

WELCOME TO THE ALL-NEW FUSED 2015

The Pilots went well... now welcome an official 2015 Fused!!

What a great end to the year 2014, not just for Clickteam but for the users too. From what I've seen, the community is growing at a faster pace than ever before. With lots of new users with Fusion 2.5 and even Steam users making the migration from the Steam forums over to the Clickteam Community Forums.

This said, the last couple of months for 2014 brought this; Fused! It seems to be well-received which to me, is a great thing. It would appear that my dry humour, wit and pot-shot chance at writing reviews is barely tolerable, even by at least a few. I did take a slight break between December and January. I did post on the forum an update to the reasons which I won't elaborate in this edition, but the reasons were two-fold. I was so caught up in quite a bit of personal life or "real life" stuff. Secondly, I classed the first two editions as a "taster" to see how the community would receive Fused! The former issues are now resolved and the second reason was, it would appear that people do like Fused! and it gives you a better insight in to what is actually going on behind the scenes at Clickteam, plus a host of reviews for the new and upcoming game selection from our developers.

Behold the brand spanking new 2015 Fused! I aim to release each edition around the 9th or 10th of each month. A brand new look and a whole host of new features. Expect action-packed reviews, more wit, more banter and hopefully some pictures of Jeff in his Scuba-Diving suit
(much more preferred over Nico in his beach costume).



Danny James
Editor
Clickteam UK

CONTENTS

1. February Headlines

See what's making the headlines for 2015 so far, in and around the community. In this edition:

- **Clickteam at the GDC in March**
- **A Sneak Preview of the new Beta**
- **Mac editor and exporter is edging closer**
- **ClickStore – A Revisit**
- **Fernando needs ice-packs donating!**

2. Clickteam Fusion 2.5 News

Catch the latest low-down on what is happening with Clickteam Fusion 2.5

3. Behind The Scenes

Find out what's been happening behind the scenes here at Clickteam...

4. New Releases

Check out some of the new game/app releases around the Click Community.

5. Upcoming (*Works-in-Progress*)

Let's take a look at some of the current game and app developments from around the Click Community

6. Monthly Guide (Tutorial)

Each month there will be a new guide released inside of Fused! Itself for you to take a look at

7. What's Hot

What is hot around the community... I'll talk about it and link you to it!

February Headlines

Clickteam at the GDC in March

So, the **Game Developers Conference (GDC)** is set to kick-off again in March and guess who's going to be there? That's right, Clickteam.

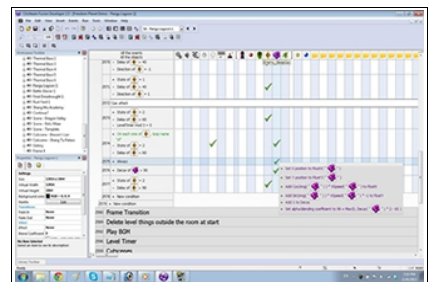


We have our very own stand inside the Moscone Center in San Francisco, California between the 4th of March and the 6th of March 2015. Clickteam will be joined interally by, **Jeff, Chris (Kisguri), Fernando, James** and **Anders!** They will be at **booth number 736**.

2015 has never been a better time for **Clickteam** to attend the **GDC**. The last few years have seen quite a number of game developments created with our pioneering tool (*Fusion 2.5*) getting a lot of commercial success. What better time to show all the attendees and the world what Fusion 2.5 is actually made of?

Community users from past and present allow us to show not just to the clientele at the Moscone Center what Fusion 2.5 is made of, but also the competition. Naturally, my opinion is biased as I work for Clickteam sure, but I like to think my opinion is also backed up with facts and not just a flimsy "I work for Clickteam so my opinion is, this is 'the' best damn product on the market"! My opinion is, as the boys in San Fran will showcase and demo, Fusion 2.5 is an efficient prototyping software that allows you not only to put together a prototype game in no-time but will also elaborate to absolutely any extent in creating a full-blown, cross-platform game engine - with no programming.

The emphasis we like to put out here at Clickteam is, Fusion 2.5 isn't just a tool for non-competent programmers. Non-programmers and programmers alike can both use it. It has the flexibility and interface for newcomers to start developing games right away with no programming experience whilst at the flip of a coin, it is also flexible and more-than capable enough to accommodate those already familiar with programming, logic and certain routines.



Just in case you do attend the GDC this year, here are some mug shots for you to define who is who, from Clickteam:



Jeff Vance

Jeff is the main man for Clickteam USA. Jeff is a very cool, laid-back character with a lot of passion for the products. I first met Jeff back in 2013 at the convention, a very top geezer who has a lot of time to listen to others opinions and input. Jeff has been scuba-diving a lot lately so he has lost some weight since this photo was taken.



Fernando

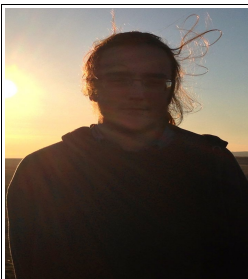
Fernando is our chief Android developer. He is also the main developer for the Flash exporter here at Clickteam too. Fernando is a solid worker, he is Yves` prodigy in that he can work as he sleeps. There are only six people in the world that can do this. Give him a high-5 when you see him.



Chris (Kisguri)

Chris is Jeff's right-hand man for Clickteam USA. Chris excels in the his own right for CT USA. His charisma and motivation with his work ethic is just a reflection of his personality.

A former marine who has the principles, the tolerance and the work ethic of a saint. Chris also runs his own game development studio in which he just recently released **Tiny-Trek** the awesome, in-depth space game. Ask him for a preview if you see him!



James

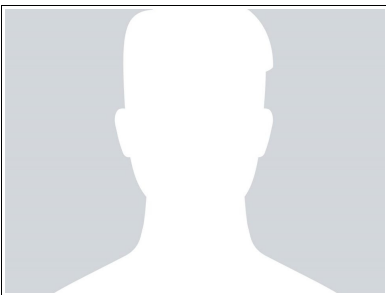
James is one of the engineers behind Fusion 3. He is a very talented gent with a knack for playing random musical instruments (*whilst not under the influence of a good ol' English Pint*).

He can hold a great conversation but is known to fall asleep at random times. Bring your camping gear!



Anders

Anders is our lead iOS developer who looks after the iOS exporter, helps out with the Mac Runtime/Editor and is also an engineer for Fusion 3. As per James, Anders too can hold some great conversation and will no-doubt be on fire for the GDC attendance. Personally, I get jealous of his haircut as I could never get mine to keep the *'Just Got Out of Bed'* look and make it look good!



DT

DT Holder may also be in attendance. DT is shrouded in mystery around Clickteam, his presence is almost god-like. He may sometimes not be there in human-form but his spirit is always watching you. Seriously though, DT is a cool guy. You will divulge in some seriously fun conversation

So, there are your official mug-shots for the GDC coming up in March. We here at Clickteam are always looking forward to seeing some community members attending the GDC. Don't forget we are in **booth 736** if you do decide to attend.

We will be showcasing a lot of work we have done and what the community has achieved over the years so if you think your game is worthy of a showcase, then drop us some information at the following link.

<http://www.clickteam.com/promote-creations/>

I will be following up on how the boys from Clickteam go on in March, so the March Edition should be action-packed on what went on in San Francisco.

February Headlines

A Sneak Preview of the new Beta

When we transitioned from 282 to 283 in BETA for Fusion 2.5, the changelog was absolutely humongous. I mean, to write the changelog alone must've taken about a week. This was no-doubt a pleasant surprise for the community. At the time, it would've **appeared** things were sooooo quiet here at Clickteam but in actual fact, the developers were bashing away squashing bugs for all platforms, hence the huge beta release.

Yet again, we are due a new beta release. The 284 BETA release is very imminent so I took the opportunity to ask Yves for a sneak preview of the changelog. I won't post the entire changelog here as that will spoil the surprise but I will go through a few things that have been fixed on the list that I think will put a smile on a few faces.

So up first:

“All the runtimes have been optimized, especially in global and alterable values and comparison functions, as well as the get/set loop index functions”

What does this mean? This means a **LOT**. There have been a LOT of optimisations in the base runtime, which means that all the exporter runtimes will also benefit from these optimisations.

Without getting too much into detail or technical about things, for all the users sake, I will try and keep it as generic as possible. Basically basic runtime features are always good to optimise, such as Global/Alterable Value references and comparisons. These are the epitome of a fast, reliable runtime engine. Where it may have taken say 0.0010ms to compare an alterable value previously, it may now take 0.0005ms. This is not the technicalities of it, just to give you the gist. Because values including Global and Alterable are used the most internally, Yves is always looking to squeeze that extra 1% every time he reverts back to the source code to look at them. The same goes for fastloops and their indexes. The aim is to save at least 50% of the time taken to compare.

Most users probably won't see the difference as they were already fast-enough and heavily optimised but 'just in-case' you now know.

February Headlines

A Sneak Preview of the new Beta

Next up:

“Speech Bubble object: ported to Unicode, use the Extension manager to update it”

The speech bubble object has now been officially ported over to 2.5 standards which means it is now working correctly and also has support for unicode.

“Google Play Services / AdMob: the runtime is no longer linked with Google Play Services unless the application uses the AdMob object. This results in faster build times. This also implies changes if you use the AdMob object: the AdMob properties have been moved from the application and frame to the AdMob object, If your application uses AdMob you have to put an AdMob object to frames you display ads in and update its properties. This also allows you to use multiple AdMob IDs and gives more flexibility. AdMob now also checks at runtime if Google Play is installed and warns the user if necessary.”

A great feat for Android users. If your app doesn't include AdMob it means the compiler can build faster, efficient for Build & Run as it results in quicker testing.

“[New] AndroidObbMaker: now applications can handle as many videos and pictures as needed.

[New] ChartBoost Object: updated to latest sdk and ported to iOS.”

Android users will love this. The OBB Maker (*Expansion Packs*) now supports as many videos/pictures as you want/need for your applications on the Google Play store now.

Secondly, the ChartBoost object has had an update to the latest ChartBoost SDK and has also been ported to iOS, so iOS users now reap the rewards of ChartBoost in their games.

February Headlines

A Sneak Preview of the new Beta

Next up in **HTML5**:

“Apps would not refocus or un-pause if in an IFrame and user clicks elsewhere on parent page.”

HTML5 applications were not refocusing or un-pausing if they were contained to an iFrame and the user clicked somewhere else on the parent page. This has now been fixed alongside a few other fixes for HTML5 including the Space Invader movement and Physic Particles.

For **iOS**:

“iAD now supports landscape ads again”

This will be an incredible relief for iOS users. Ads in Landscape were causing a major issue for users. Believe me when I tell you I saw Anders in the chat as he was working on this relentlessly and the pain he had to go through. Suffice to say, it's now been restored and fully functional.

The ChartBoost object we talked about earlier is cross-platform (same object) so you don't need two different objects for Android/iOS. Same goes for your properties and events, just one object, one set of events and everyone is happy.

The full changelog will be posted when the new 284 BETA is released.

February Headlines

Mac Editor and Exporter is edging closer

When we spoke about the Mac Editor and Exporter at the back-end of 2014, it was prominently close. It is already being used in internal beta and we are squashing as many bugs as humanly possible, at the fastest rate possible too.



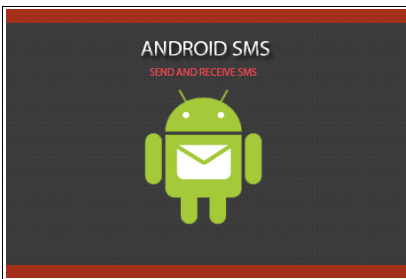
The majority works, there are just some niggles that we are ironing out. We would never want to release a product from the off that contains known bugs or doesn't function 100% as it should. For the Mac Runtime and Exporter, we want a 100% clean launch, this ensures our users that they can dive into exporting their game releases almost immediately without the worry of bugs cropping up or the editor/exporter crashing at unwanted times.

I'm pretty sure we should see a release soon but as always I cannot say for sure, nobody can. Not even the guys that are working on it around the clock but one thing we can say for sure is; it is coming and it is rather imminent. I am speaking on behalf of Clickteam when I say, thanks for your patience. **Fusion 2.5** was never developed to work on a Mac initially, I have seen what has been done so far and it's quite exciting. Hopefully I can report even more in the next edition!

February Headlines

ClickStore: A Revisit

Back in late 2014 in Fused! We went over the then-newly launched ClickStore. Three months on, we'll take a look over the ClickStore and see how it has come to blossom into an online store of knowledge and a wealth of examples, open-source tutorials and much, much more.



First of all I have to congratulate **Przemyslaw** on the release of his ClickStore extension for Android.

It allows you to send and receive SMS messages from within your Fusion 2.5 application.

I am pleased he managed to release this as it just goes to show that you, yourself can actually create your own extensions (*with-some-ease*) with the available SDKs from Clickteam.

Users can then use the ClickStore to distribute their extension creations for free or for a price (premium). Extensions allow you to expand the power of Fusion 2.5 and its runtimes, including all platforms.

You can download the Fusion 2.5 SDKs from here:
<http://www.clickteam.com/extensions-sdks>

You can checkout the **Android SMS extension** on the ClickStore here:
<http://clickstore.clickteam.com/android-sms>

February Headlines

ClickStore: A Revisit



The XNA Exporter has now been released for **free**. The XNA exporter allows you to export your Fusion 2.5 creations to Xbox 360, PC or Windows Phone.

The reason for the free release is, the sudden drop of XNA support from Microsoft. It didn't make sense for Clickteam to keep using resources on constantly updating the exporter for users if

A) Microsoft lack support for the XNA platform

B) The demand from the community was very low (in comparison to other platforms).

This resulted in us concluding that we should cease development on the XNA platform. However, rather than just abandoning the XNA exporter, we decided to release it for free. You are free to download it, use it and export your projects still. You can even fix bugs yourself if you want to dive into the C# syntax and give it a go. Unfortunately, this is now officially unsupported by Clickteam but at least you have the option to use it. **Find it here on the ClickStore:**

<http://clickstore.clickteam.com/xna-exporter>

February Headlines

ClickStore: A Revisit

The ClickStore is now in full-flow for 2015 and Clickteam now present:



The brand new Steam Workshop Object. This object allows your games to communicate with Steams servers for things such as

- Cloud Functions
- Leaderboards
- User (Steam Profile) Data

and much, much more. You can upload scores, download score lists and even work with user-generated content.

This is for Windows only but you can grab this over at the ClickStore right now for absolutely **FREE!**

<http://clickstore.clickteam.com/steamworks>

February Headlines

Fernando Needs Ice-Packs Donating

Fernando, Fernando... Fernando! Wasn't there a song about Fernando? Oh yes, that's right... one by ABBA! It kind of went like this:

**“Can you hear the drums Fernando?
I remember long ago another starry night like this
In the firelight Fernando”**

Woah, woah, woah! Hold it right there, firelight? Fernando? Ah, I don't want to sound witty here but he knows all about the firelight! Why? Because he has been smashing through a lot of work the last month or three. His head has been producing smoke, literally! Everyday I'm on the CT HQ Chat and everyday I see Fernando. He checks in around 1-2pm my time (GMT) and he's usually still in there when I go to sleep at midnight (GMT). ***(You like the way I put almost everything into brackets to help you? Just incase you never knew I was based in the UK and ran off 'Greenwich Mean Time')***.

Anyhow, back to topic. Fernando is our chief Android developer here, he also is the main man for the Flash runtime too. Inside of Android, there is also OUYA which he takes care of. He also maintains his own extension set too. He's a busy character but none of this goes without praise.

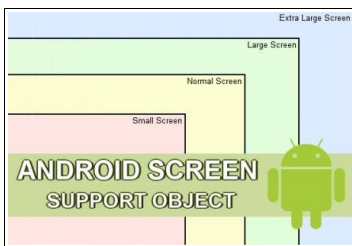
His work ethic is a benchmark for anyone who knows him. Fernando knows I have got his back at all times. I always work with him almost daily on testing new extensions, making suggestions and looking for ways to improve the runtime, extensions and so much more. He is very easy to work with and get along with. Sometimes we make rubbish jokes in Chat but at least me and him find them funny... 🤔

It would be very difficult for me to list in here everything Fernando has done the last few months (*work-wise*) so I shall elaborate off the top of my head what he has been up to.

February Headlines

Fernando Needs Ice-Packs Donating

Apart from the last huge beta update we discussed back in November, he has smashed through a lot of existing bugs in the Android runtime, you should see most of his work in the next 284 beta release.



Aside of that, he has been improving Android a lot. He created the newly developed 'Android Screen Support' object which lets you specify the screen-sizes your application supports and enable screen-compatibility mode for screens larger than what your application supports.

You can find that in the ClickStore here:

<http://clickstore.clickteam.com/android-screen-support>

Let us not forget the hugely popular Facebook for Android extension he developed and released not so long ago.

This hugely popular extension was very much needed for Android. Facebook is the best way for your application or game to go viral and make you millions of dollars (*rumour has it*).



You can find this extension here:

http://clickstore.clickteam.com/Fernando/android_facebook_x_extension

Finally, aswell as the plethora of other extensions, improvements and runtimes he's been working on, he's also in the midst of developing something new for Android users. Full, *native notification support*. We've been testing it the last few days. It is probably 'the' most powerful object to have been coded to date for Android.

I won't elaborate too much just yet as I don't want to spoil the fun, but we're just patching up the ends at the moment, testing, writing documentation and hoping for a release very soon. I'll keep you "notified" of the outcome in the next edition of Fused!

Clickteam Fusion 2.5 News

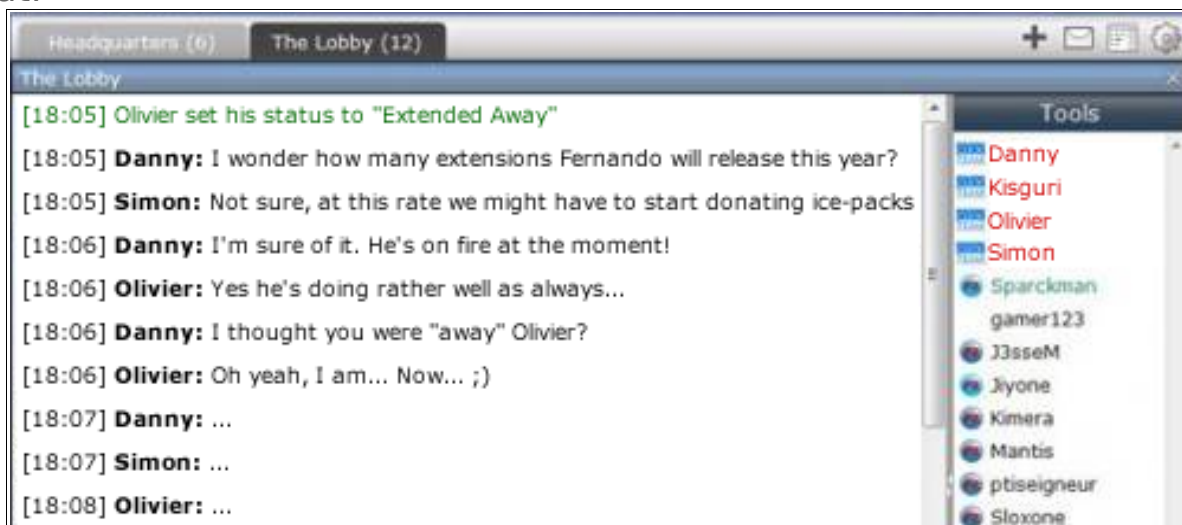
We've got a new recruit!

Some of you may or may not have seen our latest recruit around the forums. His name is Olivier Behr.

I've known Olivier from the community for a few years now, he's a great character with lots of charm and is very talented with both Fusion 2.5 and creating unique and beautiful artwork. In the past he has worked on some very awesome stuff, developed some very slick-looking games for a wide-range of platforms including PC, Flash, HTML5 and Android/iOS.

Infact, he is so talented I am currently interviewing him for the next series of Fused! So I can showcase his talent and expose some of his hidden secrets as to how he creates such gems. Olivier will be helping out on the France side of CT as well as the community forums too. His talents will be used to create rich-tutorials for users and also some art libraries for our community too.

I won't elaborate too much on Olivier in this edition as I want to get the interview out of the way first then I can further elaborate on him then, but for now please welcome him. He has been a member of the Click Community for a very long time already. He's helpful, insightful and experienced. That is what counts. He also has a habit of doing this in chat:



Just thought I'd throw that one in there ;)

Clickteam Fusion 2.5 News

HTML5 just got a bonus!



The HTML5 runtime just got an added bonus and that's me! That's right, I'm now working primarily with HTML5 for the upcoming months. I have worked on numerous runtimes over the years, Beta testing, suggestions for improvement etc. even helping out **developing tools** for certain platforms that will assist people in their development.

With this being said, I'll be working alongside Ben Otter (HTML5 Runtime Developer) to improve the HTML5 runtime and develop new features and extensions for HTML5 development.

The HTML5 scene is booming at the moment. If you read my piece in October's issue regarding HTML5 then you will know what I'm talking about.

I see a very bright future for HTML5, not just for Desktop Web Browsers but for Mobile, Desktop AND Console development, which is why I see a special need to concentrate more on it and assist in developing it further.

I have started a new thread on the forum, you can locate it here:
<http://community.clickteam.com/threads/90910-HTML5-Exporter-Features-Requests>

Feel free to throw anything at it, idea-wise. It can be used for both gaming and app development ideas.

I don't want this thread to turn into a 'ramble' or 'rant' thread about what is or what isn't being done with HTML5. I want it to remain an amicable and sensible, logical thread where we can discuss what IS and ISN'T possible due to time/resources and availability. Collectively, I think we can make the HTML5 runtimes one of the, if not 'the' best runtimes available and I would love nothing more than your input on this.

Clickteam Fusion 2.5 News

New Clickteam Tutorial Videos

Last year, every month almost, I posted a new Guide or set of guides to help people with the most popular topics (*the most popular how-to*) topics. This year sets a new line in the sand. Not only will you be getting new guides and tutorials from me but also some new **official** Clickteam video tutorials.

Having spent the last couple of years teaching people online at the online universities and through my own channels, I thought it would be a great idea to produce video tutorials for the community users as-well as the PDF guides.

This gives users more choice, you can read through guides or watch videos on particular tutorials.



I already have a few done, I'm just working on the official overlays to pop over the top of them and some post-production work to clear up on. We will then have a brand new CT YouTube channel just for Clickteam and the users, best of all it's all free so no need to worry about cost.

I will also be developing some new video material for new extensions from Clickteam that will be released, so that upon release, you have a video walkthrough available, showing you the ropes of the new extension. This should hopefully catapult you into development those particular extensions immediately.

Any comments or suggestions are very welcome. Don't forget to also check out some of the other videos already available on YouTube from some of the community members such as Sparckman, Snail and lots of others. You can never have 'too many' tutorials! **Ever!**

Behind The Scenes

What's been going on?

What hasn't been going on? That should be the question. Between the last pilot (*November*) everybody has been real busy here at Clickteam. Not just in work-life but in their personal lives too.

Chris managed to run the highly successful Steam sale for Fusion 2.5. Here at Clickteam we also did a sale of our own including the final upgrade sale going into the new year.

We entered 2015 with two new recruits to add to the manpower, one being **Ben** with his primary role being the HTML5 runtime and HTML5 extensions and secondly with the addition of **Olivier**.

In the US of A, Fusion 2.5 is widely used in schools right across North America. It is also used for tech-camps. The schools and teachers love Fusion 2.5 and they get all the support they need from Clickteam too. Here in the UK, Fusion 2.5 is also used in schools. I will be assisting Simon this year in introducing Fusion 2.5 to even more schools in and around the UK, I will also be aiming to introduce Fusion 2.5 into some Summer Camps here in the UK. Summer camps are not as big as they are in America but we do host them and it's just a case of introducing a 'tech-area' to these camps.

When it comes to the UK and the curriculum on teaching kids to use computers and to develop at an earlier age, we are still slightly behind, especially when you look at countries such as North America or China, but that is changing in more recent times. Hopefully we can become a part of that change here in the UK.

When it comes to Android, we have seen a recent surge in Hardware manufacturers turning to Android. It's open-source framework allows huge potential for future technology. With this in mind, we are always looking at potential for the exporter. One of the features me and Fernando have been discussing recently is the Android integration into Smart-TVs. Some TV companies such as Samsung are now using Android to function their actual TVs.

Behind The Scenes

What's been going on?

This is an excellent path to follow as there is huge potential for the Android Exporter to also be compatible with hardware like this.

At the moment, it's still in its infancy when it comes to a scenario such as above, but they are already available. We shall keep an eye on how hardware like this unfolds in the next few months and if we do see a window, we'll jump at it no doubt!

I wanted to take this opportunity to inform everyone that a 2015 convention was looking doubtful this year. The reason being is because everybody is just so busy here at Clickteam at the moment working in their own departments with schools, customers then we have the developers working on the Fusion 2.5, the exporters and Fusion 3. To back up the ROI theory, it costs an absolute fortune to set up and run too but that's another story.

However, all hope is not lost. We have two things to look forward to. One being a WorldWide GameJam. Hosted in all countries at the same time, local, regional and national people can link up in their own country and then all the countries combine together online to work on a 24 or 48 hour GameJam. You can find out more about the GameJam here:
<http://community.clickteam.com/forums/329-General-Discussion>

Secondly, I have been throwing ideas around lately about utilising video/voice online. Me and Jeff came up with a great idea about hosting a Live Edition of Fused! At least once a month (following the previous Fused). I was thinking along the lines of using a video platform, jumping on Camera with a video feed of my desktop and users can also join in with their mics/videos, think of it as a worldwide get-together. I think this could be beneficial. I will look into it more. If anyone else thinks this could be a great idea, feel free to let me know or voice it in the community forum!

Finally, I want to let you all know that we have an active chatroom available online. It's family-friendly and it's full of users from the community. **Download today** and login with your forum user/password.

New Releases

What's New?

Let's take a look at some of the new releases in and around the community the last month or two.



Serpent's Lair

Released by: aenever

Platform(s): Android/PC

Price: \$2.99

This rendition of Video Poker never made it look so daunting yet fun at the same time. Everybody loves a bit of video poker now and again, so why not try with this oriental-styled video poker game. Test your luck and see how long you can last in the Serpent's Lair. Jacks or Better!

<http://clickstore.clickteam.com/dragons-lair> **(PC)**

<https://play.google.com/store/apps/details?id=com.lisandygames.serpentslair> **(Android)**

New Releases

What's New?



Nobody Said It Was Easy

Released by: joeroth12

Platform(s): iOS

Price: FREE

Every so often a new release comes out of no-where, that had no previous following (to my knowledge) and impresses a lot of people. This, my friends, is one of those releases. It looks so simple, 'easy' and straight-forward but this couldn't be further from the truth. This is really worth a download, as the controls are not all they seem and the truth is, to be fair, nobody ever really did say at any time, it was easy.

<http://itunes.com/apps/nobodysaiditwaseasy> (iOS)

New Releases

What's New?



Slyders

Released by: Olivier

Platform(s): iOS/Android/HTML5

Price: FREE

Here is a proud moment for me, introducing **Slyders** for Mobile (iOS/Android) and also HTML5 from Olivier.

I remember talking to Olivier almost daily as he was developing this, I even remember BETA testing it for him before he released it. The first time I BETA tested this I was blown away, not just from the extra-beautiful and intricate detail to his graphics but the fluid motion of his movement contained within.

This is 100% worth a download and it's completely free. It's available for both Android and iOS, so download today and leave it 5-stars. I say that not to be persuasive, I say that because I know after playing it, you will give it 5-stars!

<http://oliverpearl.com/slydrs/home.php>

New Releases

What's New?



Diabolic Seasons

Released by: Wolkam

Platform(s): Android

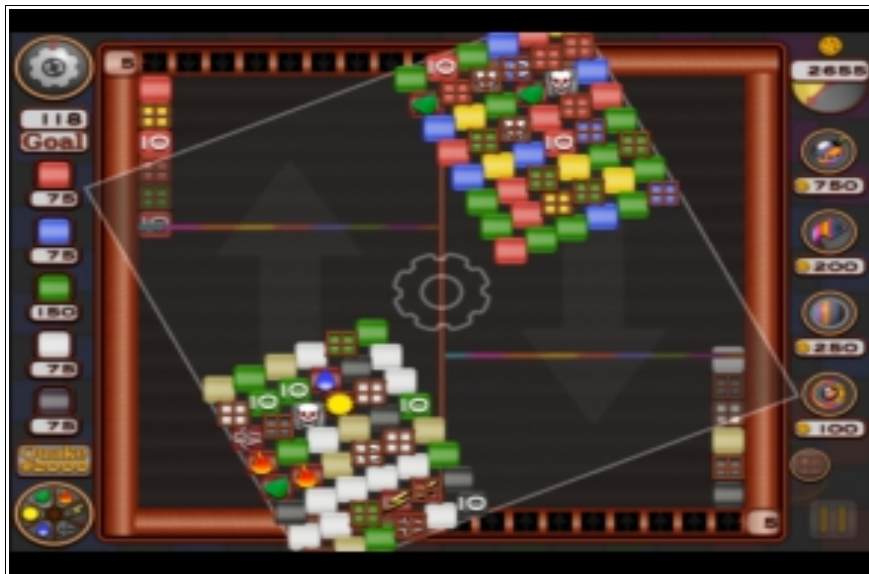
Price: FREE

Diabolic Seasons is a cool, quick, arcade-like game in which you must keep your cool and have a good hand for control for over a minute per level. Season's block will cross the screen and stop on a coloured square. You have to quickly change the Season's colour to match the square colour before it stops on it. The game is littered with 10 crazy levels per adventure. You must earn stars which will unlock extra adventures and levels respectively. It's FREE so download it to your Android device today and give it a bash!

<https://play.google.com/store/apps/details?id=com.zibrastudio.diabolicseasons> **(Android)**

New Releases

What's New?



Tisnart Tiles

Released by: Tisnart

Platform(s): PC

Price: \$4.99

Yet another proud moment for me is reviewing Tisnart's "Tisnart Tiles".

The perfect rendition of how a modern puzzler should look, act and feel. Developed purely in Fusion 2.5, it makes you wonder what marvel of a puzzle game will crop up next.

"120 Levels of entertaining twists and surprises along the way" as Tisnart describes it. Basically, gravity can travel in any given direction and your ultimate aim is to 'Match 3'. But there are way too many twists to mention including Bombs, Powerups and even "Mr. Skull"! If you think you have what it takes, check it out on ClickStore for your PC. It will dazzle you, I have absolutely no doubt if you like puzzle games!

<http://clickstore.clickteam.com/tisnart-tiles> (PC)

New Releases

What's New?



Tiny Trek

Released by: Kisguri

Platform(s): PC

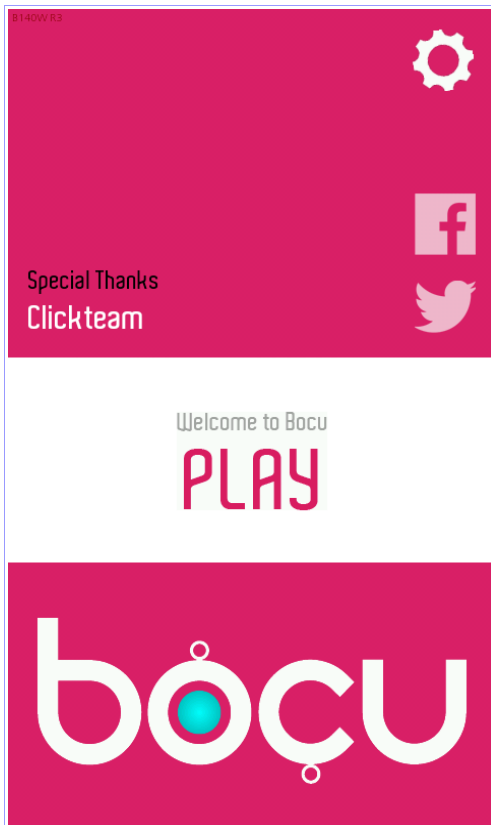
Price: As Priced

Kisguri (*aka Chief Engineer at Gamesare Studios*) has released **Tiny Trek** on Steam for **Early Access**. This means the game is playable but may still contain bugs. I agree with Chris on an early release. This game is so big and there are so many different possible scenarios that bugs can crop up under very weird and particular circumstances, thus the Early Access release.

We've been waiting a long time for this release and rightly so. At the Click Convention back in 2013 in the UK, Chris gave us a quick preview of this immensely huge space game. Build spacecraft, travel the galaxies and set out on an endless adventure, literally, endless. It is captivating. Check it out on Steam today and gain Early Access:

<http://store.steampowered.com/app/328740> **(PC - Steam)**

Upcoming Works-in-Progress...



Bocu

Developed by: Ricky Hopfe (*liquixcat*)

Platform(s): Android/iOS

Yes, this REALLY does look as good as this on a mobile device. This is where I took the screenshots directly from. My Android-based Samsung Galaxy S3 Mini.

Why did I opt for an S3 **MINI**? Well, it fit better in my hand. Anyhow, back to the topic... Bocu! Oh and incase you were wondering, I never upgraded because I wanted to keep a device that was mid-range instead of top-range, it's good for testing my developments.

Anyway, back to **Bocu**! Finally! I really should not go off-track like that ^^!

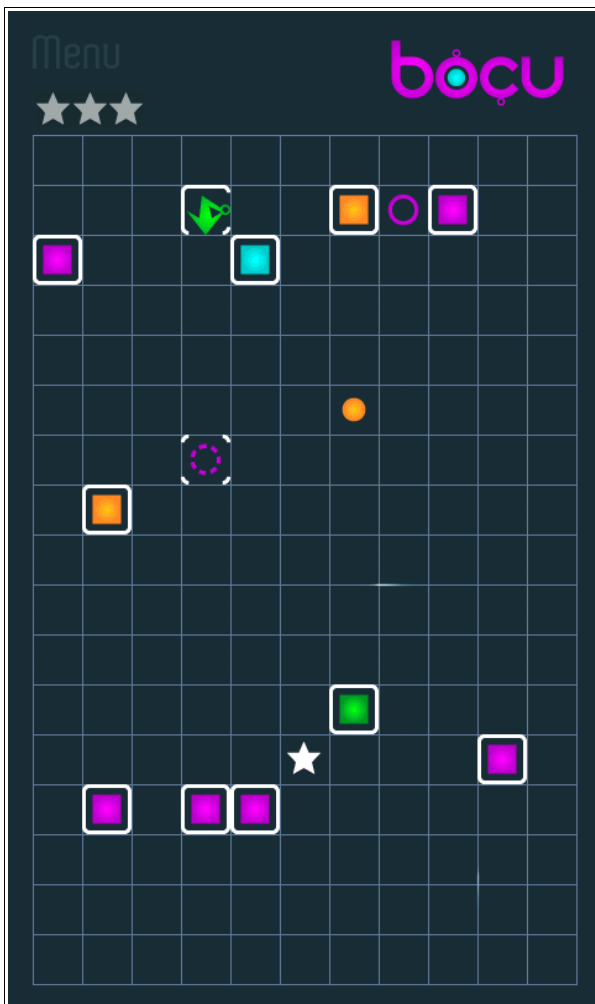
What an absolutely beautiful game this really, really is. Plus I'm not just saying that because *Ricky* is a good online (*other-side-of-the-world friend*) of mine but really because it so unique (*to me*) a very good, clean, puzzle-game with lots of twists (*literally*).

I have tested this religiously for the past 4-5 months maybe? For him. He always sends me the latest version via email and it passes time on for me to go to sleep with (*not in the sense that it's boring*) but because bedtime is the **only** time I get free time to actually test it, at the computer I work. Forever.

So, what do we do? It's rather simple. Bocu encompasses a range of 'blocks' that perform certain tasks, ie: one tasks will take your ball and flip in down a path in another direction. (*It's understandable why*)

Upcoming Works-in-Progress...

*These directions are pre-determined, by **you!** (I'm not sure why I'm still writing in italics).* Anyhow, the principle is rather simple. You have a ball, this ball, almost like a 'plasma ball' can travel in one direction only. The direction that you start it off at. You swipe to start the direction movement. It is limited to four-directions, up, down, left & right.



Before you swipe to start the movement, you have to determine which is the correct route to determine what its path will be. Along the way you will hit obstacles and have to perform manoeuvres that will alter its course. The ultimate aim is to ensure the ball can find its way to the ending.

You can collect stars along the way but your skill is also determined by the speed at which you can finish each level.

The entire game almost, has been designed and written by Ricky himself. His partner in crime assisted with the level design, which I understand must've been painful. I too have developed puzzle games and developing levels for users to play is MUCH more difficult than actually just playing them. Regardless of the situation with respect to level design,

this is a very slick game. Clean visuals, excellent sound effects and the general movement and feel of the game from titles to finish is very epic.

I'll report back more once he decides to release (~March 2015).

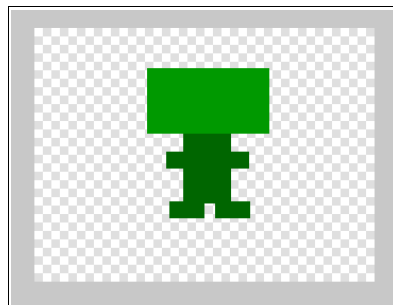
Monthly Guide

Tutorial – Creating your own libraries

So, this is the first of many. Each month I will throw in a quick “tutorial” or a quick “how-to”. These will be relatively simple so I can cater for all audiences, however, some experienced users may just look at it and go **“Huh?! I never knew that...”** - You just never know!

Creating your very own libraries inside Fusion 2.5 has never been easier. You have the choice to import your own graphics right from inside the picture editor built-in to Fusion 2.5. So, when you insert an active object, you open up its animation inside the picture editor and insert your artwork from BMP, PNG or JPG/GIF etc. However, it's sometimes much more simpler and easier to create your own library. Here's how!

First create your artwork in your favourite image editing software, like SO...

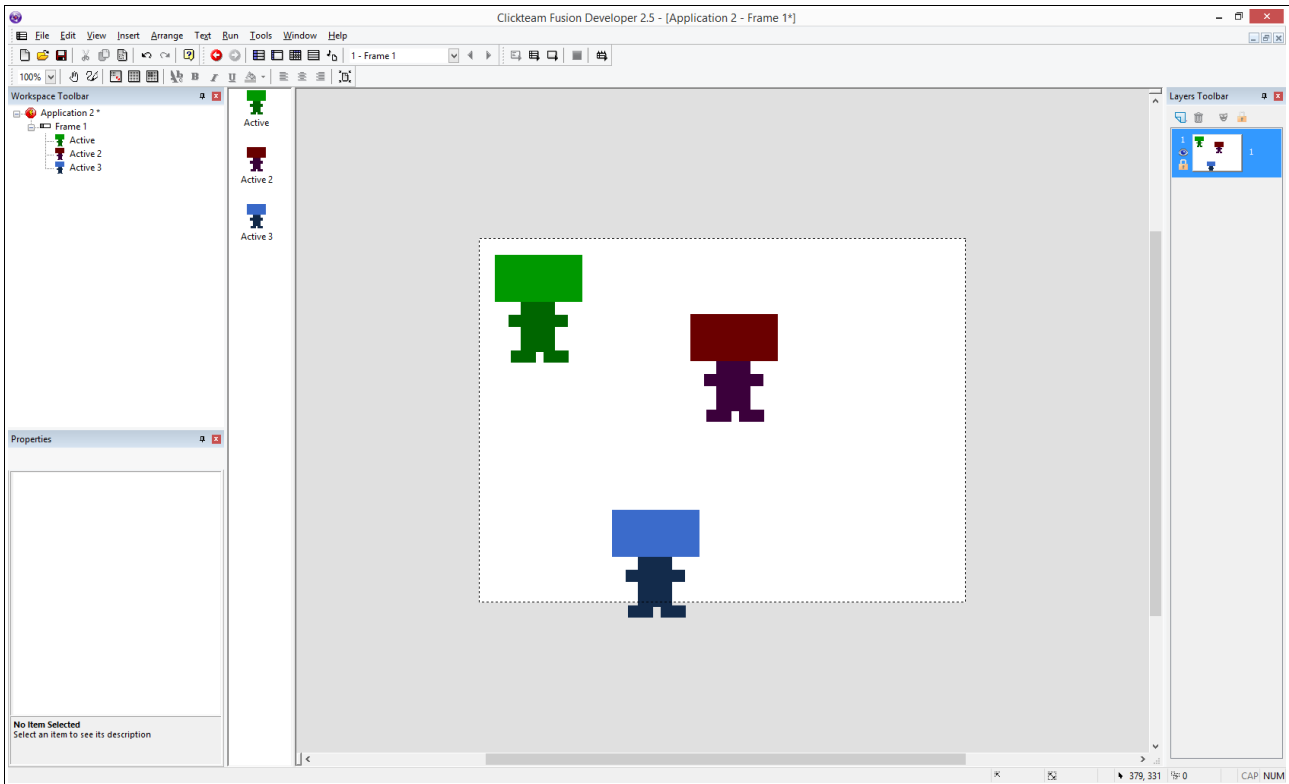


Here is my “box man”. Awesome artwork I know. I was taught from the best over the years. Now export it as PNG or whatever format. Fire up Fusion 2.5 and create a new application. You should have a blank frame. Open that frame up. Insert all your potential objects (ie: actives/backdrops) and import the images/animations as you normally would.

So eventually you have a frame that contains all the objects you could possibly want in your game. Here is a screenshot of all my objects:

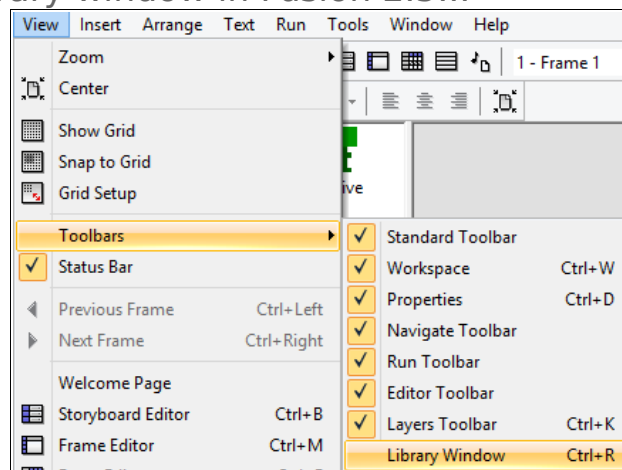
Monthly Guide

Tutorial – Creating your own libraries



As you can see, I now imported “Box Man” and some “enemies”. (Okay, they're box men in different colours, I cheated.)

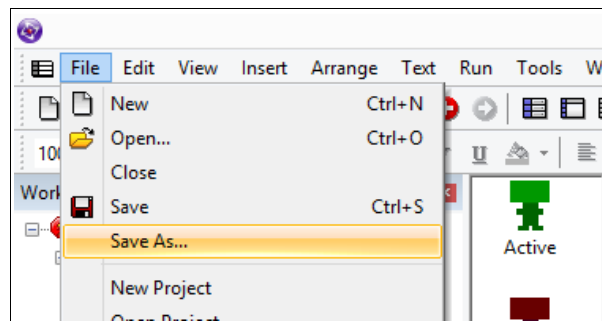
Now, open the Library window in Fusion 2.5...



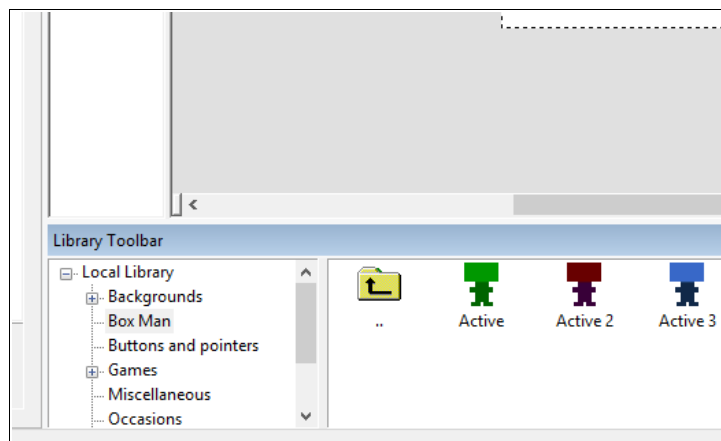
Monthly Guide

Tutorial – Creating your own libraries

Right click anywhere in the navigation pane of the Library Window and select 'New'. A pop up dialog will ask you where to create the library folder, select a folder (or create one) and remember it. Now click on **File > Save As...**



In the “Save As” dialog, go to your **chosen folder** , once in there save your MFA file inside this folder... Refresh your library window (or close/reopen), you can see all your objects for that game you will be using...



This is a very handy feature to know as it saves you having to keep re-importing artwork and animations and backgrounds over and over again, or even copy/pasting from frame to frame. You can even assign movements and properties to them in the Library MFA and they will drag into your game with those properties and movements already set!

What's Hot

In and Around the Community lately

I see quite a lot has been going on around the community lately. One thing I particularly see is a lot of developers going that “extra mile” to polish their games before release. I also see a lot of developers taking the time to properly market their games, set up some pre-release hype and utilise social networking as a tool, just part of the key to success with any game.

I would like to think that the release of Five Nights At Freddy's and Five Nights At Freddy's 2 had a motivational push for anyone or everyone who does develop games using Fusion 2.5 to actually take that extra day or two before releasing just to add that final touch of polish before release.

After all, developing a computer or mobile game should be like creating your very own prototype race car. It has all the bells and whistles of a racing car but what is that very last, final touch you can add just to give it that extra sparkle? That's ultimately, down to you...

Good Tools for a Game Developer?

A very good idea of a thread started from Outcast. We all have our favourite set of tools/programs/software applications that we like to use. Sometimes, we don't know some tricks of the trade others are using. There's a great thread over on the forums which gives you some insight as to what other game developers are using aside the great tool that is Fusion 2.5 ;)

<http://community.clickteam.com/threads/90807-Good-tools-for-a-game-developer>

How to get a percentage from two counters

Ever wondered? Here's your answer... thanks to Ryan for assisting JDKW.

<http://community.clickteam.com/threads/90663-how-can-i-get-from-2-counters> -

Final Word

This wasn't meant to be included?

Of course, I never list the 'Final Word' section in the table of contents at the top. I like to keep it as a bit of a surprise...

As we like to say here in good ol' England, "*Time is Money*". I'm sure you've all heard the phrase coined before. The reason I say this is because I wanted to use my last words in this edition of Fused! to be motivational for you. Let's quickly revisit the last few months, or last year even. With the highly successful, commercial release of FNAF, FNAF2 and the likes of Angry Video Game Nerd Adventures and so many other titles, a lot being ported to consoles too such as Wii-U and alike, I think once you've learnt to use Fusion 2.5 in all its glory and you finally decide to knuckle down and start creating a game, do it with passion.

One thing a good 99% of indie developers do is, have 1001 ideas for games they want to create, they start creating them and 10 days, 106 days or 10 months down the line, something either distracts them or they just lose motivation to continue developing. Don't do it. Don't let anything distract you. Fair enough, you may have a family and/or a full-time job to uphold you can do that, even if you only spend one hour a day or one hour a week developing on your game idea, do it.

Don't lose motivation because when all is said and done, nobody else will do it for you. Designing and developing your very own computer games is a very rewarding experience. Not just for the money but for self pride. This is a key factor. If you're not having fun anymore and it becomes a burden, don't just knock it on the head. Take a break from it, come back with a fresh head and get stuck in to continuing where you left off. The community forums are there for you to get help from other developers, even just get an opinion. We have lots of free resources available here at Clickteam, use these resources to the maximum potential you possibly can. After all, they haven't cost you any extra.

Until next time, happy eventing/coding/clicking (*however you want to coin it*) and keep posting. Hopefully I can review your **WIP** or **Game Release** in the next edition of Fused.