



# Vortals Game Build Tutorial

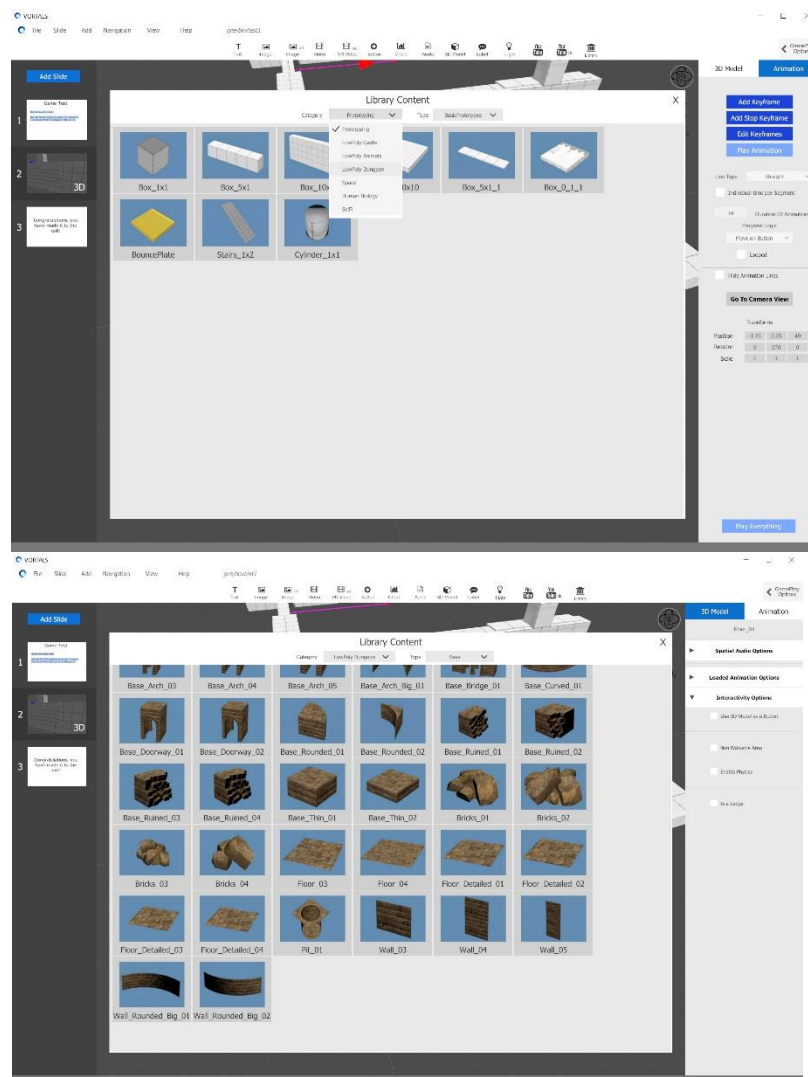
In this Tutorial you will learn the basics steps to creating a game in Vortals. This tutorial will result in a playable puzzle game.

# THE BASICS

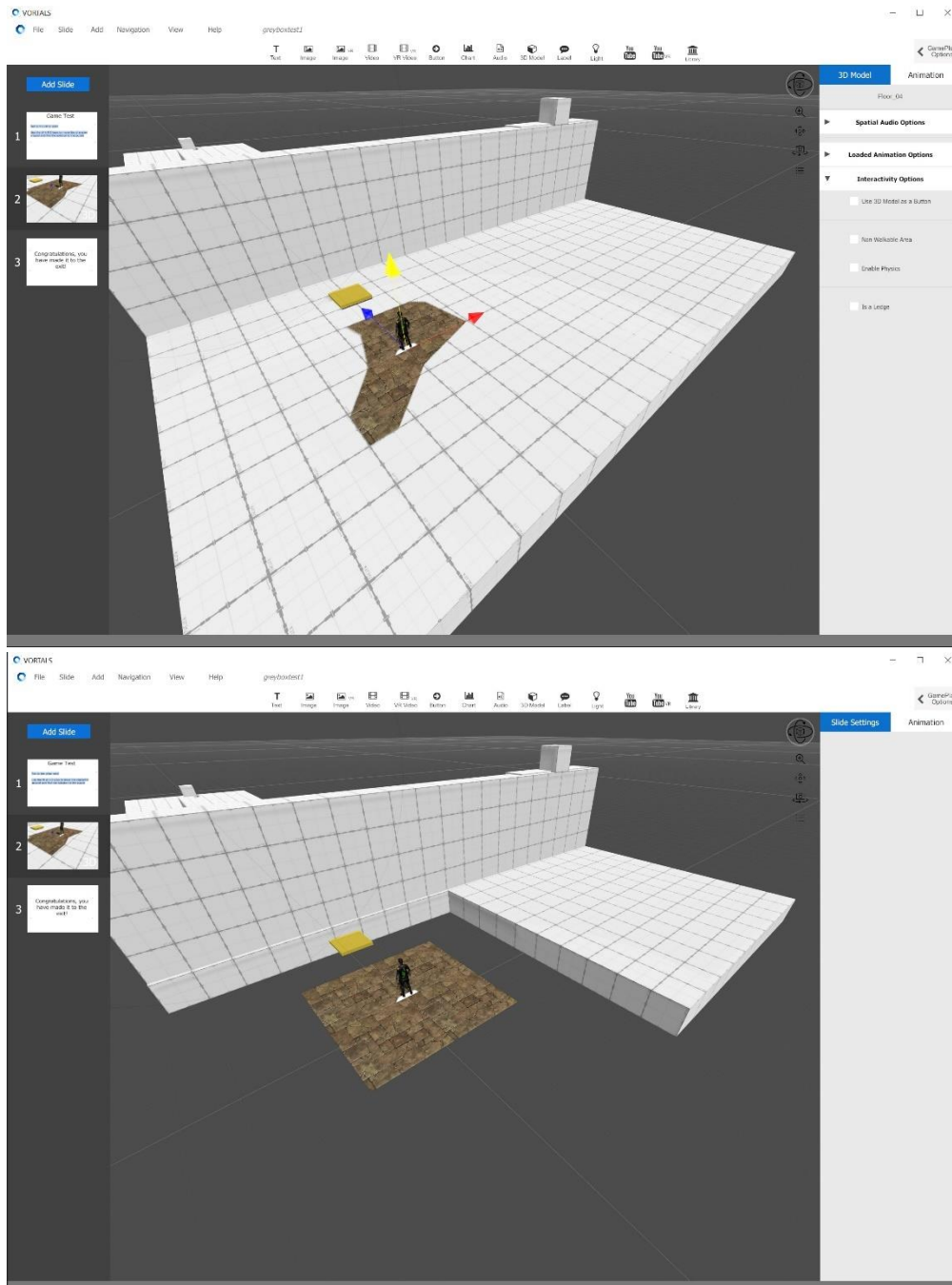
## 1. Open Vortal File from the Game Tutorial 1

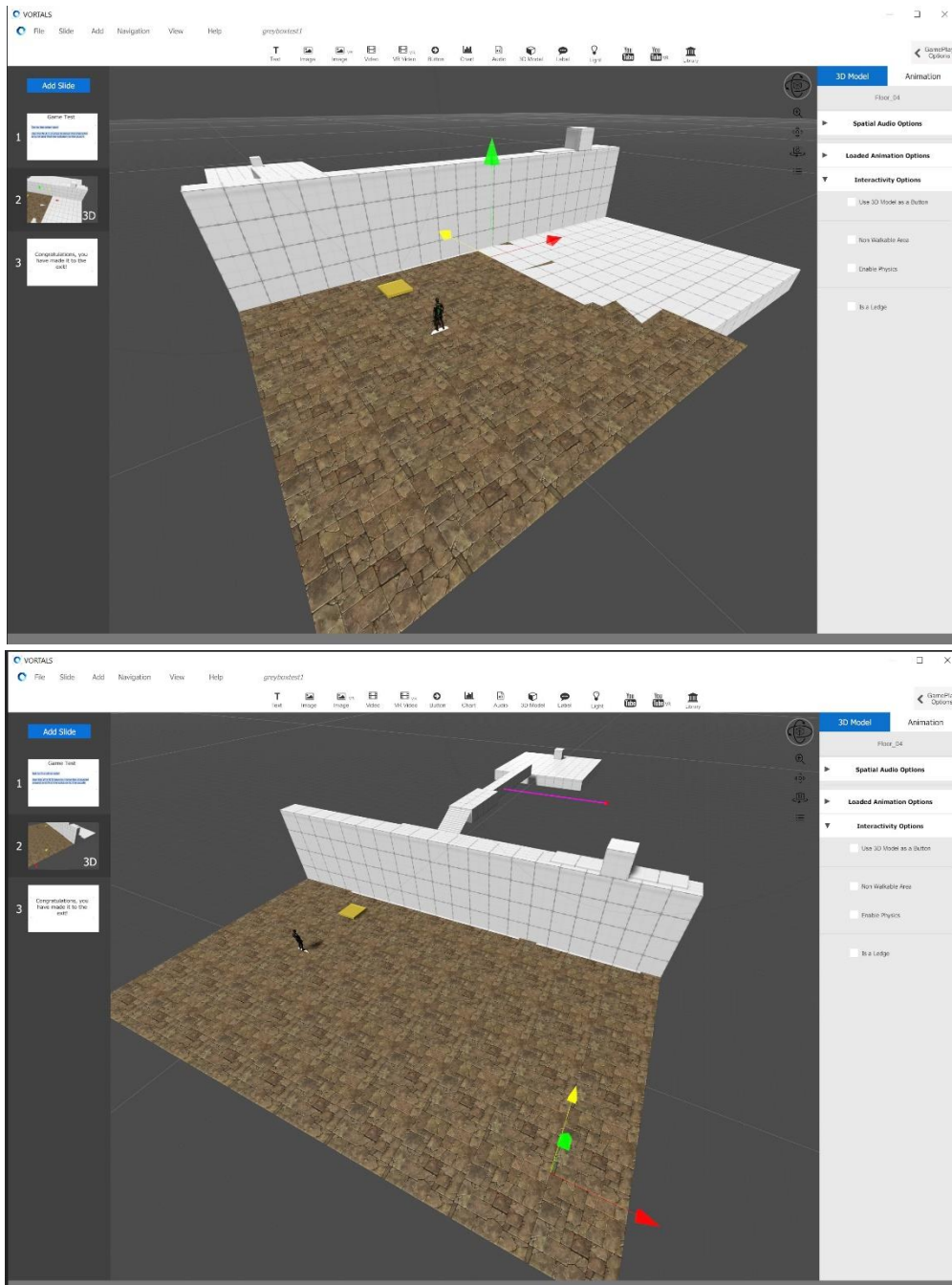
## 2. Access Library Content

- Select library button.
- Change the category to Lowpoly Dungeon.
- Keep the type the same and select the Floor\_0



- The model will load but will be hidden by the original greybox model. Use the gizmo to move the newly loaded floor model into view.
- You should move the model so that it is at the same height as the greybox model – you may find the models look weird on screen due to “z-fighting”.
- Select and delete the greybox model
- Clone the floor model and replace the entire floor on the character’s side of the wall with the floor model

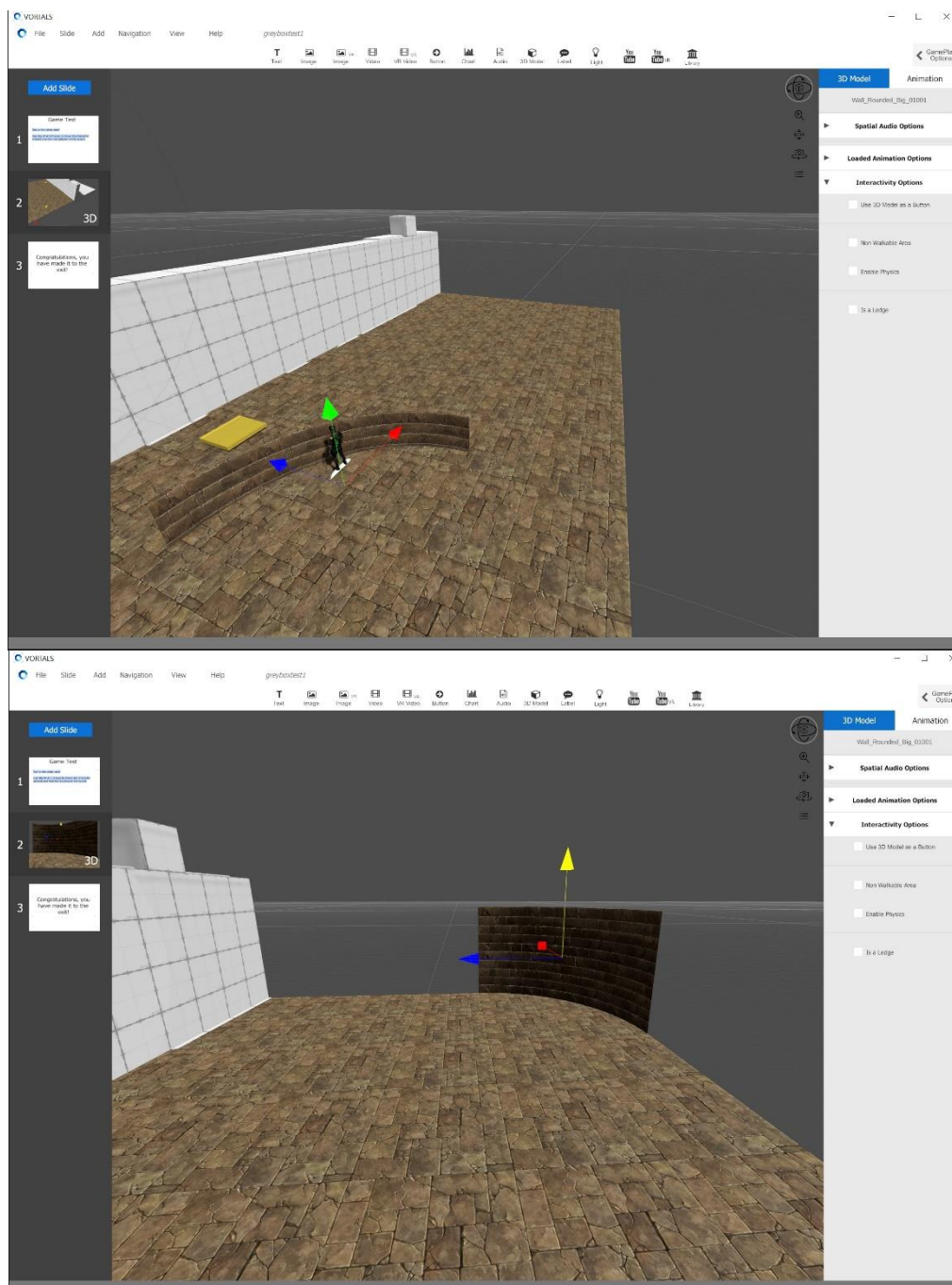




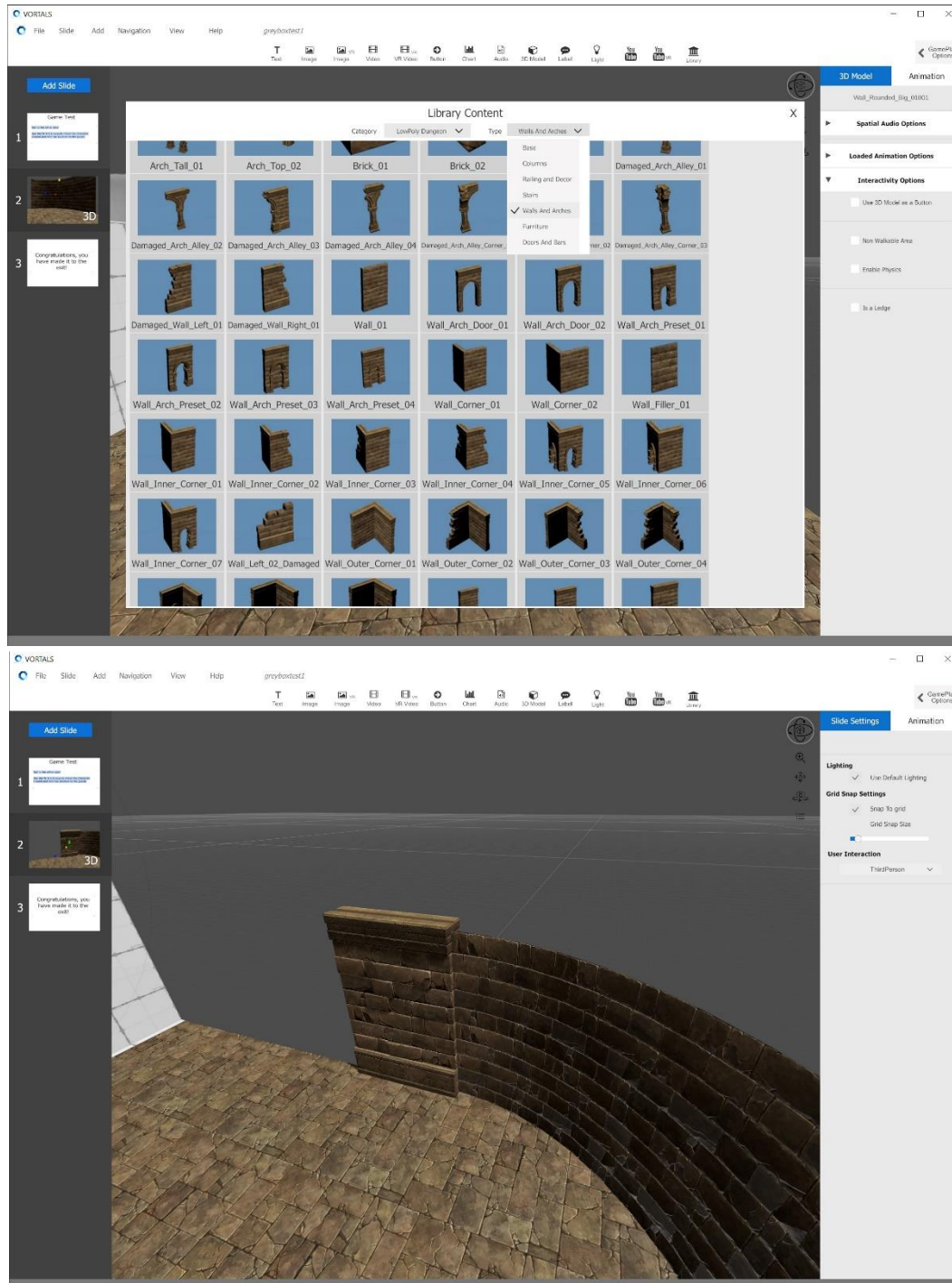
### 3. Add Walls

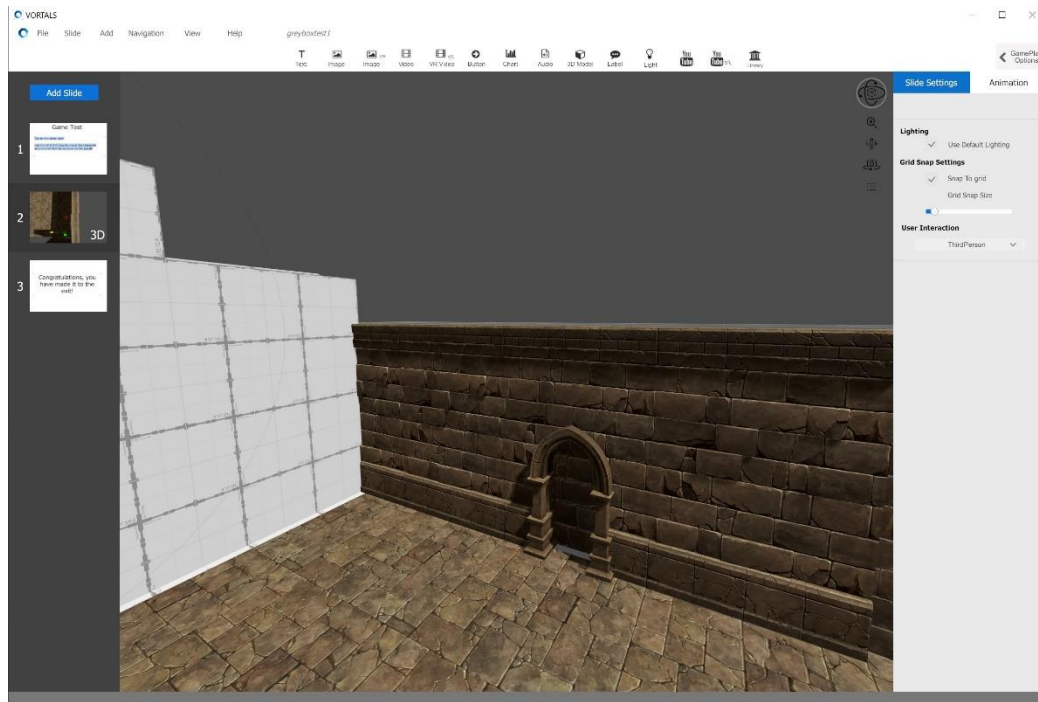
We don't want our character to be able to fall off the edge, so we're going to create a wall that surround the grounded area

- open the library,
- Add Wall\_Rounded\_Big\_01
- You will notice this wall is only visible from one side.
- Move the model to the far corner, rotate it into position, and copy+paste a new model and move it up to finish the rounded wall.

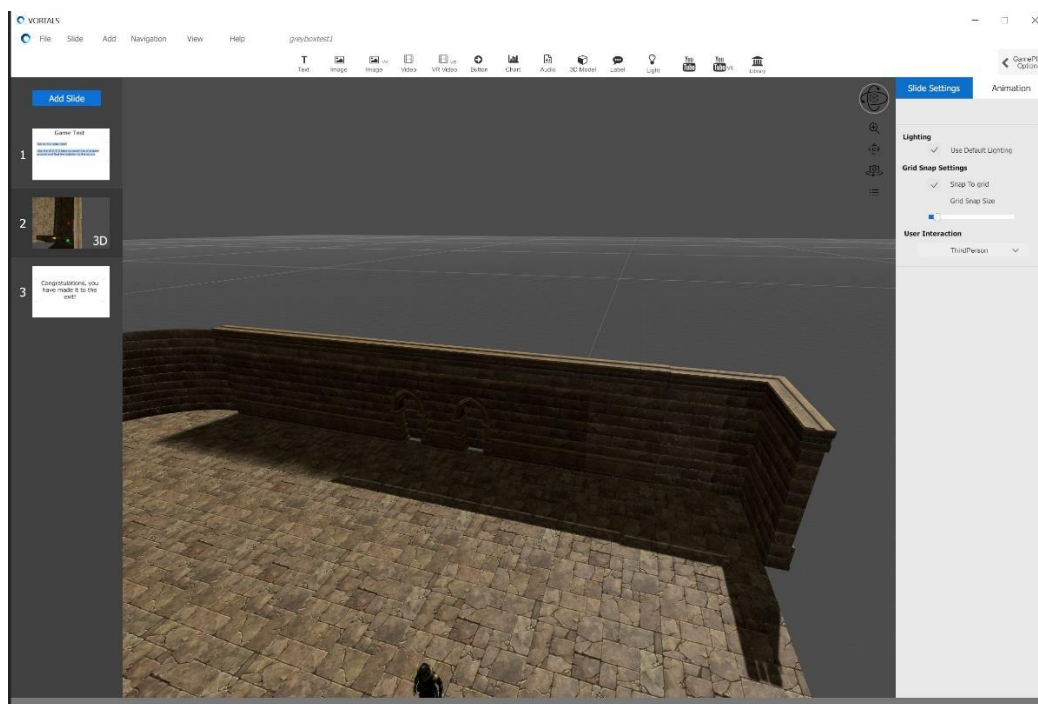


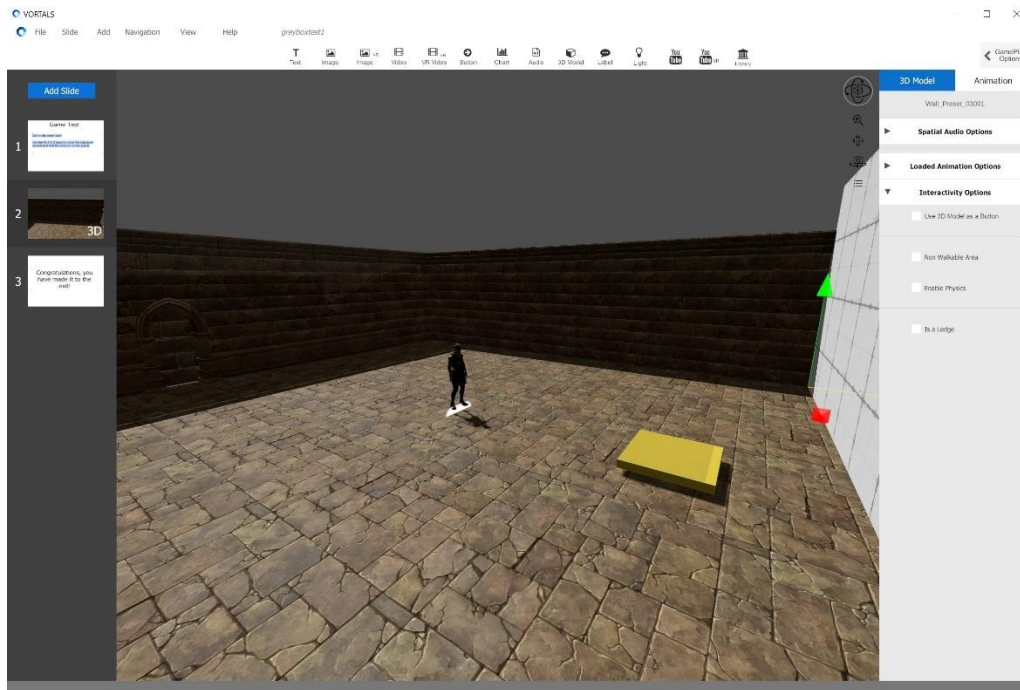
- Open the library, change the type to “Walls and Arches”.
- New library options will be available to you.
- Select Wall\_preset\_01 (or 02 or 03)
- Fill in the wall





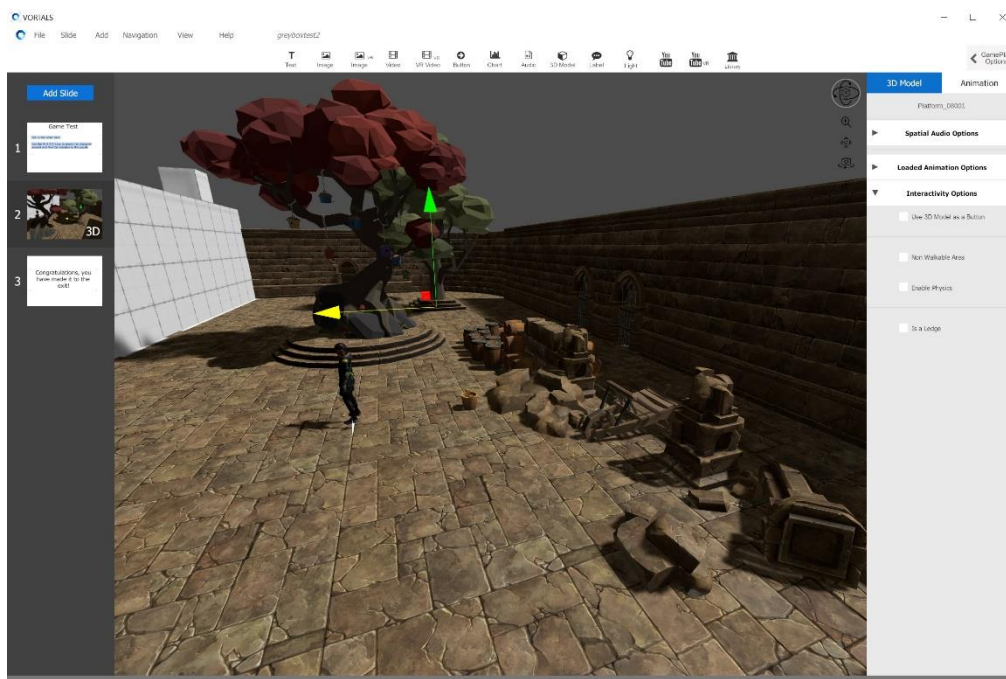
## 4. Repeat for the Back Wall





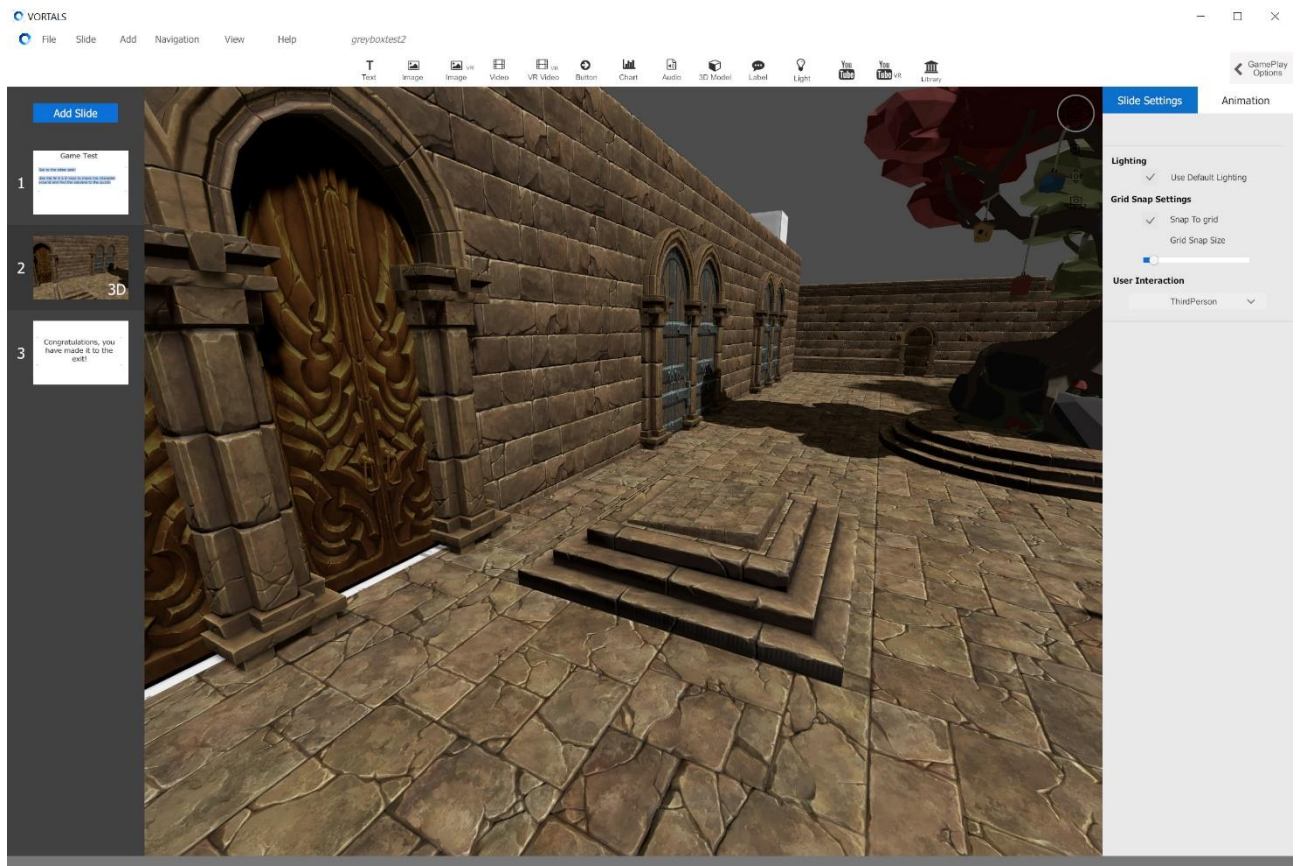
## 5. Add Detail

- Detail is the bit that makes a game feel better quality.
- Its only once you've gone through the greyboxing process and tested your game that you should start adding detail, otherwise, you add lots of detail and have a boring game!
- There's not set rules for the detail to add in this, so have a look at the assets available in the library, you may even wish to load in your own 3d models – but remember, you're adding detail, not redesigning the scene. The gameplay must be unchanged.
- Move it into position by selecting the image and then clicking and dragging.



## 6. Replace the Main Wall and Bounceplate

- Open the library, select Base.
- Load Base\_Bridge\_01
- Move it into position, clone it and replace the entire greybox wall,
- Open the library, select Doors and Bars.
- Load a door – you will need to move it and scale it into place to block the path.
- Open the library, select Stairs.
- Load platform\_08
- Load Platform\_Base\_01
- Scale Platform\_base\_01 down and place it on top of Platform\_08
- With Platform\_Base\_08 selected, click “Use 3D model As Button”.
- Make it AutoTrigger and convert it to a Bounceplate (under Interactivity Options)



## 7. Save

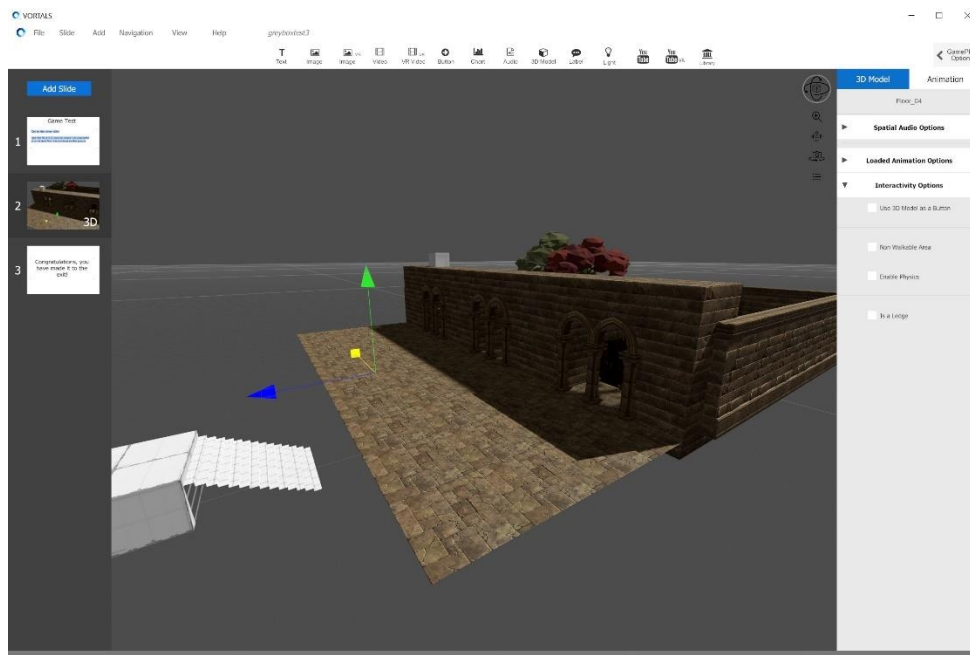
If you haven't tried already, now is a great time to save the presentation. Saving in Vortals is done in the same way as most other programs, you can go to the File menu button and choose Save.

**However...**

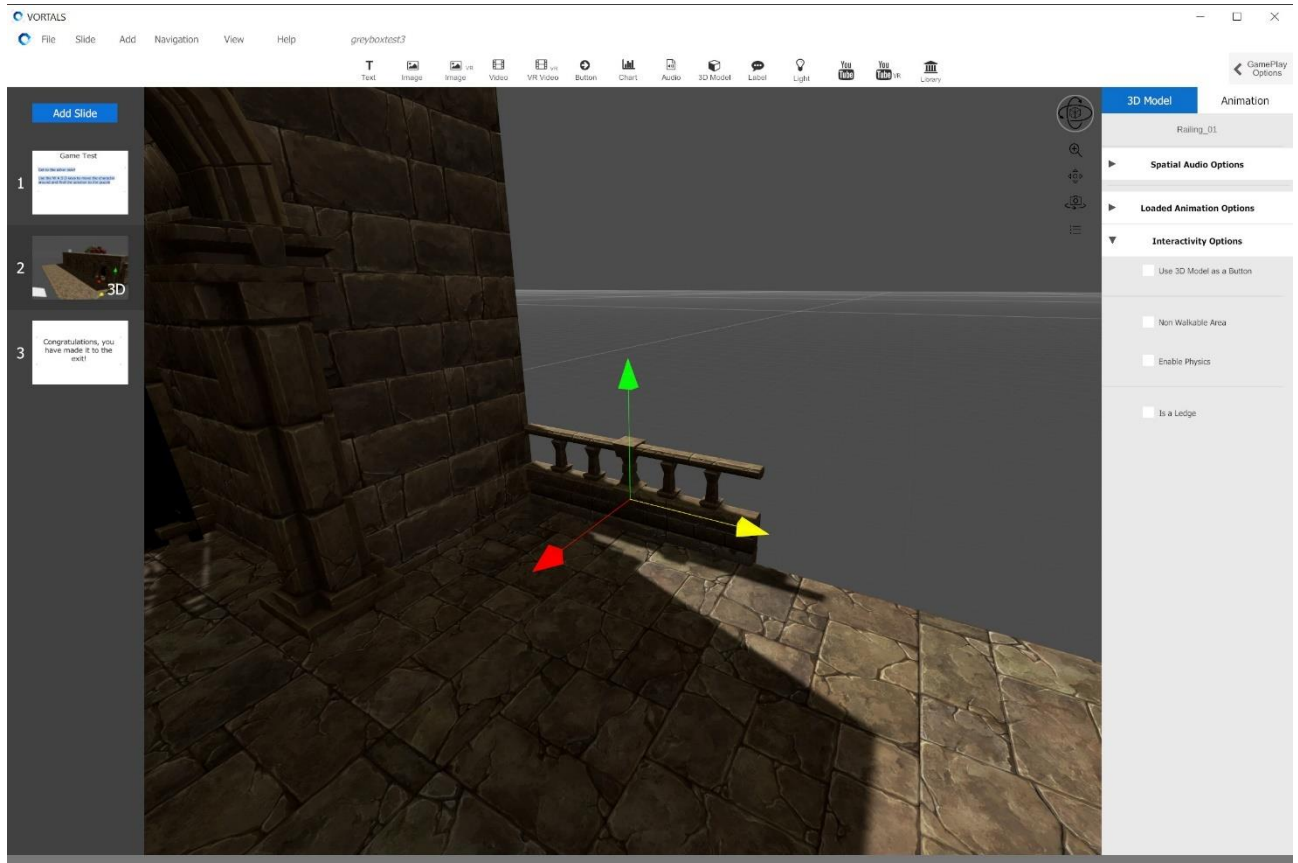
There will be more options to think about when saving your final presentation. For the moment:

- Go to The File menu button and choose Save.
  - ***It is good practice to number your save files incrementally.***

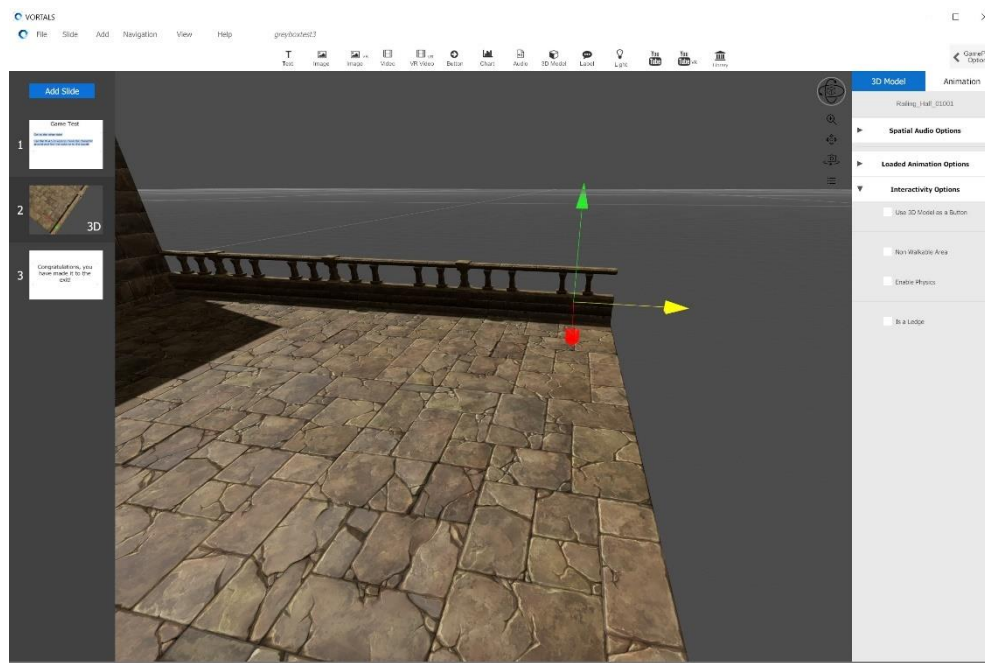
## 8. Replace the Floor on the Opposite Side



- Add a banister to prevent the character from falling off the edge.
- Open library and change type to "Railing and Décor"
- Select Railing\_01

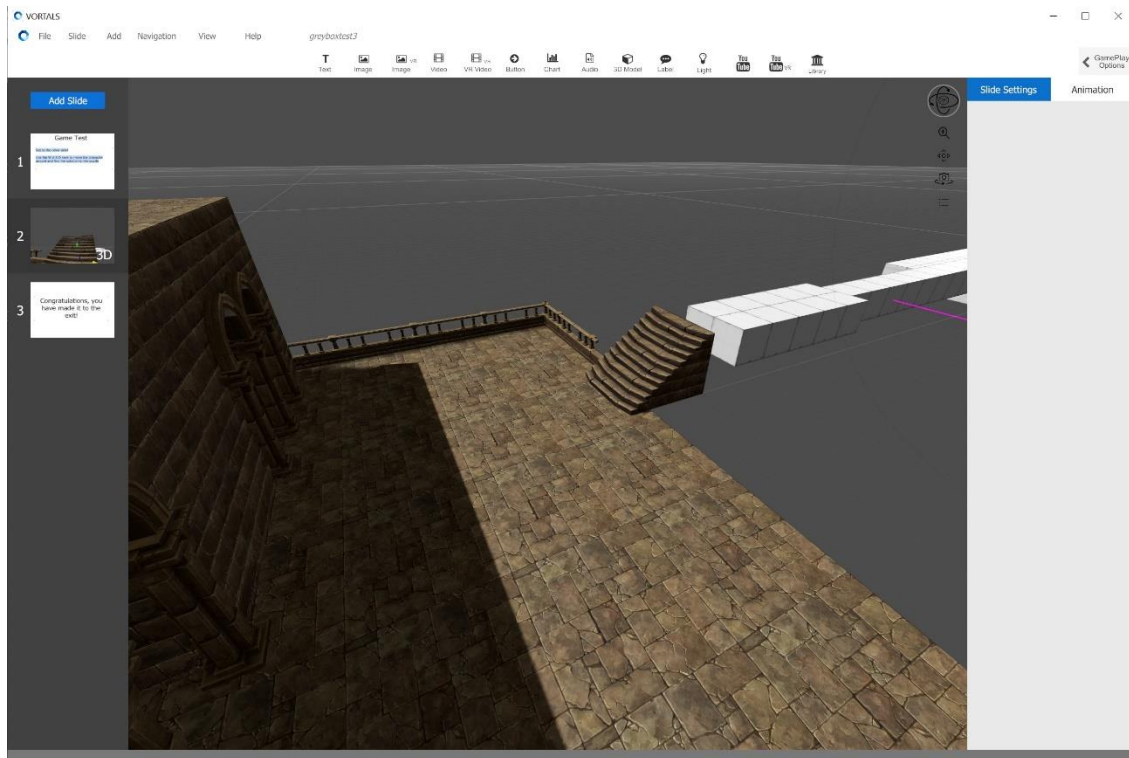


Clone the railing and complete to look like below image.



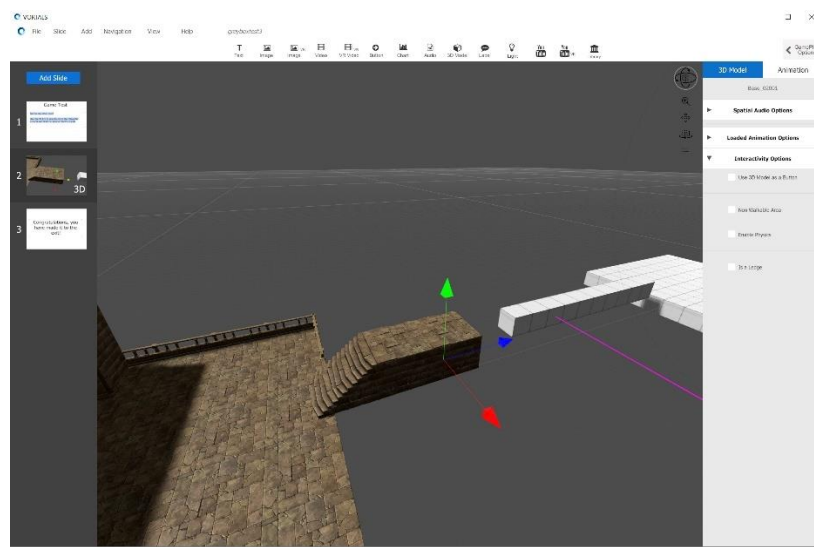
Replace the stairs with higher quality stairs.

- Open library, select Stairs.
- Load Stairs\_02 and move it into place, deleting all the old greybox stairs.



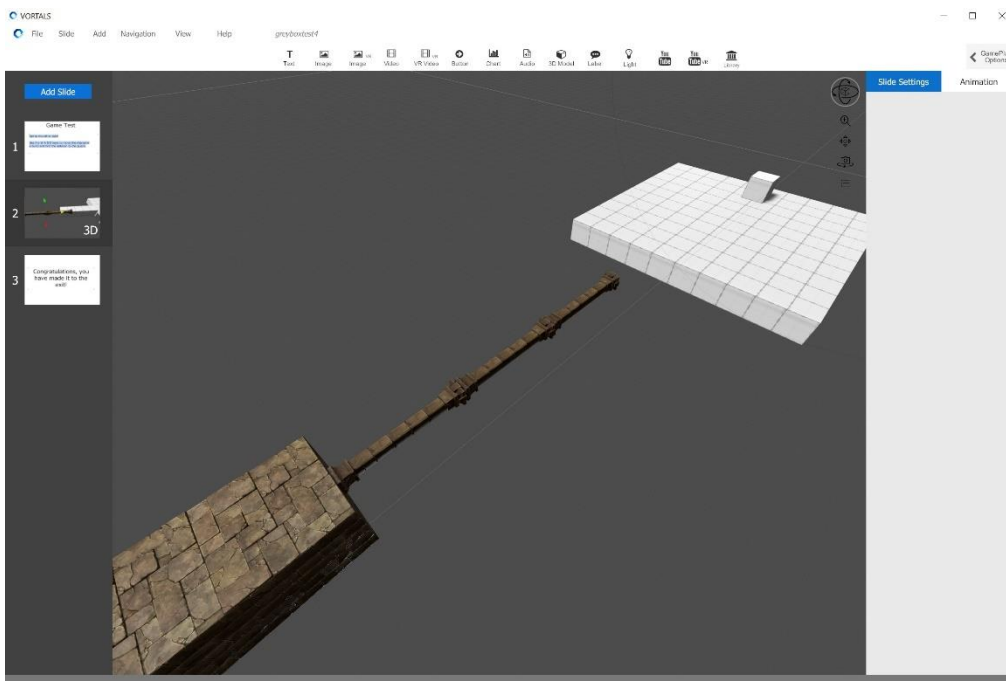
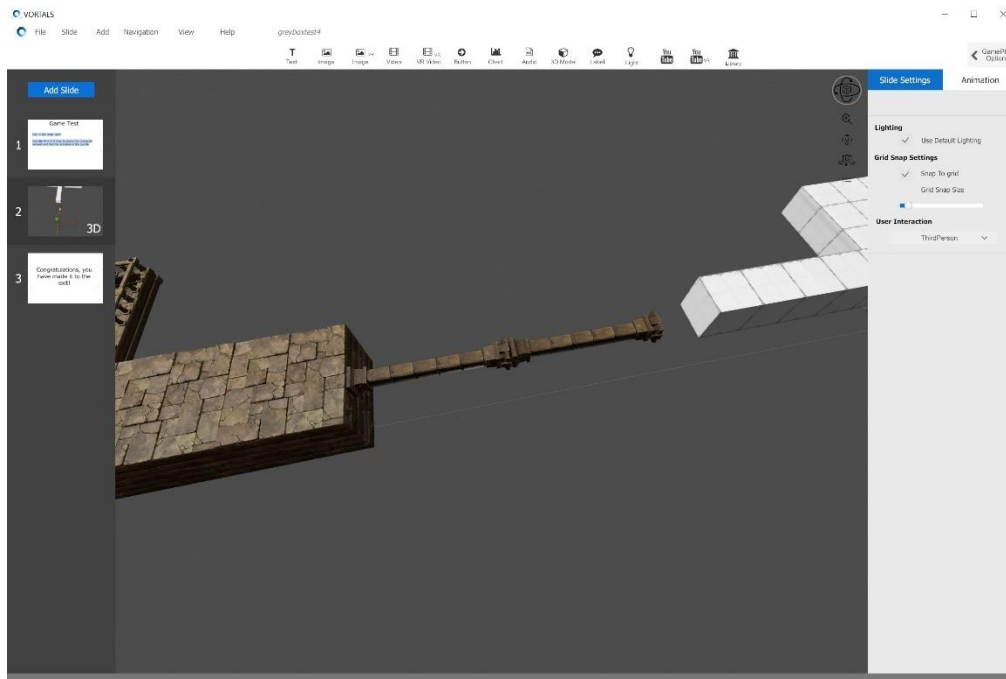
## 9. Rebuild Walkway

- Click the “Library” button on the top bar.
- Select type as “Base”.
- Select Base\_01 or 02 or 03



- Click the “Library” button on the top bar.
- Select type as “Columns”.
- Select Column\_02, move and rotate it into place as shown and repeat two more times:

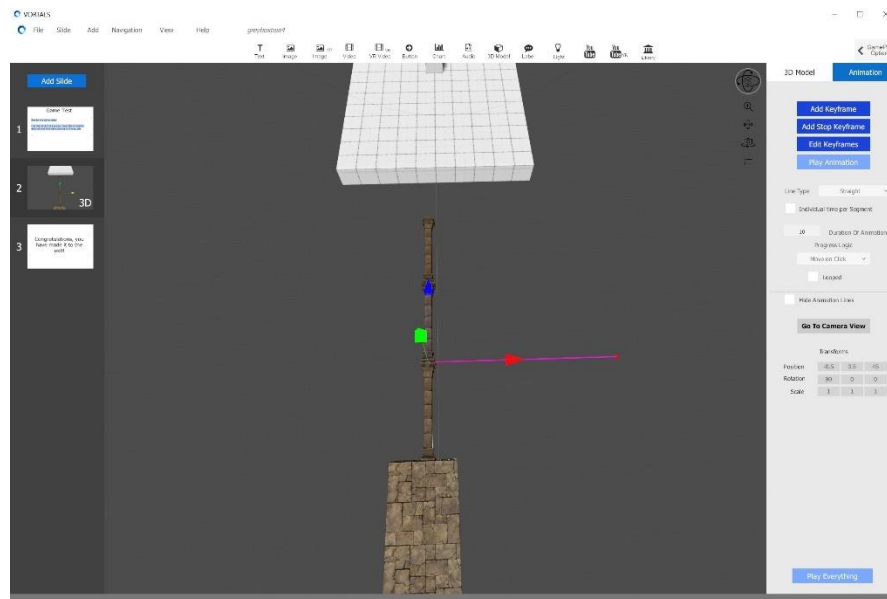
- Make sure you name the middle column “MovingColumn”



## 10. Animate the Walkway

- We need to repeat the process from the greyboxing, that of animating the walkway.
- Select the middle walkway and move it to the right of the original position.
- Select “Add Stop Keyframe”
  - Remember, *do not click “Add Keyframe” for this task.*

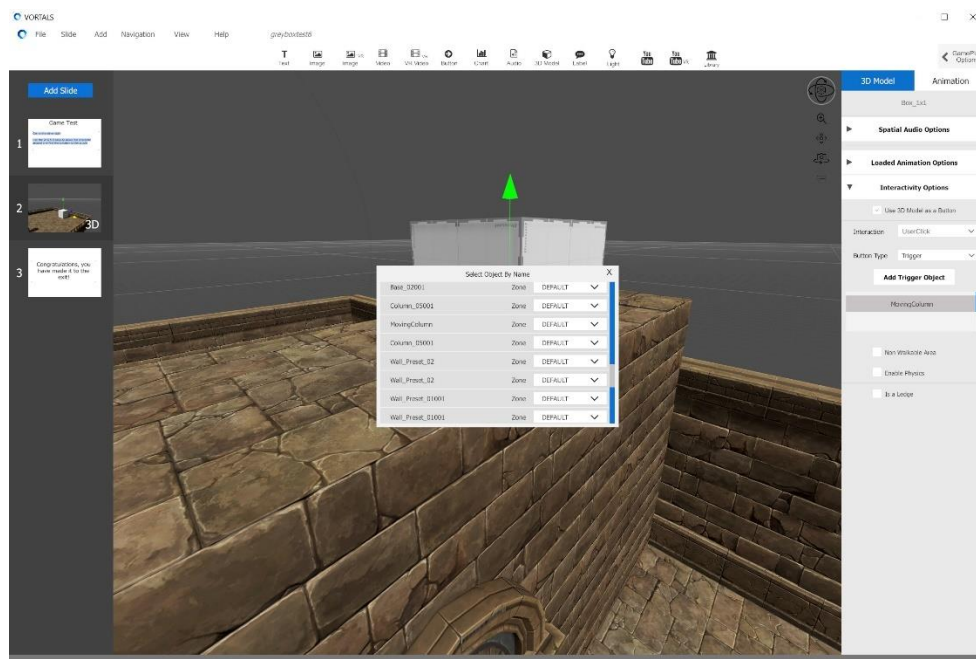
- Move the column back to the original position and click “Add Stop Keyframe”
- Change the progress logic to “Move on Button”



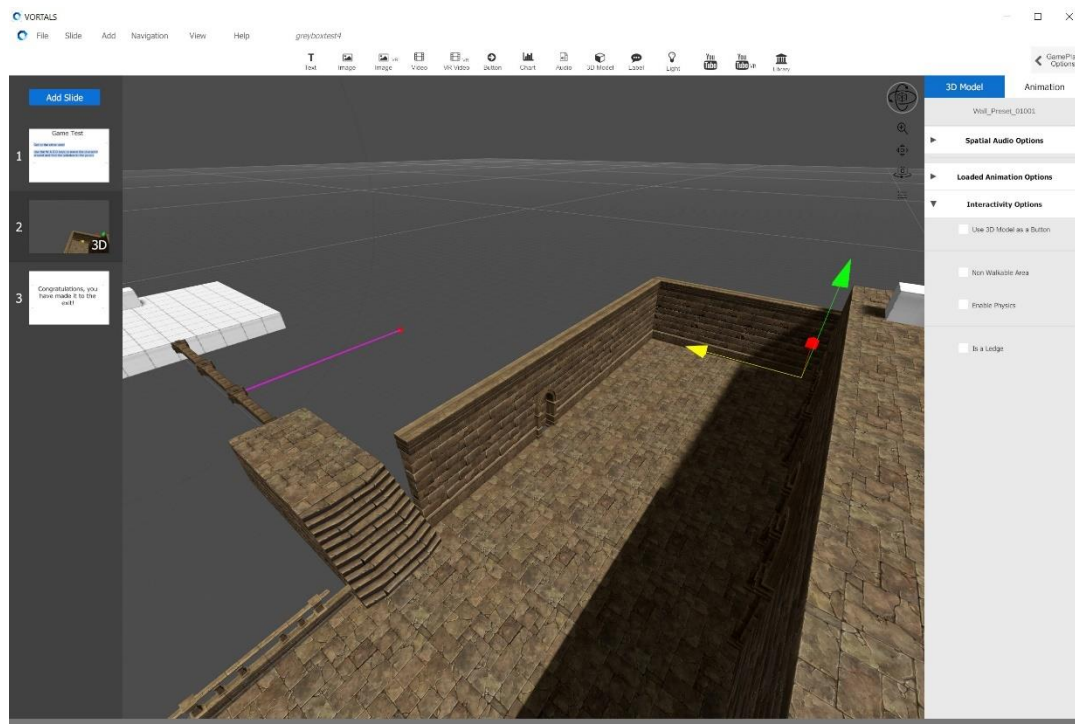
## 11. Re-add the Trigger Object

We’ve deleted the object being triggered, so now we need to add a new object.

Select the original box that triggered the animation, click “add Trigger Object” and select “Moving Column”

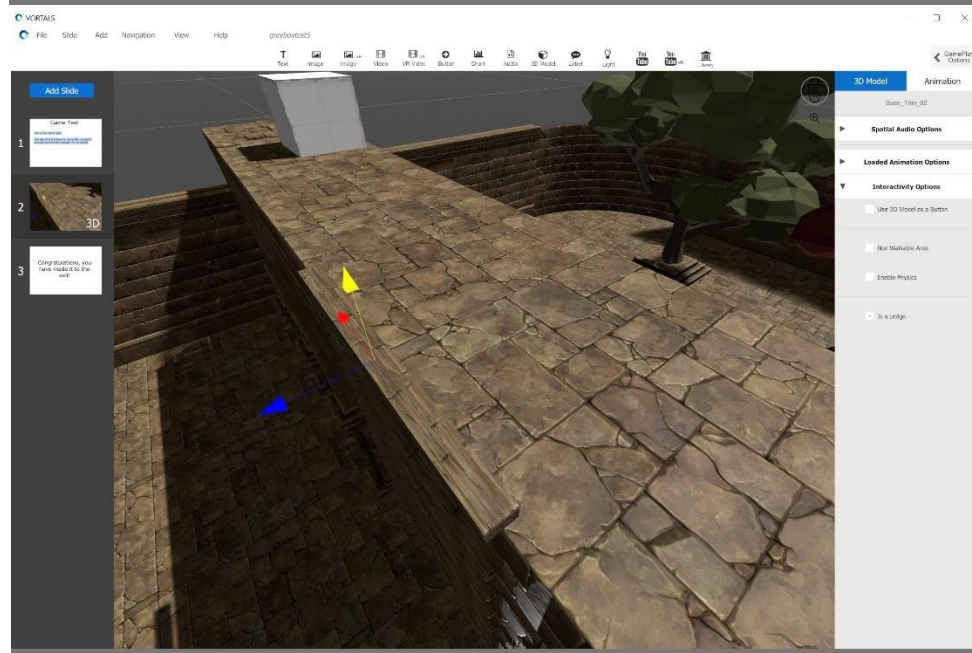
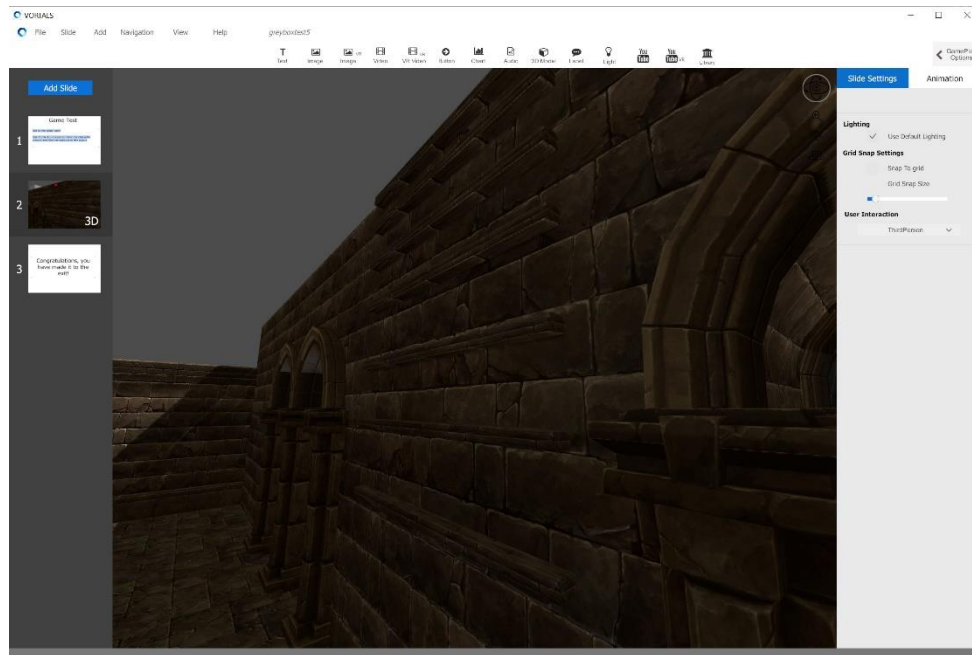


## 12. Finish the Wall.

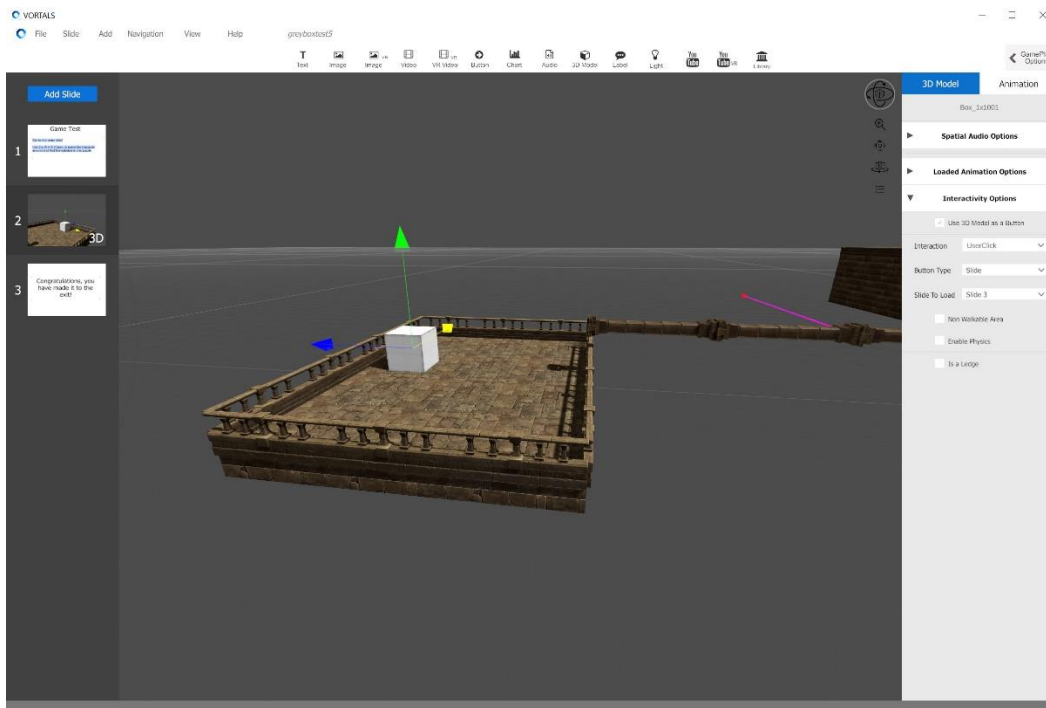


## 13. Replace the Climbing Ledges.

- Open the library.
- With LowPoly Dungeon as category and base as type, select Base\_Thin\_02
- Move it into position and scale it flat as shown,
- Select “Ledge” checkbox.
- You will also likely need to scale the model so that it is also very thin (see image 2 below)
- Remember the ledge system will require you to test and move ledges around to make it work correctly.

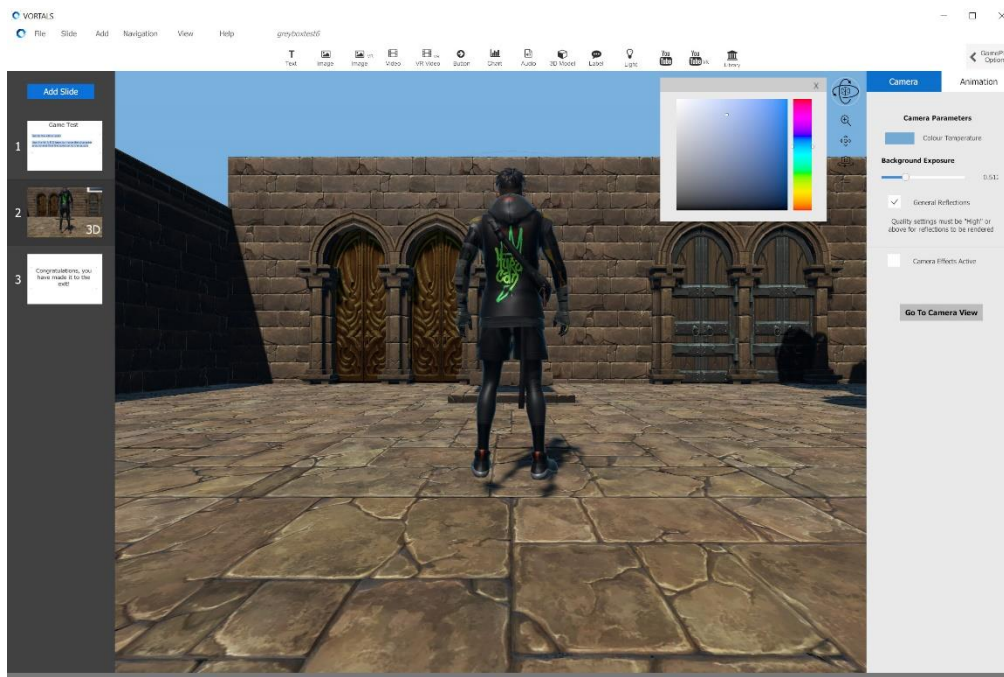


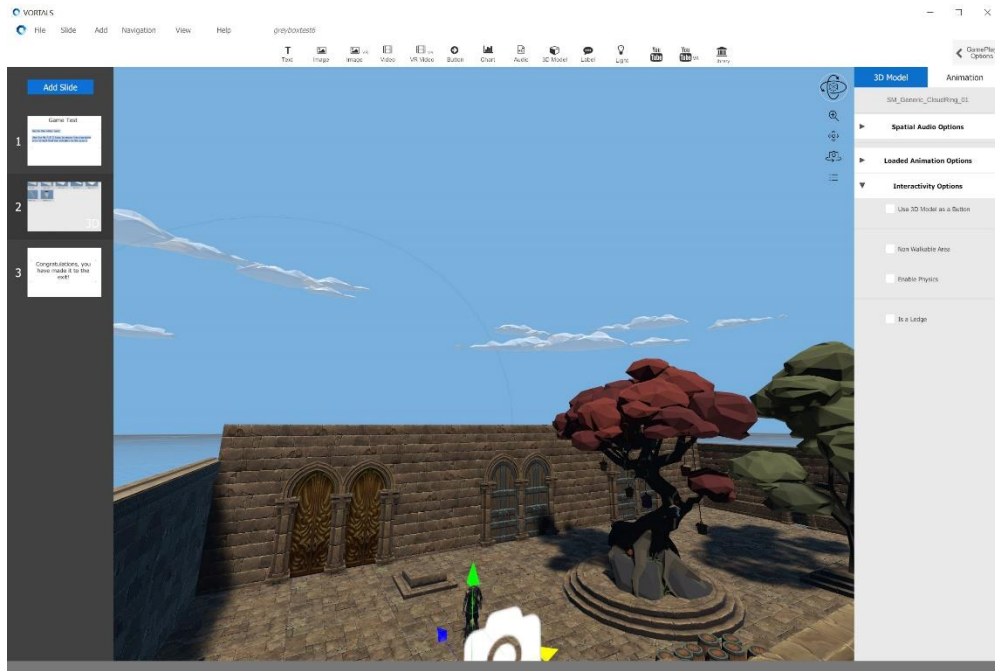
## 14. Replace the End.



## 15. Change the Sky Colour

- Select the camera (it may be hidden under the main character).
- Change the colour temperature to blue.
- Add some clouds





## 16. Save

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## TEST PLAY THE GAME

Choose File -> Present, run your character around, and make sure things are working as expected.

**Press escape to exit the playmode and then click X to return to the editor.**