The heart of any project

- Amazing UI
- Interactivity
- Scalability
- Fulfilling user requirements
- Satisfied users :)

Akademy 2012
Step into the world of Gluon Creator..

- Customized Gluon for new as well as regular users
- New users are greeted by a “Welcome Tour”
- For regular ones, well, shows them their favourite games
- For the rest, gets them latest news from gamingfreedom.org
Startup tutorial for Gluon Creator users

- Aimed at our newest users
- Takes them through journey of building their first game
- QML based
- Provides offline and immediate help
This is a list of the pre-defined functionality available to you in Gluon Creator. The Components are things like sound emitters and listeners, camera controllers, input handlers and the like, as well as the custom logic handler, the Scripting component.
Game Distribution

- Handled by distribution docker
- Improved intuitivity
- New UI separates the publishing workflow from other things
Basic

ID: 128637
Category: Gluon Other Game
Name: X-Ray Invaders
API Key: 

Details

Version: 0.70.0
Homepage: 
License: Creative Commons by-nc-sa

Description:

ZOMG LAZERGUNZ PEWPEW!

Changelog:

0.70 - Initial Version

You are logged in as shreya.pandit

Change

Upload newer version
View revision History
Change Game Details
Upload as new Game

Starts the Distribution Wizard

New Events

Show Older Events
Solving Ambiguities

- Certain options have multiple instances
- Save, Save As, Save Project As
- Instead, use a Context Based Layout
- The main parts of creator are watched upon
- When user requests action, it is passed to contextManager
- ContextManager then resolves call to widget under focus
Thank you!