating automatic character animations b) Storing character-related data
c) Rendering 3D character models d) Creating visual effects around the character

15. What is an "object" in Buildbox? [C]
a) A piece of background music b) A visual effect applied to the game world
c) A game element that can be interacted with d) A type of scripting language

16. What role do objects play in a Buildbox game? [D]
a) Objects manage the overall game flow
b) Objects create the game's graphical user interface
c) Objects handle network connectivity
d) Objects define the interactive elements and characters in the game

17. How do you add objects to your Buildbox scene? [D]
a) By writing custom code b) By importing character models
c) By purchasing them from the Buildbox marketplace d) By using the built-in Object Library

18. How can you customize the appearance of an object in Buildbox? [C]
a) By writing custom shaders
b) By modifying the game's source code
c) By applying different skins and textures
d) By creating a separate graphic asset for each appearance

19. What is the purpose of an "Object Behavior" in Buildbox? [A]
a) To determine the object's physical properties
b) To add background music to the object
c) To set up the object's appearance
d) To define how the object interacts and behaves in the game

20. What is an "object" in the context of game development using Buildbox? [C]
a) A piece of background music b) A visual effect applied to the game world
c) A game element that can be interacted with d) A type of scripting language

K.S.R.M. COLLEGE OF ENGINEERING (AUTONOMOUS), KADAPA-516003
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VALUE ADDED /CERTIFICATE COURSE ON
SHELL PROGRAMMING FROM 28/11/2022 TO 04/01/2022
ASSESSMENT TEST

(11)

Roll Number: 21941A04F6 **Name of the Student:** S. Bargavi

Time: 20 Min **(Objective Questions)** **Max.Marks: 20**

Note: Answer the following Questions and each question carries **one** mark.

1. What is Game Builder Studio primarily used for? [C] ✓
a) 3D modelling b) Music production c) Game development d) Video editing

2. Which type of games can be created using GameBuilder Studio? [C] ✓
a) Only 2D games b) Only 3D games
c) Both 2D and 3D games d) Only text-based games

3. Which of the following is NOT a feature of GameBuilder Studio? [B ✗
a) Visual scripting system b) Real-time multiplayer networking
c) Virtual reality headset integration d) AI-powered automatic game design

4. What is the purpose of the "Asset Library" in GameBuilder Studio? [B ✓
a) It's a library for coding functions
b) It's a place to store game assets like images, sounds, and models
c) It's a marketplace for buying and selling games
d) It's a forum for game developers to collaborate

5. What is a "Scene" in GameBuilder Studio? [B ✓
a) A scripted cutscene for storytelling
b) A section of the game world where game play takes place
c) A special effect applied to game objects d) A type of in-game currency

6. Which programming language is commonly used in GameMaker Studio? [C] ✓
a) Python b) Java c) GML (GameMaker Language) d) HTML

7. What is the purpose of "sprites" in GameMaker Studio? [D ✓
a) Managing game audio b) Handling game physics
c) Creating game logic d) Representing 2D visual elements

8. How do you create game logic in Buildbox without coding? [B ✗
a) By using a visual scripting system b) By writing complex algorithms
c) By hiring professional programmers d) By creating detailed flowcharts

9. What does "importing a character" refer to in Buildbox? [A ✓
a) Generating a character using procedural algorithms
b) Drawing a character directly within Buildbox
c) Bringing external character assets into your Buildbox project
d) Creating a character through code

10. Which types of character assets can you import into Buildbox? [C ✓
a) Only 2D character images b) Only 3D character models
c) Both 2D character images and 3D character models
d) Only characters created within Buildbox

11. What formats are commonly used for importing character images into Buildbox? [B]
a) MP3 and WAV b) GIF and PNG
c) OBJ and FBX d) AVI and MOV

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a) Generating automatic character animations b) Storing character-related data
c) Rendering 3D character models d) Creating visual effects around the character

15. What is an "object" in Buildbox? [C]
a) A piece of background music b) A visual effect applied to the game world
c) A game element that can be interacted with d) A type of scripting language

16. What role do objects play in a Buildbox game? [D]
a) Objects manage the overall game flow
b) Objects create the game's graphical user interface
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20. What is an "object" in the context of game development using Buildbox? [A]
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K.S.R.M. COLLEGE OF ENGINEERING (AUTONOMOUS), KADAPA-516003
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VALUE ADDED /CERTIFICATE COURSE ON
SHELL PROGRAMMING FROM 28/11/2022 TO 04/01/2022

19

ASSESSMENT TEST

Roll Number: 21A91A0418 **Name of the Student:** P. Siva Tejeswari

Time: 20 Min **(Objective Questions)** **Max.Marks: 20**

Note: Answer the following Questions and each question carries **one** mark.

1. What is Game Builder Studio primarily used for? [C]
a) 3D modelling b) Music production c) Game development d) Video editing

2. Which type of games can be created using GameBuilder Studio? [C]
a) Only 2D games b) Only 3D games
c) Both 2D and 3D games d) Only text-based games

3. Which of the following is NOT a feature of GameBuilder Studio? [D]
a) Visual scripting system b) Real-time multiplayer networking
c) Virtual reality headset integration d) AI-powered automatic game design

4. What is the purpose of the "Asset Library" in GameBuilder Studio? [B]
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5. What is a "Scene" in GameBuilder Studio? [B]
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c) A special effect applied to game objects d) A type of in-game currency

6. Which programming language is commonly used in GameMaker Studio? [C]
a) Python b) Java c) GML (GameMaker Language) d) HTML

7. What is the purpose of "sprites" in GameMaker Studio? [A]
a) Managing game audio b) Handling game physics
c) Creating game logic d) Representing 2D visual elements

8. How do you create game logic in Buildbox without coding? [A]
a) By using a visual scripting system b) By writing complex algorithms
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VALUE ADDED /CERTIFICATE COURSE ON
SHELL PROGRAMMING FROM 28/11/2022 TO 04/01/2022
ASSESSMENT TEST

18

Roll Number: 21941A04E4 **Name of the Student:** Shaik Arshad

Time: 20 Min **(Objective Questions)** **Max.Marks: 20**

Note: Answer the following Questions and each question carries **one** mark.

1. What is Game Builder Studio primarily used for? [c]
a) 3D modelling b) Music production c) Game development d) Video editing

2. Which type of games can be created using GameBuilder Studio? [C]
a) Only 2D games b) Only 3D games
c) Both 2D and 3D games d) Only text-based games

3. Which of the following is NOT a feature of GameBuilder Studio? [D]
a) Visual scripting system b) Real-time multiplayer networking
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6. Which programming language is commonly used in GameMaker Studio? [C]
a) Python b) Java c) GML (GameMaker Language) d) HTML

7. What is the purpose of "sprites" in GameMaker Studio? [b]
a) Managing game audio b) Handling game physics
c) Creating game logic d) Representing 2D visual elements

8. How do you create game logic in Buildbox without coding? [A]
a) By using a visual scripting system b) By writing complex algorithms
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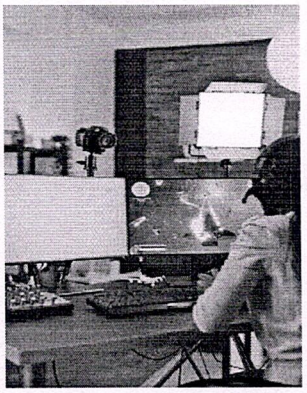
b) Objects create the game's graphical user interface
c) Objects handle network connectivity
d) Objects define the interactive elements and characters in the game

17. How do you add objects to your Buildbox scene? [D]
a) By writing custom code b) By importing character models
c) By purchasing them from the Buildbox marketplace d) By using the built-in Object Library

18. How can you customize the appearance of an object in Buildbox? [C]
a) By writing custom shaders
b) By modifying the game's source code
c) By applying different skins and textures
d) By creating a separate graphic asset for each appearance

19. What is the purpose of an "Object Behavior" in Buildbox? [D]
a) To determine the object's physical properties
b) To add background music to the object
c) To set up the object's appearance
d) To define how the object interacts and behaves in the game

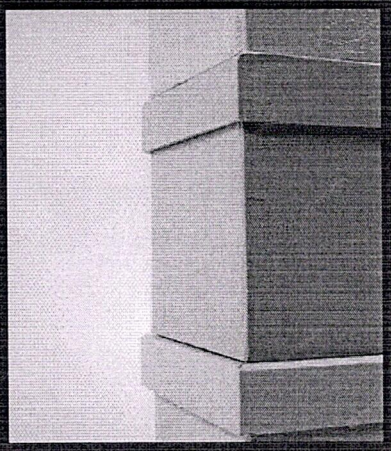
20. What is an "object" in the context of game development using Buildbox? [C]
a) A piece of background music b) A visual effect applied to the game world
c) A game element that can be interacted with d) A type of scripting language



Game Design: A Comprehensive Guide to BuildBox

Introduction

Game Design is a crucial aspect of game development. This guide will cover the basics of **BuildBox** and provide tips for mastering game design. Whether you're a beginner or an experienced developer, this presentation will help you create amazing games.

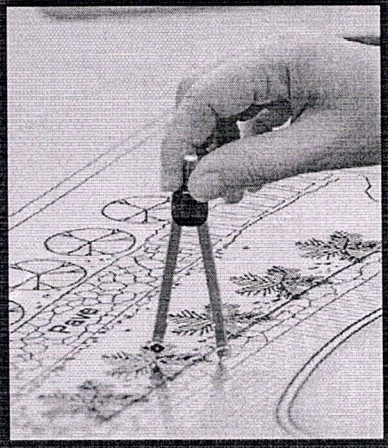


Understanding BuildBox

BuildBox is a powerful game engine that allows you to create games without coding.

It's user-friendly and has a drag-and-drop interface.

This slide will cover the basics of BuildBox and its features.



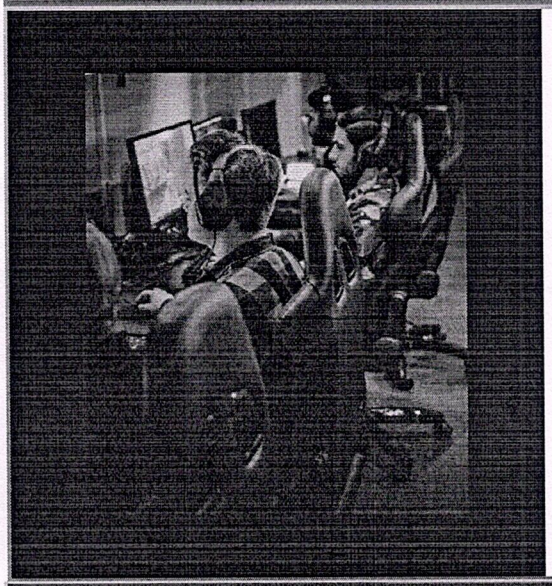
Designing Your Game

Designing your game is a crucial step in the game development process.

This slide will cover the basics of game design, including creating a concept, designing levels, and implementing game mechanics.

Creating Assets

Assets are the building blocks of your game. This slide will cover the basics of creating assets, including designing characters, creating environments, and adding sound effects.



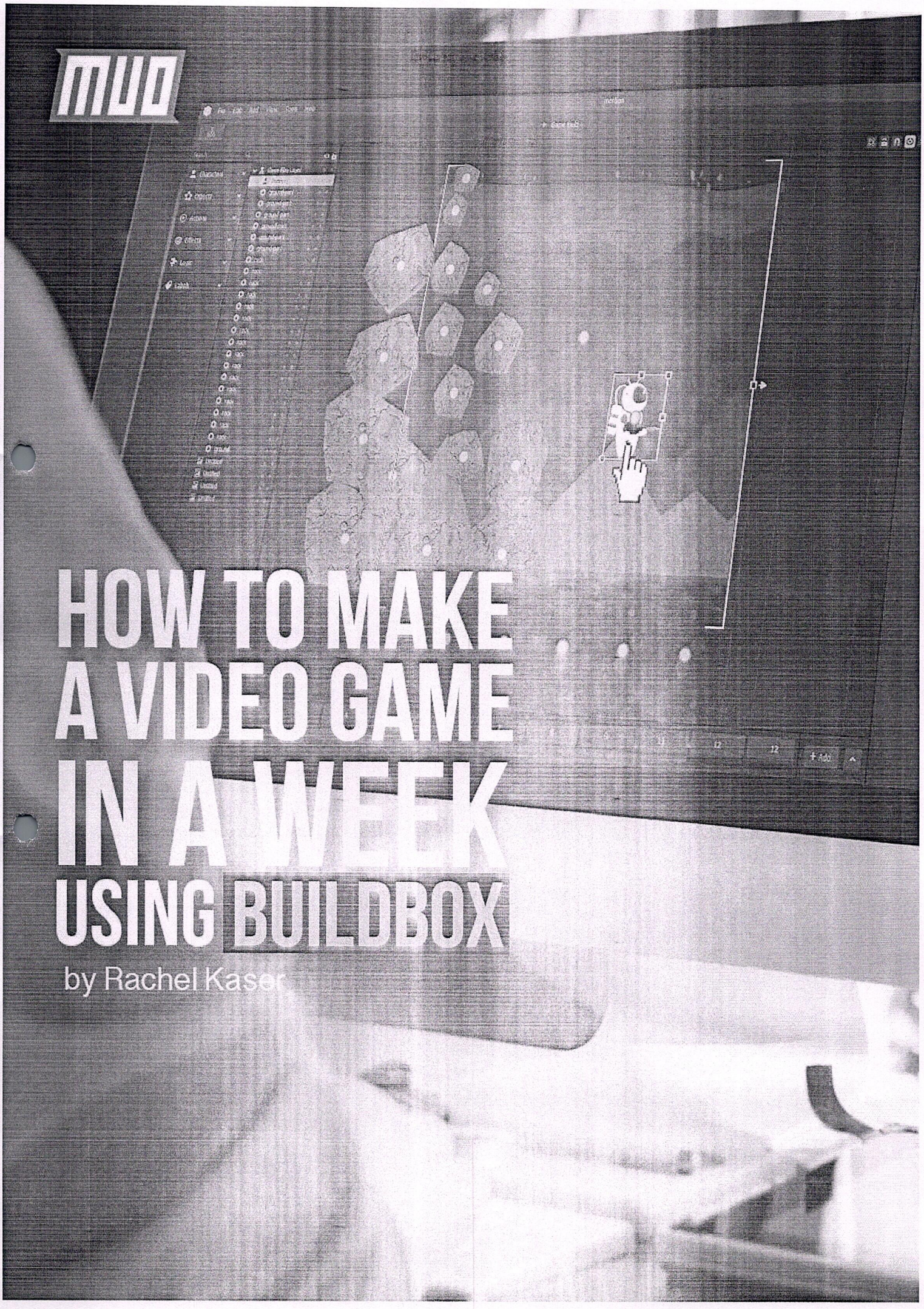
Testing and Debugging

Testing and debugging are essential steps in game development. This slide will cover the basics of testing your game, including beta testing, bug tracking, and optimizing performance.

Conclusion

Mastering game design takes time and practice, but with the right tools and techniques, anyone can create amazing games. We hope this presentation has provided you with valuable insights into game development with BuildBox.

Thanks!



HOW TO MAKE A VIDEO GAME IN A WEEK USING BUILDBOX

by Rachel Kaser

How to Make a Video Game in a Week Using Buildbox

Written by Rachel Kaser

Published July 2016.

Read the original article here: http://www.makeuseof.com/tag/how-to-make-a-video-game-in-a-week-using-buildbox/

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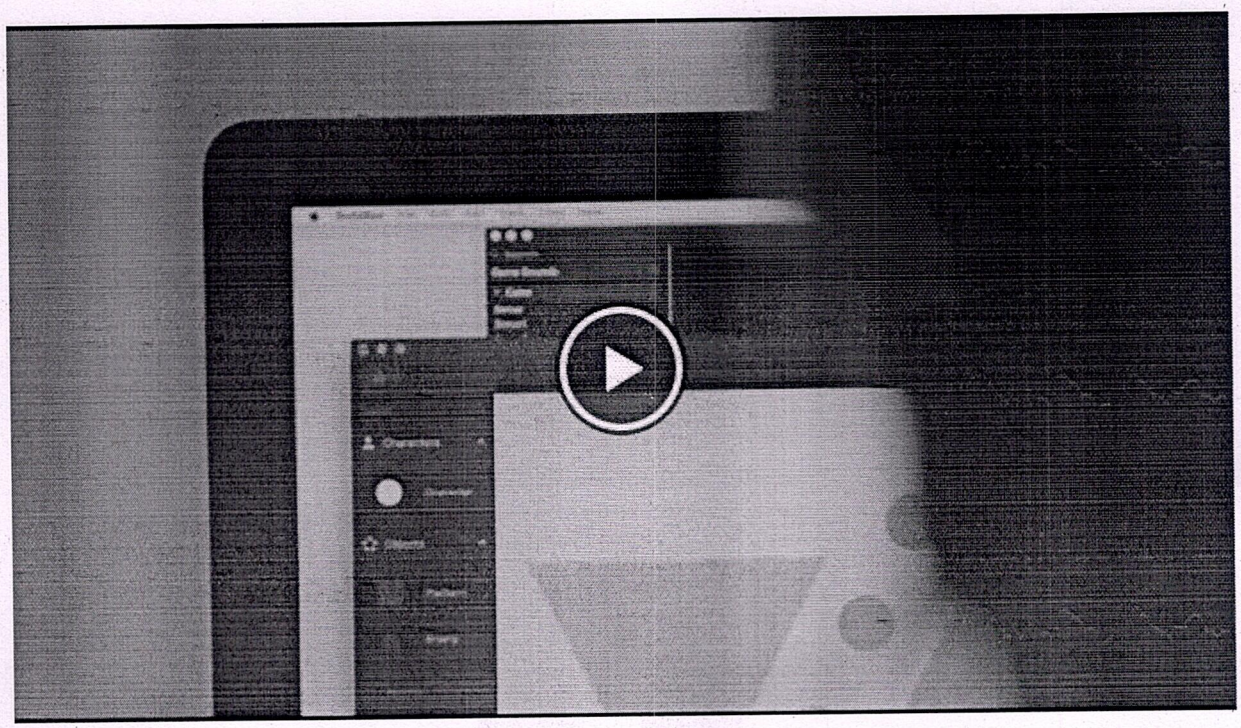
Creative inspiration can strike when we least expect it. An idea for a great game can come to you when you're going about your daily life, but you might think you cannot follow through with it because you have no experience making games.

It is understandable to be daunted. With game development getting more and more prohibitively expensive and the market being saturated, this can make the average person conclude that the task isn't for them, no matter how good their idea might be. And while there are several free game development tools out there, they can be too complex for someone with no background in coding.

But don't give up yet! There is a program that makes it incredibly easy for even those with absolutely no experience in game-making to design a video game. It's called Buildbox.

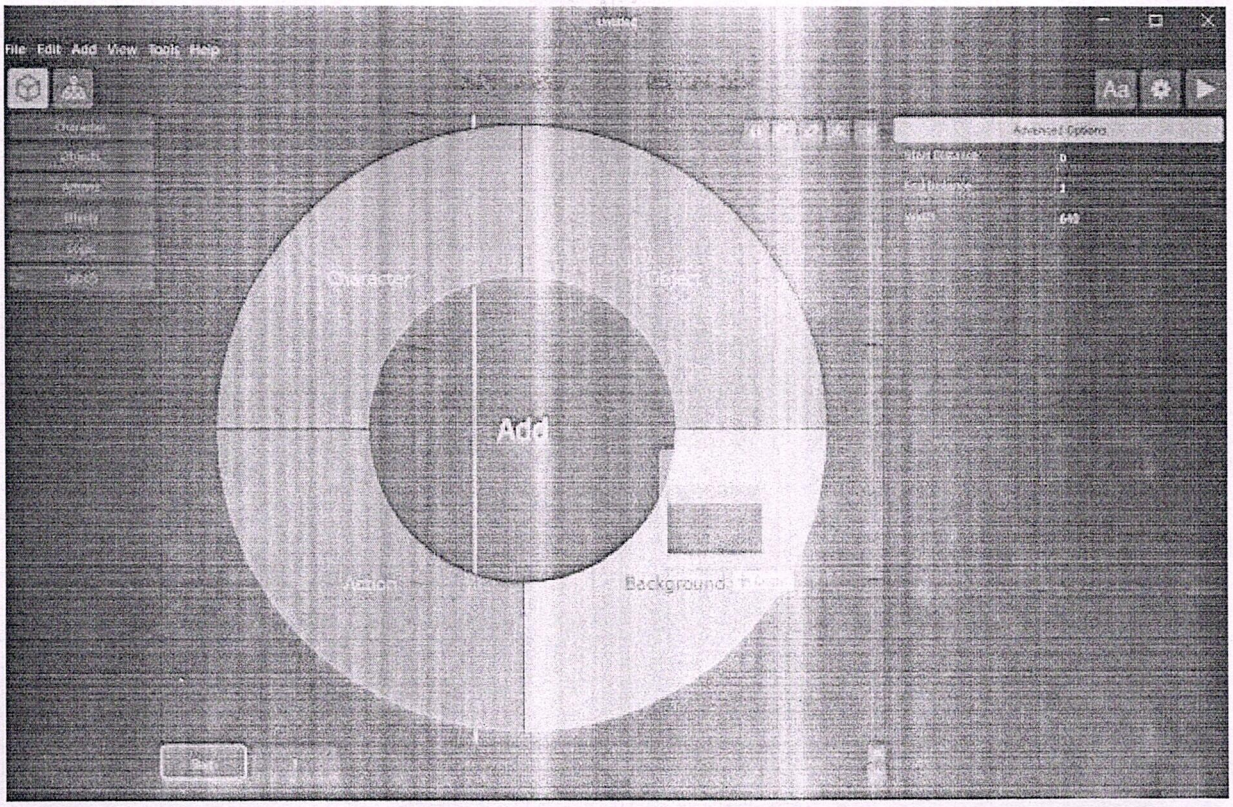


Watch the YouTube video here: What is Buildbox?

Buildbox: Game-Making Made Easy

Buildbox is an all-in-one game-making tool and asset package that is designed to be user-friendly, even for people with no coding experience whatsoever. With it, games can be conceptualized, designed, and built in a matter of days or even hours.

Buildbox's core appeal is a drag-and-drop interface. You can drag a file from elsewhere on your computer into the Box, and then you will be given the option to decide whether it is classified as an object, background, character, or action. From there, you can move the assets around as you like, building the game world as easily as you would put together a model or paint a picture.



Because Buildbox is simple to use, it might be easy to assume that it is not complex or deep. But it is equipped with a number of tools designed to make your game as complicated as you want it to be. You can build your game in different dimensions, add advanced animations, and even put in a pay-to-play monetization system.

Recently, MakeUseOf was given the opportunity to build a game in Buildbox, so that we could all see how easy and intuitive it was for ourselves. Several of us contributed, including Ryan Dube, Angela Alcorn, Tina Sieber, Christian Cawley (who has some experience with video game construction software), Ben Stegner, Brad Jones, Matthew Hughes, and myself. The actual game building was done by our own Azamat Bohed.

We would all like to emphasize that we are not professional game-makers or developers. Some of our fellow writers have some experience with more complex game-development software such as Unity, but when it comes to such a project, we had very little idea of what was involved. We wanted to see if Buildbox really was accessible to people who had no experience building a game or doing the coding work necessary. We think it is, though one does have to be willing to read the literature and watch the tutorials to get the hang of it.

Getting Started

The game design can begin with something like an image. It can be a character sketch, a beautiful background, or an in-game object. Bohed, however, recommends planning extensively at the beginning. "It's better to make some drafts of the game, take notes," he says. "Like, 'What's the best orientation for the game…horizontal or portrait? How does the player proceed through levels? What are the enemies like [if there are any], and how do they interact with the main character?', etc."

Watch the YouTube video here: **Making Your First Buildbox Game**

Bohed compared doing creative work within Buildbox – as opposed to with other resources before you start the building – to cooking with guesswork, as opposed to a recipe. While you may be able to indulge creative whims, it can make the process more arduous than it has to be. "Its user-friendliness and no coding requirement can drive you crazy thinking about which game to create just because there are so many possibilities", says Bohed.

The software comes with enough pre-built assets to be able to build a game without creating additional characters, backgrounds, or objects, but the MakeUseOf game does have a few assets hand-made by Bohed in **Adobe Illustrator**. But before he started putting together the nuts and bolts of the game, we had to do some of the on-paper planning that Bohed mentioned.

The planning became very ambitious, and not everything we talked about is used in the final product. We started with the idea of a "cave platformer," and the seed of the game's story came from Christian Cawley.

"*A spaceship, cyborg or character in an exo-suit would be my preference. Perhaps riff on some classic 80s/90s shoot-'em-up tropes. perhaps even 16-bit music if possible.*" – *Christian Cawley*

The idea of doing a pastiche of genre tropes got us started, and we started asking each other questions to get a more complete picture.

Ryan: "We need a storyline, characters, etc. what are we doing in a cave? Who is our main character? Who are the enemies? What is our goal?"

Ben: "*Our character has lost his memory and is stuck in a cave. There aren't many enemies, but it's a puzzle-platformer where he has to use his surroundings to escape. The goal is to find a way out and figure out what happened.*

"*[Or] our character is in a cave on Mars or some other planet and is trying to do research there. Enemies include any kind of strange-looking aliens we can dream up, and the goal could be to find four artifacts (or something similar) of the planet.*"

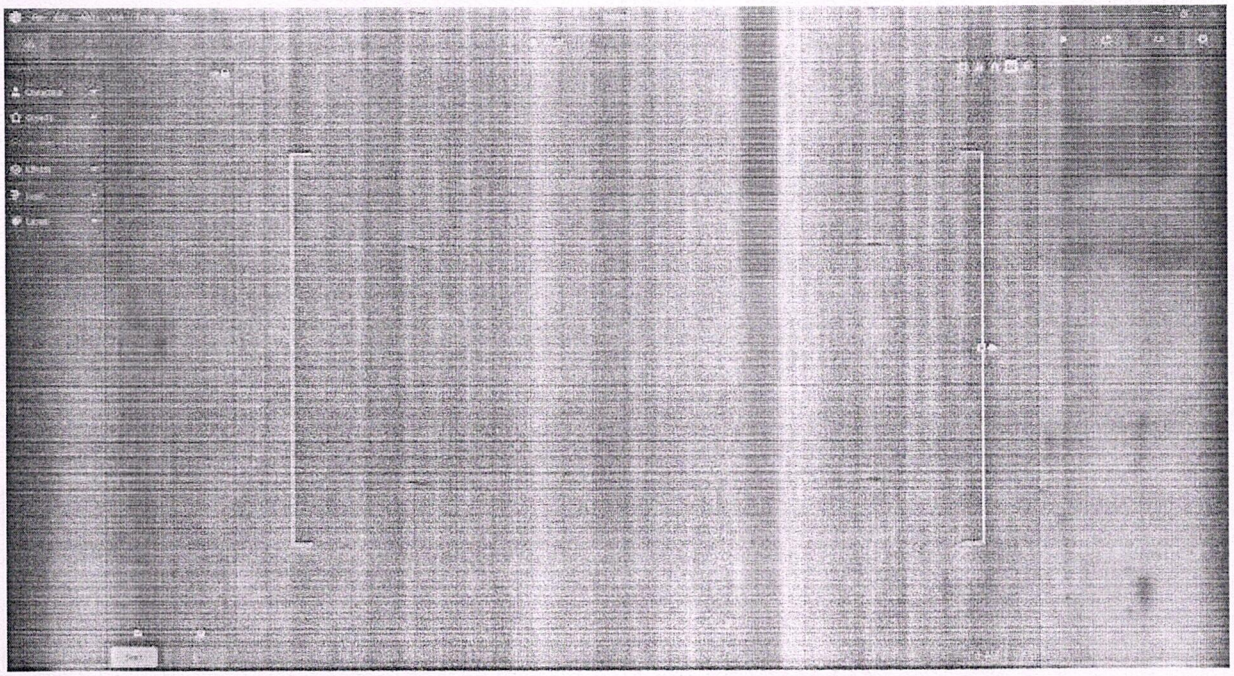
Rachel: "*Maybe the protagonist is part of a mining expedition and must rescue their colleagues after a cave-in. We could implement a limited lighting system. Also, the deeper the character goes, the weirder the alien enemies get.*"

From this, we spun a fanciful story about a genderless astronaut/miner getting trapped in a cave-in and having to search for supplies of oxygen while simultaneously rescuing their colleagues and trying to figure out what really happened, picking up some clues as they delved deeper and deeper searching for a way out.

Not all of this made it into the final product, because we only had so much time. After we had the basic story idea down, we all tried to get in on the details. It got a bit absurd at times, but we knew all of the ideas were theoretically possible to fit into Buildbox, and we also thought it would be better to have too many ideas than too few.

Game-Building 101

Once we had all of the planning done, it was time to actually build the game, and Bohed took over from there.



According to Bohed, it's very easy to get started from the provided materials available. He says, "I started with video tutorials, which are available at their official website. Trey [the guy who created Buildbox] explains the basics of how to use Buildbox. These are pretty short and simple video tutorials, yet they're enough to get started."

When you create a new project in Buildbox, you're given the option to select the type of game you want to build, just as a way of getting you started. You have options to create endless single-worlds, or finite worlds – or "levels" – for the player to complete. Then you have a menu tree screen that resembles some game-making software for text adventures.

Watch the YouTube video here: **Using Creator - Buildbox 2 Tutorial**

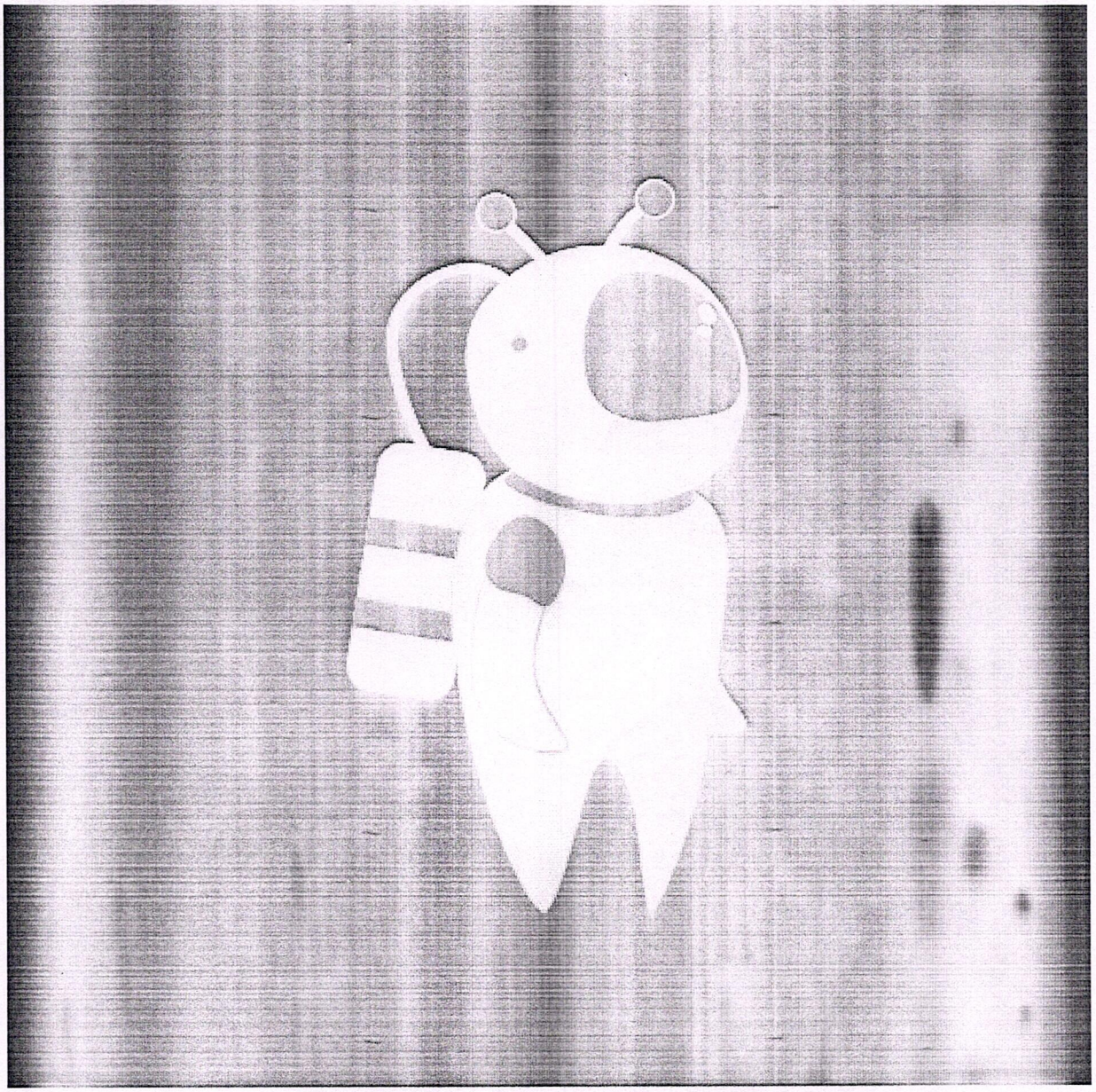
Once you decide that and open up the menus, you can get started on the basics. These include a background, characters, objects, and animations. When you begin your project, you can start by selecting the dimensions of the plane on which you want to work — though the 3D option is more of a perspective trick and is still two-dimensional. Then you select a background image, and lock it in place.

Sometimes the basics are not enough, though. When you need to undertake anything more complicated, it can make your head spin. Fortunately, Buildbox has a large and welcoming community that has asked and answered almost every conceivable question. Bohed was able to find answers to most of his questions with a forum search and a look through the detailed manual.

As mentioned, going into Buildbox cold without consulting the accompanying literature can belie its purported ease of use. I also tried it in my spare time, and found myself continuously clicking over to YouTube to study the tutorials because I couldn't make heads nor tails out of the options.

Attention to Detail

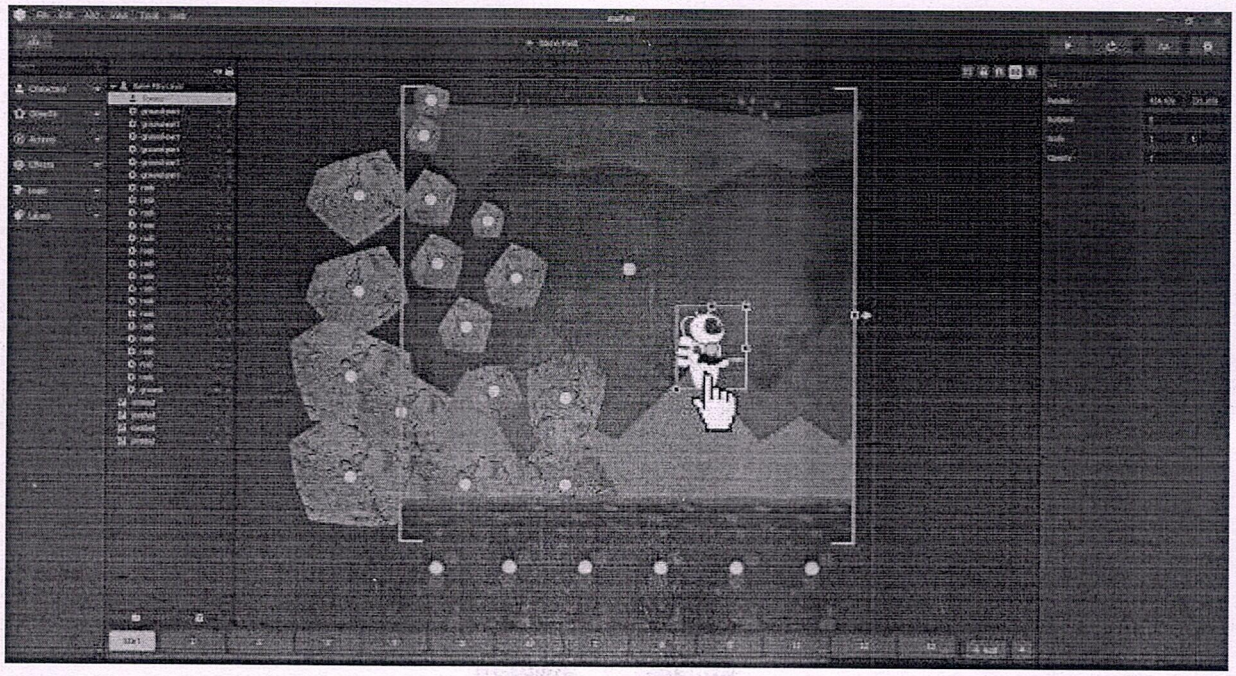
Bohed wanted to make sure that our game wasn't entirely constructed with the Buildbox art. "I created the main character in Adobe Illustrator [which Bohed has written a guide on]... Buildbox comes with its Art pack which has enough media assets in it to create a full game without even using any extra software, but I thought I wanted something of my own, so I created the character, background and a few other elements myself."



Characters in Buildbox have optional animations, meaning you have to put in different variations of the character's model to simulate movement. This was a challenge for Bohed: "I knew I had to create the animation for movement, jumps, etc., and it was pretty tough for one with no experience in animation (that's why the character in my game moves so funnily and unprofessionally)."

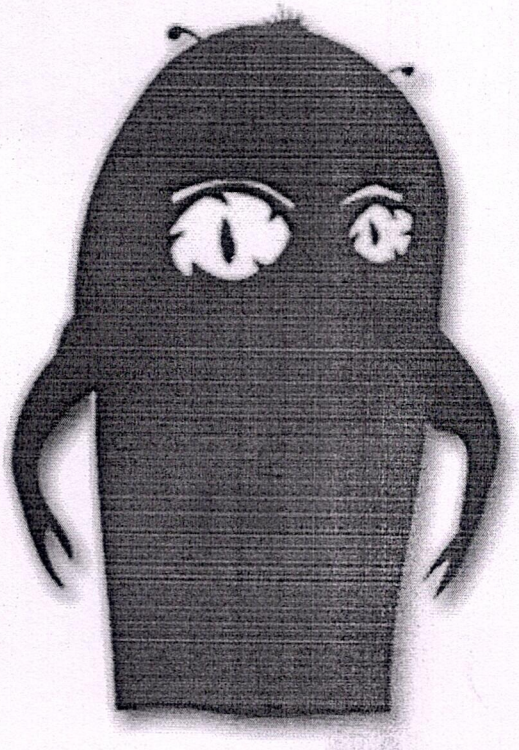
If you see our game in action, you can also see that our character retrieves coins, which is a far cry from our original idea of oxygen tanks. But Buildbox has special properties made particularly for "coins," a.k.a. items that can be used as in-game currency or reward. With coins,

you have the option to use collected coins later to buy other assets in-game, and you have the option of using them for freemium content (though we caution anyone who wants to do so, since we've previously warned gamers about the downsides of freemium games).



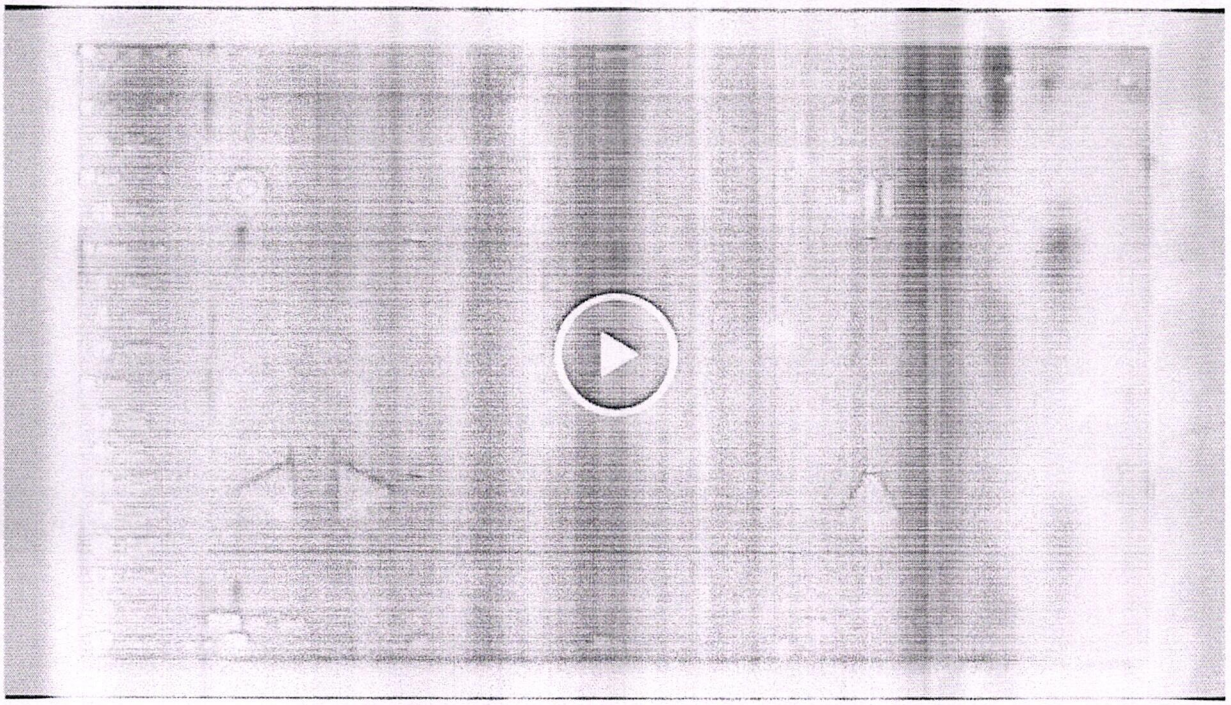
In addition, there is an almost dizzying amount of customization for characters. You can adjust everything from their shadows to the sounds they make when they hit jump and hit the ground.

Objects also come with a huge amount of options. You can choose how they behave, if they're stationary or run on paths, and if it interacts with the player when they touch it.



Bohed was especially creative with objects in our game, giving environmental objects varied movement paths and adding quite a bit of challenge to some of the jumping puzzles. We were also able to include our in-game colleagues to rescue, but unfortunately, since both enemies and NPCs are classified as "objects" rather than "characters," our astronaut can't interact with them beyond bumping into them to in-game cheers of gratitude.

You even have the option to put together a flashy menu for your game. There is a detailed layout dedicated to giving your game a consistent overlay and user interface. The one Bohed used in our game has a mute option and is fairly detailed on its own, and I can only imagine what he could have done had we had access to the flashier animations available in Buildbox 2.0.



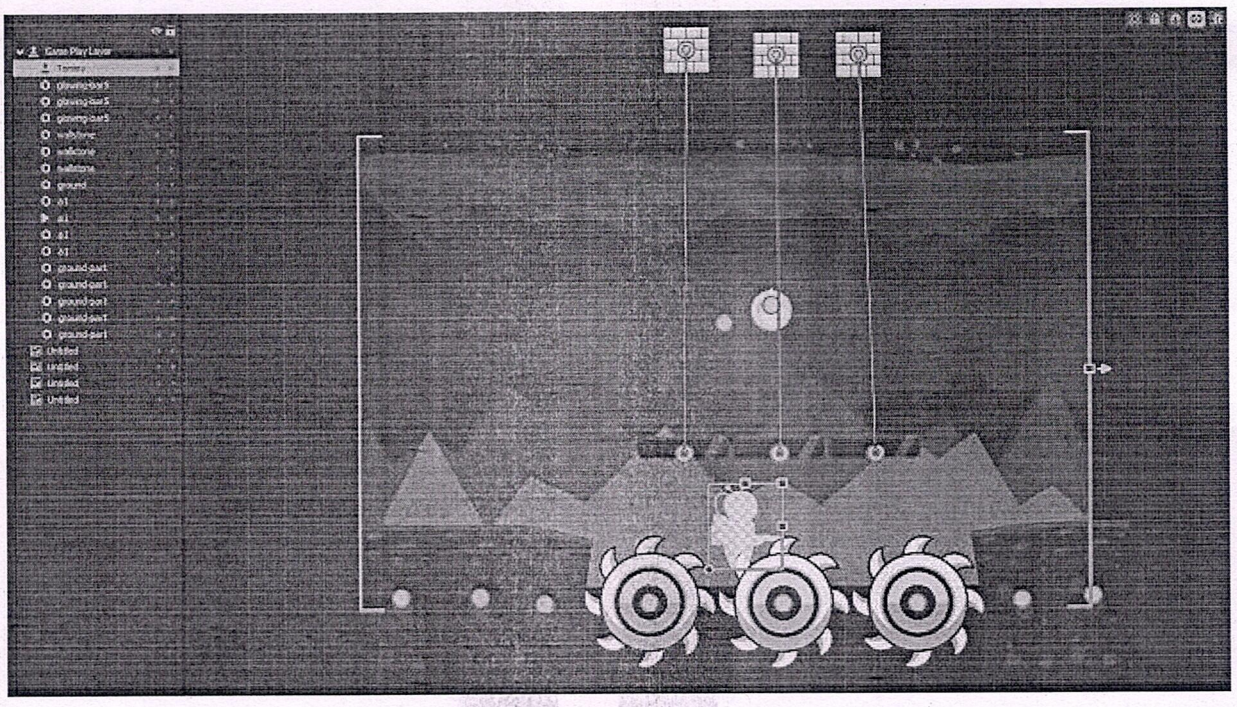
Watch the YouTube video here: **Menu Editor - Buildbox 2 Tutorial**

Level 2.0

At the time of writing, Buildbox is currently available in 2.0 status. We made our game in an older version, so there have since been a number of changes and improvements made to Buildbox that will make it even better than it was when we used it.

Watch the YouTube video here: **Buildbox 2 - First Walkthrough**

One of the most interesting changes to 2.0 is the multiple character settings. You can now make games that have more than one playable character, each with different settings and powers. You can also make it so that some characters are only unlocked with certain conditions, or if they must be purchased with in-game currency.



During a conversation Bohed had with the developers, it was revealed that a few things that would be possible with Buildbox 2.0 that weren't possible with earlier versions. Here are a few things that are currently available that further refine the game-making process in Buildbox:

- Reward items can now spawn from defeated enemies
- Options for turning off sound effects and music
- Being able to see the name of the item when you select it in the editor
- Allowing items to be locked in place in the same manner as the background, as well as hidden
- Selecting multiple items (now Bohed can do it)

Bohed still had a few reservations about Buildbox 2.0, but he notes that it has a saving grace: "Buildbox crashes, I'd even say frequently. Even after 2.0 update (which is a really huge and awesome update) it still crashes every now and then. But it has an autosave feature, so when you reopen Buildbox it asks if you want to open the most recent save."

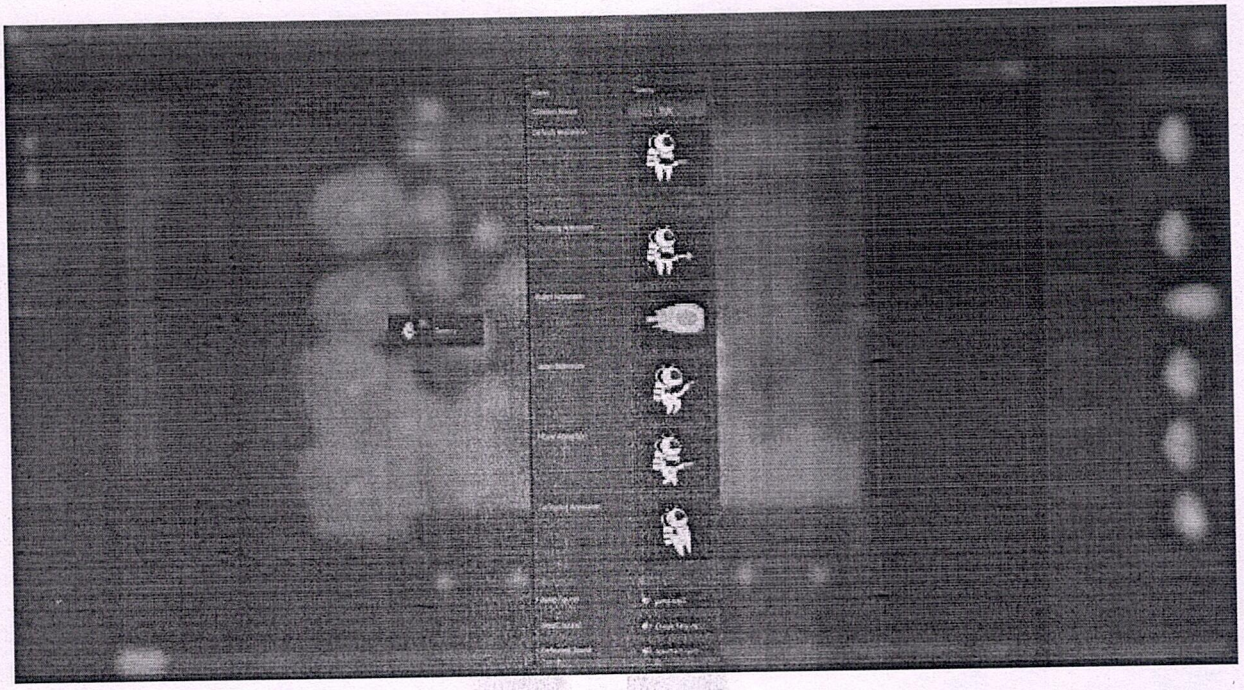
Finished Product

This is the final product produced by our team with just a short amount of experience with Buildbox, called – in the spirit of simplicity – Cave on Mars.

Watch the YouTube video here: Cave on Mars

A lot of the original story has not made it into the video below, but our little astronaut and their gun are present, as are the vicious Mars monsters and the cave setting. If you watch the video until the very end, you can see that Bohed also included a little surprise!

We were very pleased with the final product, short though it may be! It is also worth pointing out that this was created with just the basics in mind, and in a very short time frame with no previous game-making experience. So if we could make this under those strictures, imagine what you could do with more time and more complex goals in mind.



Exporting a Buildbox game is made just as easy as almost everything else in the process, with it being accessible from a drop menu that offers options for iOS, Android, Mac, and PC. Supposedly, the multi-platform support for your game makes both mobile and desktop versions of your game identical.

According to their own website, you can put Buildbox games on Amazon, Steam, the App Store, and others. Bohed tested *Cave on Mars* on both Android and iOS successfully.

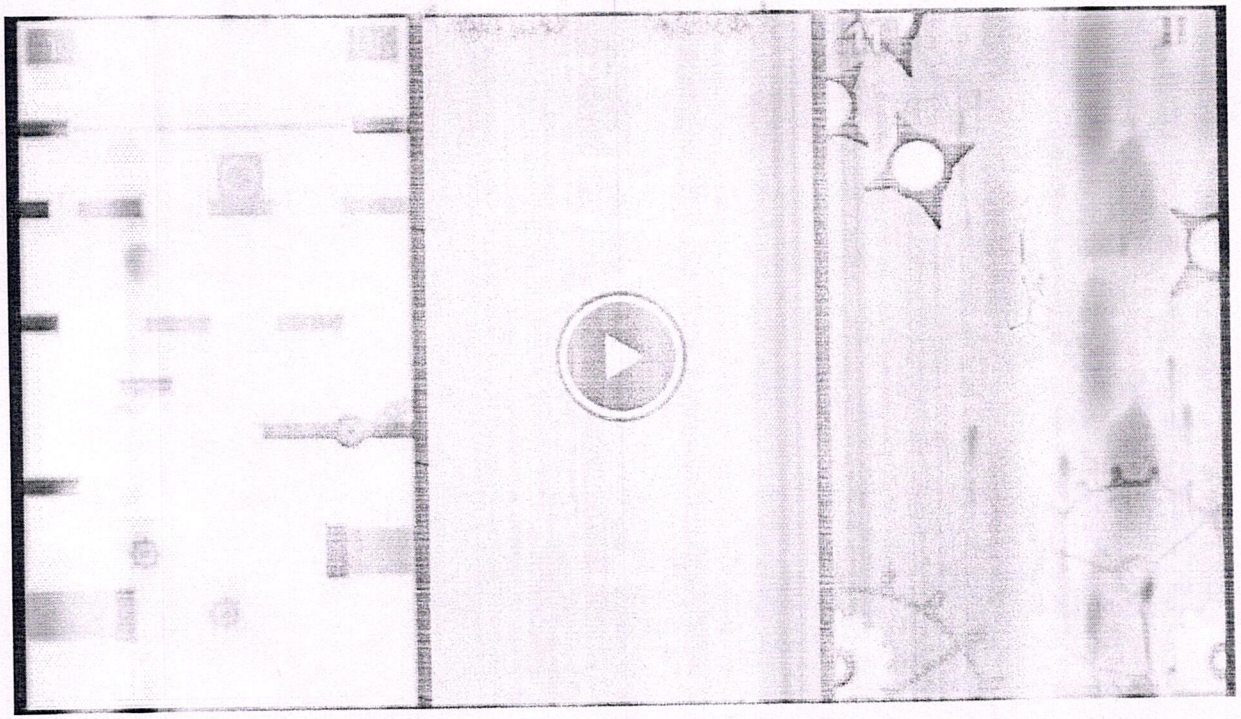
Get Started Right Now!

Bohed says, "Buildbox is a really awesome and powerful tool, which can be used by anyone who wants to create a game…I'm pretty sure there are lots of guys with cool ideas in their heads, but they just can't realize it because of the lack of coding knowledge and experience. But with such software as Buildbox this will change…If you've always dreamed of creating a game yourself, you'll understand."

No matter how much or how little experience you have with coding, programming, or game making, you can start Buildbox up and find yourself in the middle of making the next great mobile game in the time it would take you to make dinner.

The most famous Buildbox game currently on the market is *Color Switch*, but there are several others on the market that have achieved noteworthy success; including *Trump on the Run*, *Color Dotz*, and *APEX*.

Costs for licensing Buildbox start with an annual subscription that discounts the $99 monthly payment to $84 per month. If, after you make your game, you find you either can not or will not renew your subscription, you may cancel your subscription and your version of the software will return to demo mode. However, you will still be able to support your game and you still retain the rights to it. Again, any gains you make from your game are 100% your own.



Watch the YouTube video here: Buildbox - 2015 Showcase

Buildbox 2.0 is currently available on the Buildbox website. You can get either a monthly or annual subscription, or you can buy a license outright. You get all of the assets with your Buildbox license, and you keep any money you make from your game. Get started making your game today!

Do you have any experience with Buildbox or a Buildbox-based game? Do you have any questions for us about our Buildbox project and how you can get started? If so, let us know in the comments section!

Read more stories like this at