



1 print blank sketch sheet

Print in color or black and white, or you can buy our sketch kit from projectpixelpress.com. For the best results we recommend using a pencil with an eraser and a small ruler.



sketch sheet



pencil and eraser



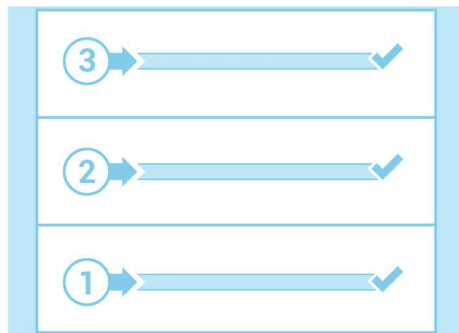
ruler

2 sketch your 3-floor-level following these instructions

Follow this instruction sheet to learn the creator elements used to create levels. Don't be afraid to practice. Start with terrain and then add challenges like coins and ladders.

3 FLOOR LEVELS

Levels are made of up to three floors. Starting at the bottom, the player will navigate from left to right. You can create levels with one to three floors.



WHAT CAN THE PLAYER DO?

The player can walk, run, jump, double jump, and use power-ups. The guide below will show you the player's capabilities.

character height
1 square



walk and run
Reach full run speed after 3 squares



vertical jump
3 squares, up to 6 with double jump



running jump
4 squares, up to 8 with double jump



3 capture a picture of your finished level with the Floors™ app

Use the Floors™ app to capture your level design by tapping the "capture" button. Your drawing will be turned into a playable game right before your eyes! Watch for shadows or uneven lighting – they can affect the quality of your capture.

For the best results, stand directly over your drawing and make sure you hold the device flat (not tilted). Align the border on the screen with the border on your sketch sheet. The camera will automatically take the picture when you have it aligned correctly. If you have problems try moving the camera a bit closer or farther away from the sketch sheet.

4 design, edit

Once you've use Floors™, you can even edit and draw-in-app, creating a v to test it a l experiment to get it right

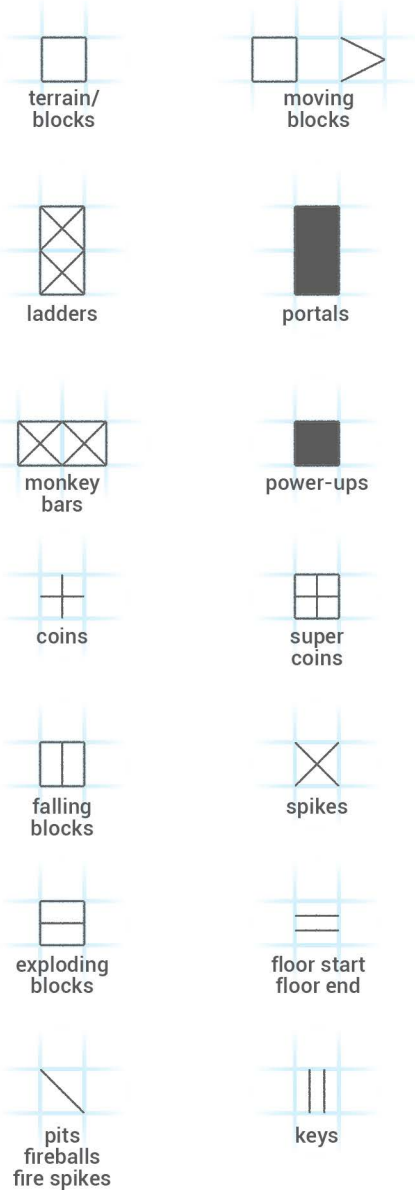
5 play and share

Finished cr it to your de you want, a Arcade whe too. Every t someone in play count exactly how played your

You can draw it, but you beat

Creator Elements

Below are the 14 creator elements you'll use to build your levels in Pixel Press Floors™.



Creator Elements: How-to

Here's a more in-depth look at each creator element and how to use them.

terrain / blocks

terrain / blocks / platforms are the general environment you create for the player to navigate on and through. Terrain can be many shapes and sizes but must follow along the blue grid lines.

moving blocks don't have size restrictions but can only have sides. They can be free-floating or connected to a wall. Use arrows to show where the block is moving.

ladders

ladders can be used to reach areas above or below. Can be drawn through terrain and platforms.

portals let players teleport from one point to another. A portal can only be connected to another portal on the same floor.

monkey bars

monkey bars allow the player to "hang" from the ceiling and move. These are useful to avoid hazards.

power-ups can be strategically placed to help the player. You can set power-ups to be a bomb, a pack, coin magnet, an more!

New power-ups can be unlocked through the Pixel Press Floors™ store.

coins

coins can be placed anywhere in your level and players will be challenged to collect them all. Place as many as you like.

super coins are unique coins, only one can be placed per floor.

falling blocks

falling blocks can be added to any terrain and will fall after the player touches the top of the block.

spikes cause health-loss when touched. Spikes can be connected to terrain or free-floating.

exploding blocks

exploding blocks can be added to any terrain and are destroyed by the bomb power-up. Connected blocks explode together.

floor start and end points (optional) are used to define where the player starts and finishes a floor of the three floors.

When these are not placed the start and finish are placed at the far left and right, respectively.

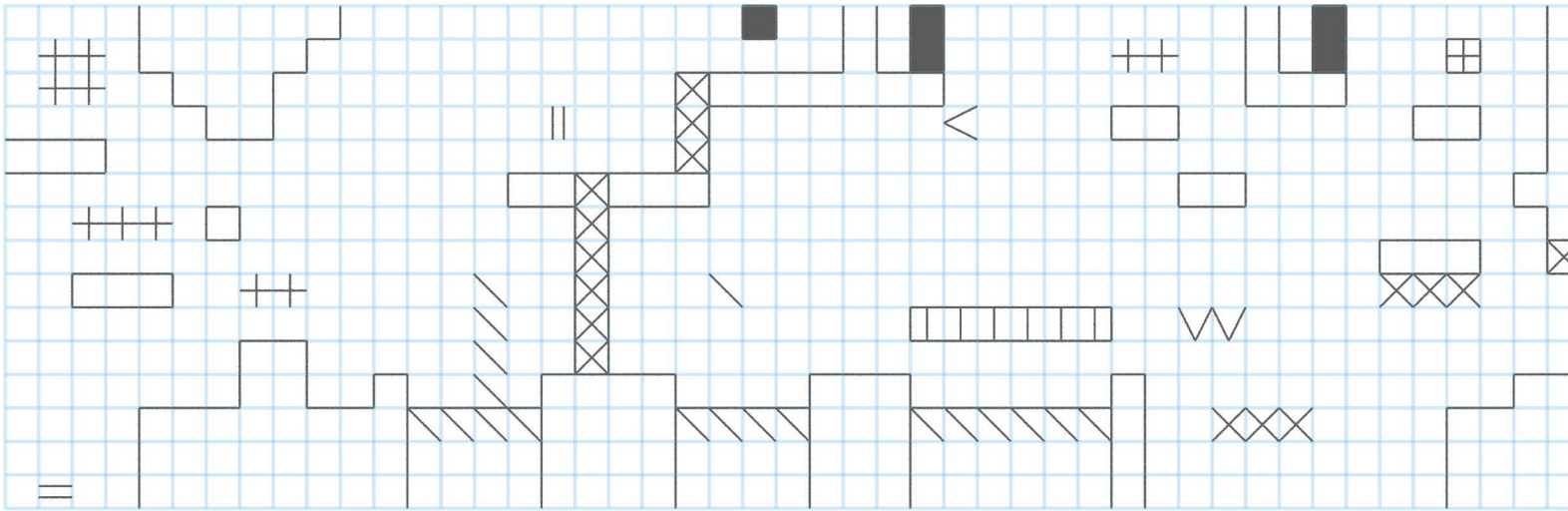
pit / fireballs / fire spike

pits / fireballs / fire spikes Falling in a pit will result in the loss of one life and the player will start the floor over. Fireballs and fire spikes can be added to pits. Pits can only be placed between terrain.

keys (optional) when a key is placed, the floor end point will stay locked until the key is collected. Only one key can be placed per floor.

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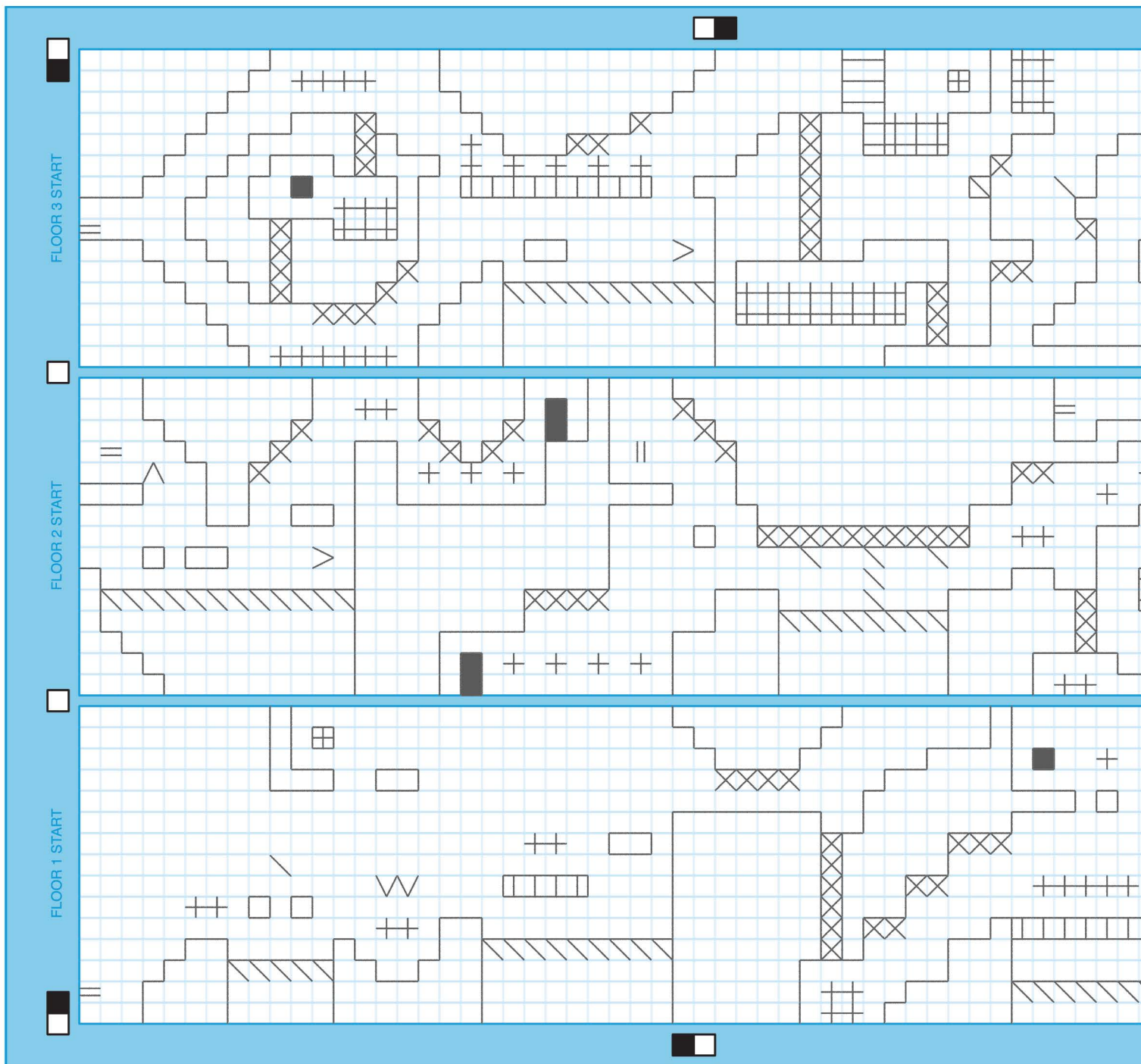
Here's an example of a level
using all 14 creator elements



And here's what that level looks
like after it's been designed.



For more h



level name **Floors Playable Sample**

creator **Pixel Press**

date

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