Color Defense
Creator Kit Tutorial

Color Defense
the ultimate casual Tower Defense game
was developed by

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You can download the free to play game in the

Apple App Store:
https://itunes.apple.com/us/app/color-defense/id1255466582?mt=8

and for Android devices on

Google Play:
https://play.google.com/store/apps/details?id=com.mcpeppergames.ColorDefense&hl=en

With the Creator Kit for Color Defense, you can now create your own levels for the game and share them with your friends. Or put the links to the levels e.g. on your website or publish it via social media and share your creations with everyone else.

Here we show you how you do it.

STEP 1:
Get a texteditor (like Sublime Text or Notepad++) and open the file creeps.json which can be found in the Creator Kit .zip file.
Then you can edit the values (descriptions for each value you can find below) for waves and attacking creeps.

STEP 2:
Get the TILED editor (https://www.mapeditor.org/) and open the CCMap.json file (which also can be found in the Creator Kit .zip file).
Here you can edit the path(s) for the attacking creeps.

STEP 3:
Upload both files to your webspace or where you can download them from inside the game.

STEP 4:
Open COLOR DEFENSE and in the mainmenu click on the new CREATOR button. Here you can enter the paths to your files.
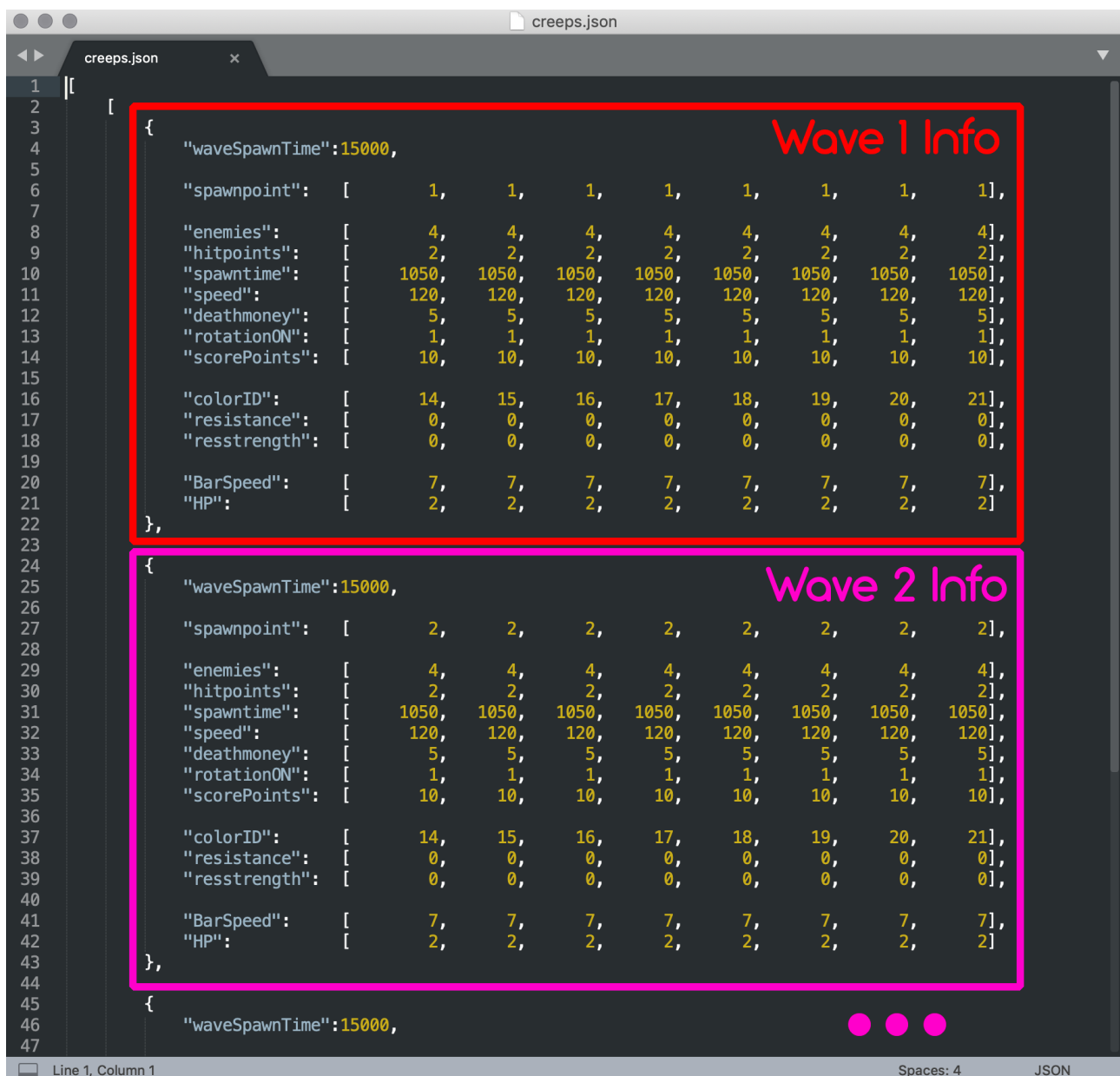Please make sure you enter the complete path and click enter for each entered path.
Then you click the PLAY button and your own level will start.

STEP 5:
Make your level perfect and then share the link to your level with friends and online if you want.

DETAILED INFORMATION FOR CREATING A LEVEL

Here you can see a part from the basic creeps.json file:

```json
creeps.json                                                    ▽
1  [[
2      [
3      {
4          "waveSpawnTime":15000,                  Wave 1 Info
5
6          "spawnpoint":   [        1,      1,      1,      1,      1,      1,      1,      1],
7
8          "enemies":      [        4,      4,      4,      4,      4,      4,      4,      4],
9          "hitpoints":    [        2,      2,      2,      2,      2,      2,      2,      2],
10         "spawntime":    [     1050,   1050,   1050,   1050,   1050,   1050,   1050,   1050],
11         "speed":        [      120,    120,    120,    120,    120,    120,    120,    120],
12         "deathmoney":   [        5,      5,      5,      5,      5,      5,      5,      5],
13         "rotationON":   [        1,      1,      1,      1,      1,      1,      1,      1],
14         "scorePoints":  [       10,     10,     10,     10,     10,     10,     10,     10],
15
16         "colorID":      [       14,     15,     16,     17,     18,     19,     20,     21],
17         "resistance":   [        0,      0,      0,      0,      0,      0,      0,      0],
18         "resstrength":  [        0,      0,      0,      0,      0,      0,      0,      0],
19
20         "BarSpeed":     [        7,      7,      7,      7,      7,      7,      7,      7],
21         "HP":           [        2,      2,      2,      2,      2,      2,      2,      2]
22     },
23
24     {
25         "waveSpawnTime":15000,                  Wave 2 Info
26
27         "spawnpoint":   [        2,      2,      2,      2,      2,      2,      2,      2],
28
29         "enemies":      [        4,      4,      4,      4,      4,      4,      4,      4],
30         "hitpoints":    [        2,      2,      2,      2,      2,      2,      2,      2],
31         "spawntime":    [     1050,   1050,   1050,   1050,   1050,   1050,   1050,   1050],
32         "speed":        [      120,    120,    120,    120,    120,    120,    120,    120],
33         "deathmoney":   [        5,      5,      5,      5,      5,      5,      5,      5],
34         "rotationON":   [        1,      1,      1,      1,      1,      1,      1,      1],
35         "scorePoints":  [       10,     10,     10,     10,     10,     10,     10,     10],
36
37         "colorID":      [       14,     15,     16,     17,     18,     19,     20,     21],
38         "resistance":   [        0,      0,      0,      0,      0,      0,      0,      0],
39         "resstrength":  [        0,      0,      0,      0,      0,      0,      0,      0],
40
41         "BarSpeed":     [        7,      7,      7,      7,      7,      7,      7,      7],
42         "HP":           [        2,      2,      2,      2,      2,      2,      2,      2]
43     },
44
45     {
46         "waveSpawnTime":15000,              ● ● ●
47

Line 1, Column 1                                    Spaces: 4         JSON
```

As you can see the information for an attacking wave is put into brackets. If you want to include more waves to your level, just add new blocks like the red and purple

one above. You also can remove creeps values or add more to each entry!

Here is a description for each of the values you can modify:

waveSpawnTime
This value is telling Color Defense when to start a new wave. The value of 15000 for example means 15 Seconds.

spawnpoint
This is a new value where you now can enter up to maximal 4 spawnpoints for creeps. IMPORTANT: Please note you then also have to create 4 path layers in the CCMap.json file! You can not create more than 4 spawnpoints!
The spawnpoint for each wave should be the same because the wave starteffect is showing players where they can expect the creeps to spawn.

enemies
Here you can enter the ID of the enemy type you want to show. In the image below you can see the available enemies and their Ids:
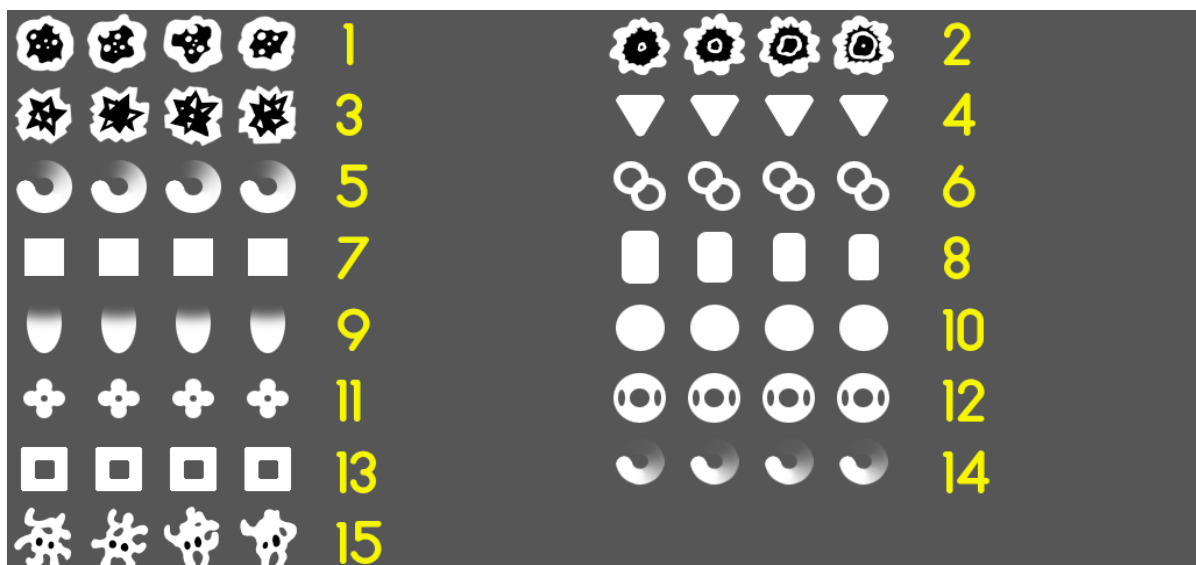
rotationON

This value comes a little bit later in the creeps.json file but it is important because it depends on the type (ID) you have used for your enemy.
The value shows if a creep is rotating or not.
For example: When you enter creeps with value ID 4 then you have to use a rotationON value of 1 (ONE so the triangle formed shapes are not rotating in the game!
A value of 0 (ZERO) means a creep is rotating and a value of 1 (ONE) means it is not.

hitpoints

This value shows how many hits a creep can take before it is destroyed depending on the weapon which is attacking. At the beginning, the hitpoints should be low and then increase with increasing waves. With BOSS creeps and very late waves, values of over 100,000 can make sense.

spawntime

The spawntime is the time until a single creep is starting to show up in the portal and starts to move. A value of 1000 means 1 second.

speed

This value shows how fast a creep is moving. A higher value means a creep is getting slower.
The fastest value for a really fast creep should be NOT BELOW 10. Ten should be the fastest creep in the game. A really slow moving BOSS for example can get a value of 500.

deathmoney

The rings (ingame money) you get (earn) for the death of this creep.

scorePoints

This value is locked, and should not be changed so you can not cheat points in the game. ;)

colorID

This is the ID of the color you want to give the creep. Look in the color table below and choose your color by entering the correct ID in the creeps.json file.

resistance

If you don't want to have a resistant creep keep the value of 0 (ZERO).
In case you want to have a creep with a resistance to the WEAPON 1 (Plasma Cannon), give it the ID 1.
In case you want to have a creep with a resistance to the WEAPON 2 (Laser,) give it the ID 2.
In case you want to have a creep with a resistance to the WEAPON 3 (Rockets) give it the ID 3.
IMPORTANT: You have to use this values for resistant creeps too:
For a restistant 1 creep you have to use the enemies image with ID 1 and the colorID 4.
For a restistant 2 creep you have to use the enemies image with ID 2 and the colorID 3.
For a restistant 3 creep you have to use the enemies image with ID 3 and the colorID 6.
The special design of this creeps will let the player know about the resistance.

resstrength

if a creep has no resistance keep this value 0 (ZERO) otherwise give it a value of 1 (ONE).

The rest of the values have no influence of the creator waves and should not be changed.

How to create and modify the path of the creeps

Download the TILED editor which is both available for Mac and PC and open the CCMap.json file.

You will see the corner points (numbers) for the creeps pathes inside Color Defense. Each number is a corner of a path.

A creeps path begins with the number 1 which also is the SPAWN point for the creeps. The last number is the REACTOR goal.

IMPORTANT: With the new Color Defense update we allow more paths and spawnpoints for creeps. This is shown inside TILED on different layers, (Waypoints, Waypoints2, Waypoints3, Waypoints4) so things will not get confusing.
The last point of the path always has to be exactly placed where the other paths end, so they share the same reactor end point!

Here you can see an image from the TILED editor. Please note you have to number the path corners correctly AND also the ID for the path corner point! The ID will let Color Defense know the order of the waypoints! For example: ID 1 is the spawn point, then creeps move to ID point 2, ID point 3 and so on, until they reach the last ID reactor.

Click on the waypoints layer you want to edit. In case you only want 1 path in your game (with 1 spawn point), just delete the other waypoint layers and keep „Waypoints". If you want two spawn points and paths, delete „Waypoints4" and „Waypoints3". And so on...
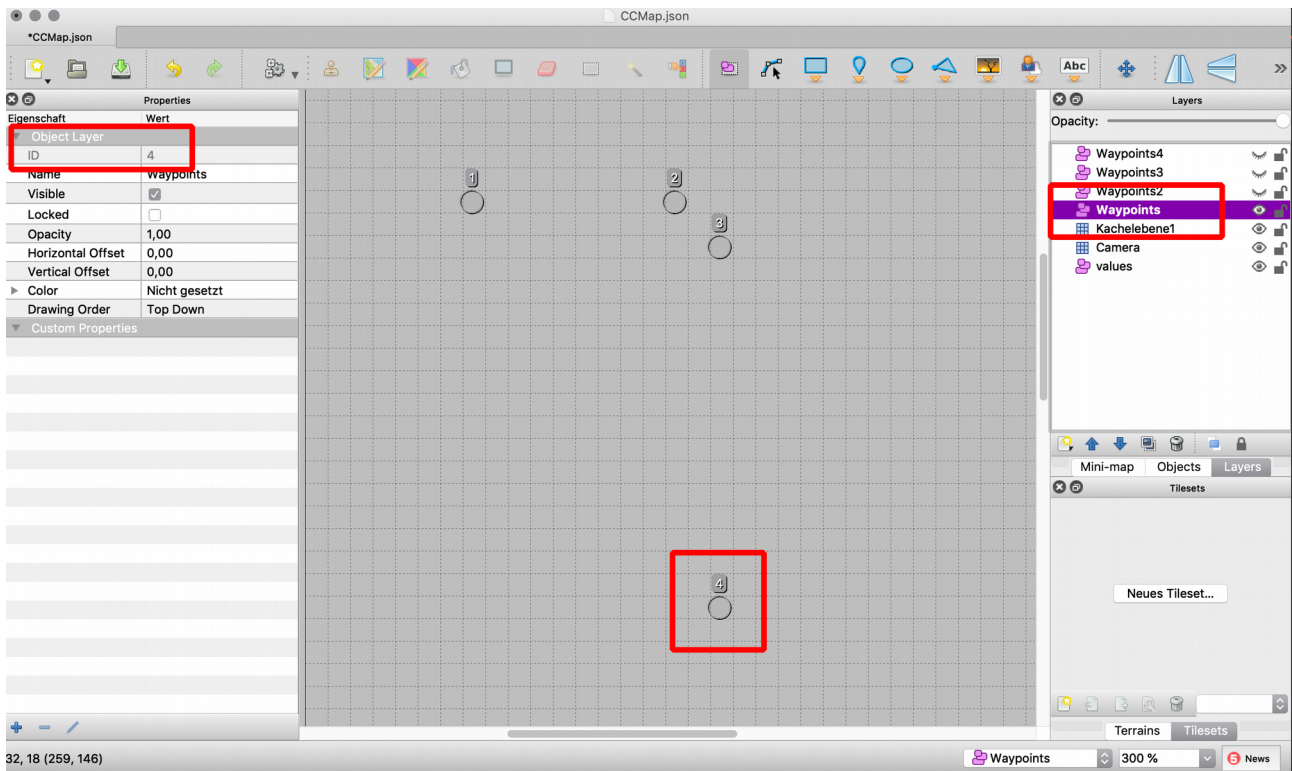
Here you can see all paths with turned on visibility in TILED. You can turn off and on the little eye symbol to see what path you are editing right now and to not get confused.
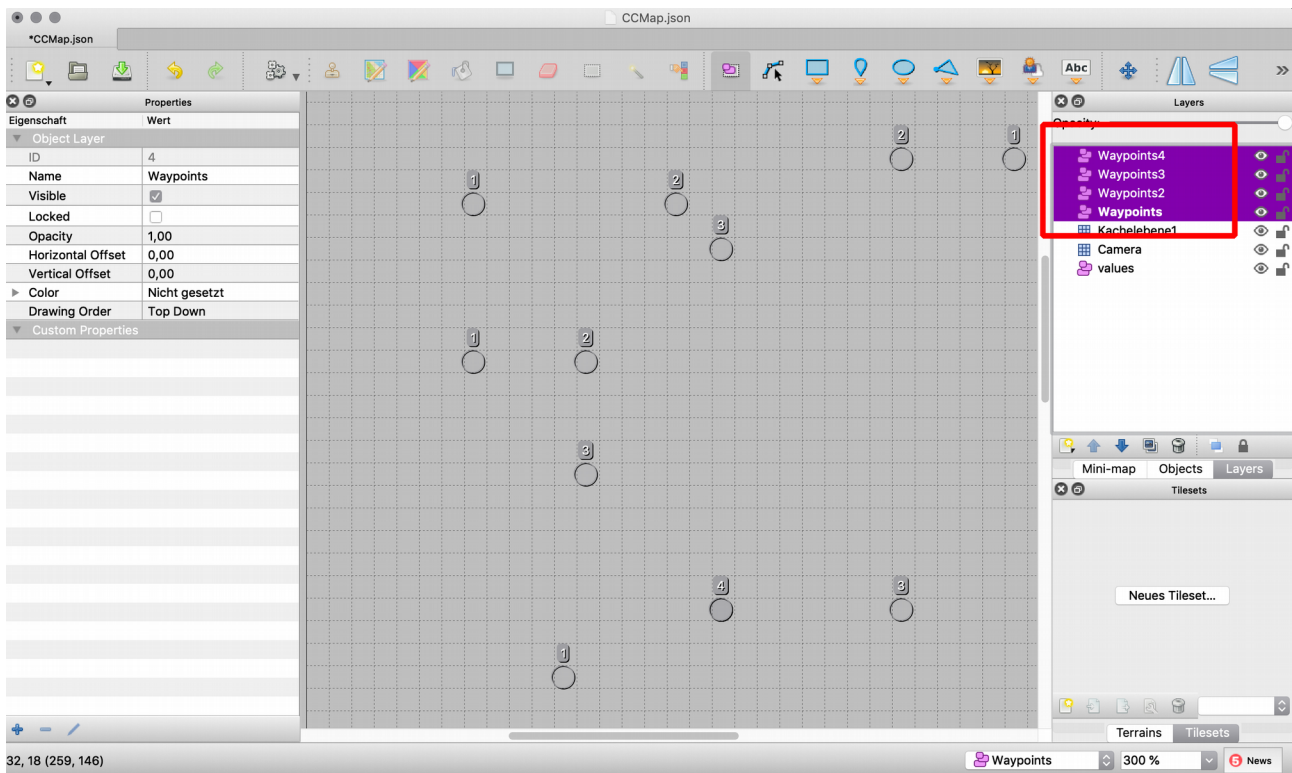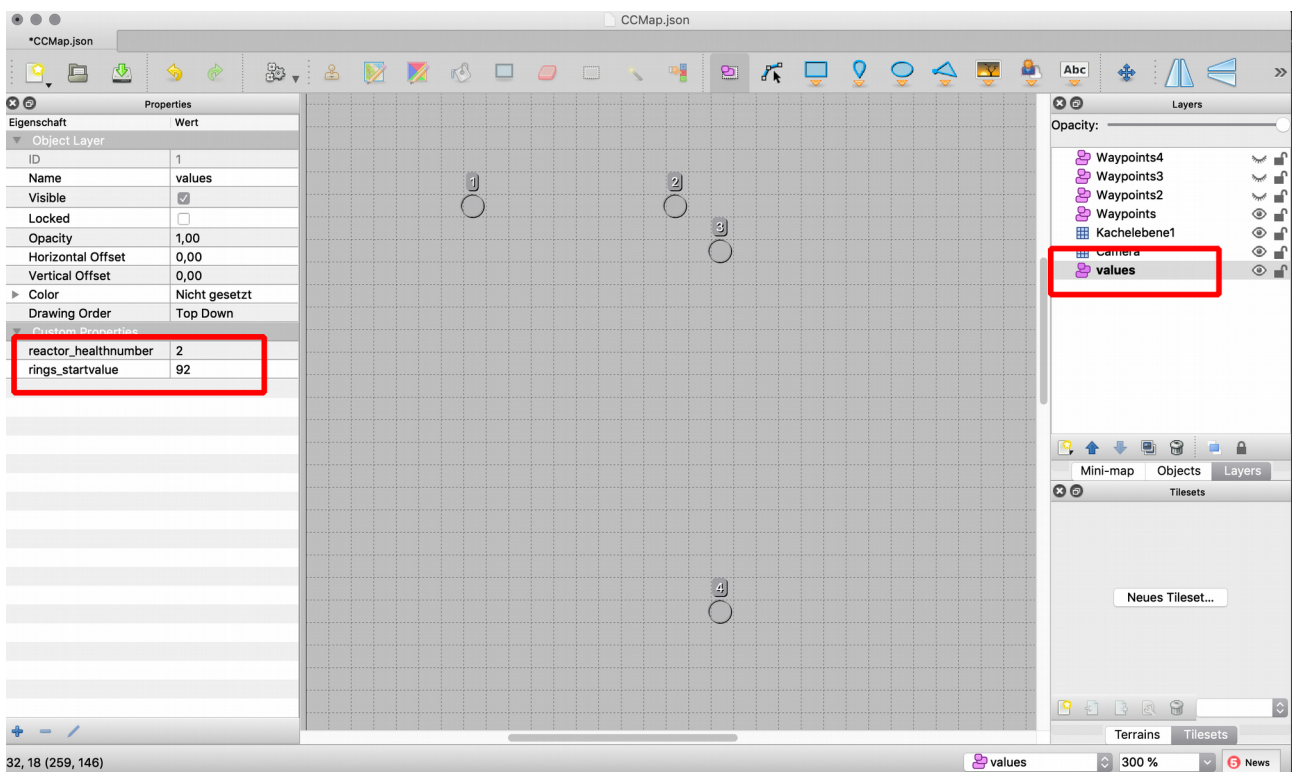
And at last a very important step:
You have to enter the values for the number of startmoney (Rings) the player has at start of a level.
Click on the values layer and you will find the value fields on the left side.
And you have to enter the hitpoints for the reactor. Means when you enter 3 for example three creeps can reach the reactor before it blows up.

Now export the CCMap.json file as .json file from TILED. upload both the creeps.json file and CCMap.json file to your webspace.

Go to COLOR DEFENSE and open the CREATOR area. There you can enter the path to your files.
Don't forget to push ENTER after each entry!

Click PLAY and see if it works! ;)