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CLICKTEAM'S MONTHLY EDITORIAL

WWW.CLICKTEAM.COM

OCTOBER 2015 EDITION

1 YEAR ANNIVERSARY

CLICK TEAM CLICK CONVENTION 2016

12 MONTHS OF FUSED!

WE'LL ALSO BE AT THE GDC 2016 – WILL YOU BE?!

LINEAR QUEST – REVIEW



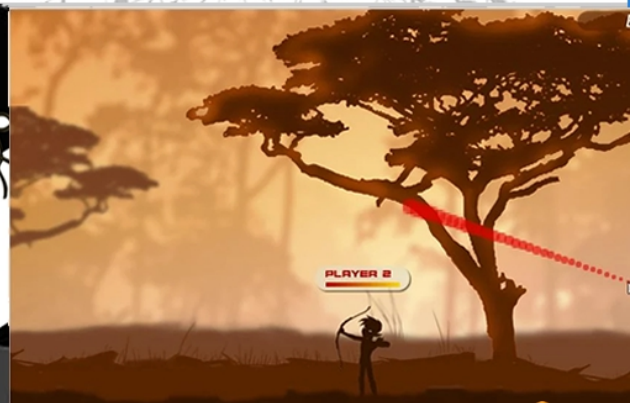
ADOT.COM CROSSWORDS: FIGHT!!! LET'S TAKE A LOOK AT THIS UNIQUE ACTION PUZZLER!

QUADLE – REVIEW



INCLUDING:
FUSION 2.5 NEWS
MONTHLY REVIEWS
UPCOMING RELEASES

AND MUCH MORE...!



ALSO A ROUNDUP OF CLICKSTORE ITEM REVIEWS!



OCTOBER 2015

The Anglo-Saxons called October Winterfylleth, meaning the 'fullness' of winter..

Howdy readers!

So, October is upon us and we're finally getting into the spirit of Winter! With Christmas just around the corner we have lots to celebrate all over the world. First up is Halloween! This is celebrated almost everywhere and it's a great event, even better now I got the kids to take around the neighbourhood for 'trick or treat'! I even returned to my old ways as I was asked to DJ for the a city centre bar for Halloween, although I have retired from the hard-working days of Djing, I can't pass up on special events like this. I don't mind making exception. So it was the kids in the late afternoon until evening, then off to get dressed to entertain the crowds until gone midnight at the bar in the City. It was an absolutely fantastic night, everyone dressed up (including myself, of course), I made them laugh, had competitions and played the cheesiest music I could find, in no-shock-whatsoever, they danced and had fun. It was a long and exhausting weekend, to say the least. I then had my daughter's 4th birthday this week, her birthday lands on the 5th November which here in the UK, is Bonfire Night! As you may know Guy Fawkes was famous for a plot in 1605. The plot failed, Fawkes was sentenced to death as punishment but died before they could execute him. His effigy is traditionally burnt on a bonfire. It has been commemorated in England since that year. Seeing as though it was my daughter's birthday, we took her to a Firework display local to us, it was a great night and I finished up with a King-Size Carvery (eat-all-you-want) at the pub just after.

A busy month all around but here at Clickteam it's been even busier. There is so much I really wish I could tell you about but I am sworn to secrecy, I can try and squeeze something in though, hopefully! So let's crack on with the October edition of Fused. I hope you enjoy the read!



Danny James
Editor
Clickteam UK

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OCTOBER 2015 EDITION

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

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

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

5. Final Word

I'll have it, again! :)

October Headlines

Grey Night – In-Depth Look



This week's headline has to be a development by forum user Droxon entitled **Grey Night**. I spotted this whilst browsing the [WIP forum](#) and straight away the graphics drew me in.

“Grey Night is a cinematic platformer with a dark atmospheric tone for PC, it's inspired by the game Limbo. You play as a man who after a brutal car crash finds out that her loved daughter is gone. You are in the middle of nowhere and your objective find your most beloved person and protect her from the enemies before it's too late.” is the description provided by Droxon followed by “The game is single player, full of action, puzzles, boss fights, interactive cut-scenes, and quick time events. It's story driven but it has no dialogue at all, the story will be told using animations only. That's why all the cut-scenes are interactive, I want the player to really feel like he is the main character.”.

The first thing that hits you especially when you view the video trailer is that the graphics you see on the promo material is the actual gameplay graphic-style.

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October Headlines

Grey Night – In-Depth Look

Most developers use a more 'in-depth' style only for their promo artwork to higher represent a more detailed look at their characters but Grey Night uses this style throughout the game and for their promo material.



I highly recommend checking out the trailer. It gives you a brief overview of how the game story initially unfolds and gives you an awesome insight into how fluid the game engine appears. The story unfolds after a car accident you awaken to your daughter missing and the world is different.

The game is essentially a platformer but with a Limbo feel. TrerPlay (Author) has already confessed it was inspired by Limbo, which is pretty cool to admit straight off the block. We do see many Limbo inspired games but this one takes the Limbo inspiration and adds it's own unique artstyle and elements, not to mention the very fluid movements.



During the trailer we see some interactive scenes in particular a fight scene (or more of a struggle scene) with some enemies and you have to press the correct buttons at the right time to execute your moves to perfection. This is yet another touch added to the game that I like, almost like an interactive FMV sequence but in real-time.

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October Headlines

Grey Night – In-Depth Look

As you can see, the trailer is only a couple of minutes long and yet it presents you with so many features the game holds and yet I am left feeling that this game still has much more to offer.

With the engine still being classed as “Alpha” this can only reassure me that there will be a host of other features either unseen or not even developed yet, this is quite exciting. The author (Droxon) is called Luis Contreras and he's an artist and designer, primarily. Developing it using Fusion 2.5, it just shows once more what can actually be achieved when you put your mind and time to a project.

I am actually quite excited to see Grey Night get into full-swing production and get completed. Luis has it up on Kickstarter and Steam Greenlight so if you want to contribute, I highly recommend you check out the links below and give this game a nudge.

Don't forget to also check out his official forum thread too. Afterall, he is looking to release it for the second quarter of 2016. I'm hoping I can get my hands on a playable demo soon so I can maybe do a video review for Grey Night but for now, I just want to see this title get produced to it's full potential.



You can check out Grey Night and show some support with the following links:

[Kickstarter](#) - [Youtube Trailer](#) - [Steam Greenlight](#) - [Clickteam Forum Thread](#)

Website: <http://www.Clickteam.com> – Community: <http://community.clickteam.com>

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October Headlines

Clickteam Video Tutorials (Review)

As you will know, when I first started (officially) at Clickteam my main role was to provide content and user-material for Fusion 2.5. This mainly consisted of writing Guides, Tutorials and still providing Technical Support around the forums and having a consistent online presence. This still is the case, as well as a few other things I now do too, Fused included.

Myself and DT have lately been developing a new system which we hope to go live with for the New Year, preferably before but you'll see why this is debatable if you keep reading. The new system is to be a new documentation system that is online-based. This means you will eventually be able to access all the help, tutorials, guides, Fusion and Extension documentation all from one-central-location. This is paramount. Clickteam and the users have an absolute mega-ton of material scattered everywhere from the website tutorial section to the guides section on the forum to the widget section too. However, we are aware that this needs refining and the entire collection whether it be a written guide, tutorial, extension help file or a video tutorial; needs to all be in one-central place and that is the aim with the new system we are currently developing.

As you may or may not know, for the last couple of years I have been supporting students around the world with my video tutorial course, kind of an introduction to Fusion 2.5. This is great for beginners to visually watch tutorials on the interface, the common objects and the beginnings to building your first games with Fusion 2.5. I do have an Intermediate and Advanced course still in production, so to kick things off, I have donated over my entire Beginner Video Course over to Clickteam and I have launched a brand new YouTube channel called Clickteam Tutorials.

You can check it out here:

<https://www.youtube.com/channel/UCQSfgVubEXcDBHyksjrzkVg>

Subscribe to it too, as I will be continually adding videos as we go along. Some people learn by reading, some learn better by watching the visual representation. With both options available, you can't go wrong!



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October Headlines

Clickteam Video Tutorials (Review)

So, at the moment you now have the entire Beginner Video Tutorial series and I have also constructed some further videos, in particular the Facebook Extension tutorial video for Android and In-App Purchases video tutorial.

So, the focus of my work is now to gain traction with the written guides and new video tutorials to take us into 2016. Eventually, we will have the new documentation system online where all the YouTube videos, the PDF guides and written help documentation for Fusion and the extensions will all be available from one location, making it just a few clicks to find what you need.

With the new documentation system, it won't just be Official Clickteam documentation that is available there. Users and 3rd party developers will also be able to post up tutorials, guides and 3rd party extension developers will be able to write and store their help file documentation for their extensions there too, so everyone has access to what they need with just a few clicks. It's exciting times and with Fusion 3 on the horizon it's good to get all these kind of systems into place with Fusion 2.5 so that upon Fusion 3 release, it will be a seamless merge for us and a seamless transition for new and existing users, to access material they need; instantly.

I tend to provide as much support around the forums as I can but sometimes, some extensions or features can be a little bit tricky or complicated, so I feel video tutorials are well needed. If I can personally show you, visually how to achieve it, surely you can't go wrong.

Don't forget to subscribe to the new [Clickteam Tutorials YouTube Channel](#) and you'll be notified of new video uploads.

October Headlines

Crosswords: *FIGHT*

When you mix the words Crosswords and Fight in the same title, you gotta take a step back and think “huh?” but one forum user “Pedro Almeida” has nailed it, literally.



Crosswords: Fight. What you are actually doing here with this game, is enjoying the trivia of a crossword puzzle whilst at the same time battling an enemy. The fun begins almost immediately with plenty of options to choose from including a Solo mode and a Duel mode. There are currently 365 puzzles available in this game which is quite some feat and it contains random elements such as bonus dices to play with!

All the graphics are hand-drawn from the characters, the animated explosions and even the custom-made, fight-scene backgrounds of which there are 65 of them in total!

Pedro has release three versions of this game. One in English, one in Brazilian and one in Portuguese! He has also released it for three platforms including PC, iOS and Android. The game doesn't contain any in-app purchases either!

You can download and check out Crosswords: Fight!!! for yourself here:

[PC Desktop Version](#) – [Android Version](#) – [iOS Version](#)

Check out his official websites for the other languages:
<http://cbr522studios.blogspot.pt/>

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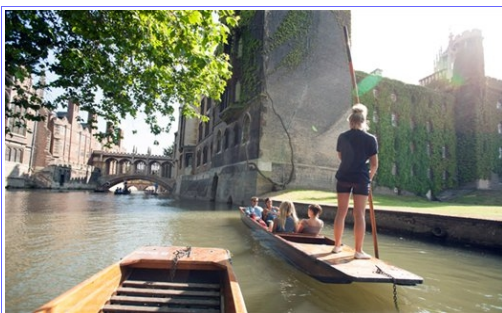


October Headlines

Click Convention 2016

Finally the biggest announcement I can make to date! It has been a lingering time since we had the last Click Convention in 2013. Fast forward two whole years and I can finally, officially announce the next Click Convention which is to be held in 2016. Excited? So you should be. I am super-excited. The 2013 Convention was the first convention I could attend and it was by far my best, geekiest trip I have ever been exposed to. I mean, prior to this event, the biggest, geekiest thing I had ever done was the old-skool LAN parties we used to have, where there would be 12-15 of us all crammed into a house with full PC setups scattered about everywhere, loads of chocolate goodies, room-fulls of crisp packets littered about and enough Coca-Cola bottles to survive a real-life apocalypse – getting 2.5 hours sleep per night for a full weekend of LAN partying playing Worms World Party, Quake 3, Soldier of Fortune II and Red Faction. Damn, I miss those days thinking about it now.

But anyway, less distraction. Behold, 2013, it was the Click Convention down in Cambridge at the Union. Everyone from Clickteam was there... Yves, Francois, Jeff, Simon, DT, Chris, Francis, Nico, James and Anders. I also got the chance to meet a lot of the community too including Snail, Popcorn, Fano, Sarah, Chris Street, Looki and Patrice, aswell as many others.



On the first day of arrival, we all settled in and got our bags sorted at the Hotels and not long before we all linked up in the forecourt and went out for some punting, you know, with the boats? The super thin boats? We all grabbed one each, a few to a boat and we all had to decide who would do the rowing. This was awesomely funny as nobody had ever really done it before. Me and Looki had the joy of Simon's brother (Jonathon) doing the graft of the punt and it was hilarious. I am quite surprised nobody actually fell in!

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October Headlines

Click Convention 2016

Day two and we start the convention (after breakfast of course). The day went really smooth, Simon did a great job in organising everyone's turn in getting up to present what developments they had made with Fusion etc. We even had a mini game-jam between everyone who attended.

James and Anders got up to do a small presentation on Fusion 3 and some things to expect. After a full day of game-jamming, presentations and general stuff, we then moved out to Cambridge City for some evening lunch together in a great Indian Restaurant just up the road and then most of us went out to a few pubs/bars to finish the day off.

The Click Convention 2013 was an absolute success and for my first Clickteam Convention, I really, really enjoyed it. There was nothing more thrilling than actually getting to meet the people I had liaised and spoken to on a forum and in chat for years, in real life. No matter where you are in the world, it is something you could never replicate. I highly recommend you do it for 2016.

So, this leads us on to Click Convention 2016 which has been eagerly awaited. What is in store for it? Well, the date has been confirmed. The Click Convention 2016 will be August 12th-14th at The Maltings in Ely, Cambridgeshire. Ely is a beautiful place, it's Simon's hometown. I went there pre-convention and post-convention in 2013, I didn't want to leave the place it was that beautiful. It's a picturesque village come town with the River running through it. So beautiful yet modern, in it's own right.

I can't 100% say what this next Click Convention will host as we're still in the middle of the planning phase BUT the date is 100% confirmed so I'm glad to at least bring you that. Naturally, Fusion 3 will be 'THE' hottest topic at the Click Convention 2016 no doubt. Simon will soon be putting tickets online for you to purchase and I'll post some more information in Fused with details for flights/accommodation and more plans as soon as they are confirmed. You have 10 whole months now to make sure you can attend. I guarantee you will not regret it!

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October Headlines

GDC 2016



Remember my report from earlier this year when the CT boys headed to the GDC for GDC 2015? Well, we are also attending in 2016 too. The event is to be held at the Moscone Center in San Francisco, 15th to the 18th March 2016.

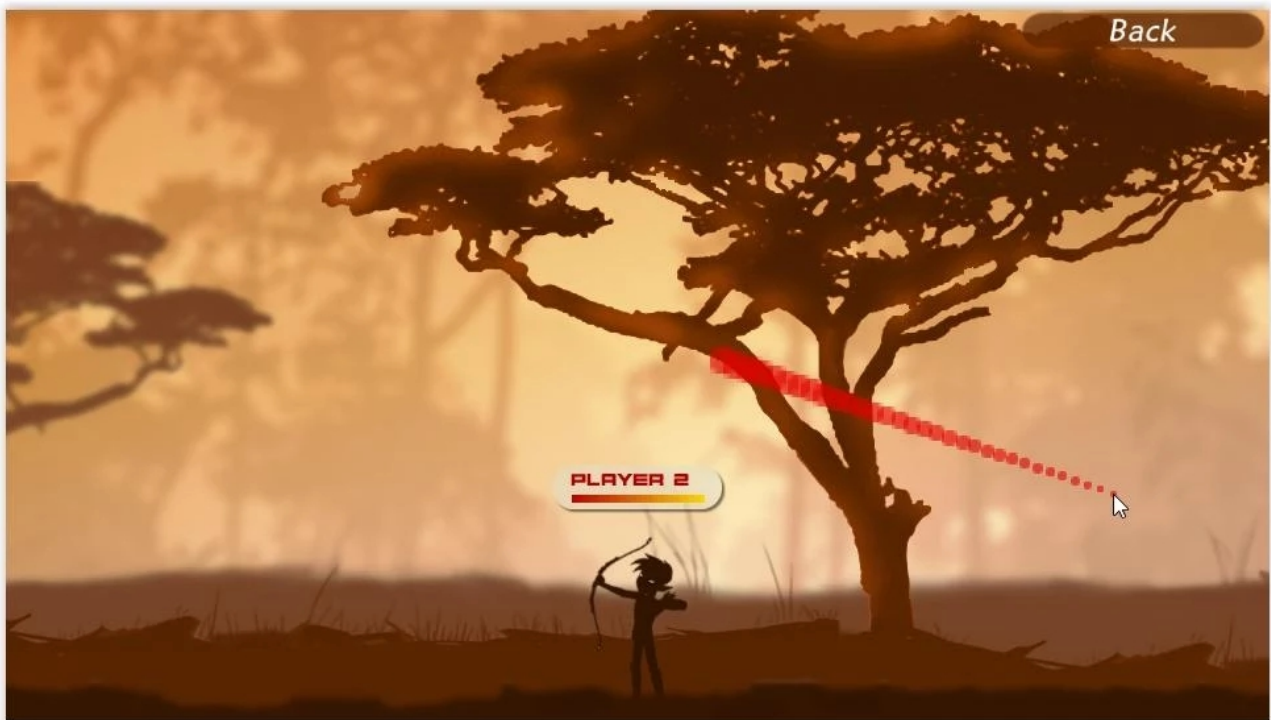
Clickteam staff attendance will be high, I'm even trying to arrange getting there myself just to be a part of it. The last show was great for CT and Fusion 2.5, we got to showcase to a lot of people from all walks of life including fellow developers, teachers and the general public just what Fusion 2.5 is capable of. That being said, 2016 will also give us that chance not only once again to showcase Fusion 2.5 but also (hopefully) a touch of Fusion 3, the company, the directions we are taking and having a solid presence where people can actually speak to us.

So far confirmed to attend from Clickteam is Yves, Jeff, Chris, DT, James, Anders, Simon and Fernando. I believe we are also looking for Grassroots effort help so if you're local to the area [message us on FB!](#)

Website: <http://www.Clickteam.com> – Community: <http://community.clickteam.com>

October Headlines

Elven Archers – Review



Check out this little beauty by forum user Michel_Skowronski. It's entitled Elven Archers (I spelt it incorrectly in the last edition of Fused *eleven). From my research and as far as I can tell it's only available for Android but I'm sure Michel is bound to release this for PC and I'm pretty sure iOS at some point. He could even release a Flash/HTML5 version?

In a nutshell, you can play either VERSUS or ONLINE. Two elves, one bow each and a stack of arrows. You have to co-ordinate your throw by pulling back, choosing an angle and a speed and releasing the arrow to attack your opponent. The game itself plays flawlessly, good minimal graphics and has a good, general overall feel to it.

You can download Elven Archers right now from Google Play:
<https://play.google.com/store/apps/details?id=com.uniquecriativa.elvesarchers>

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Clickteam Fusion 2.5 News

What's going on in Fusion 2.5...

Going into November, it appears we have a Clickteam birthday to celebrate and that is Yves. He is another year older but also another year wiser. So a huge Happy Birthday to Yves, who is still working around-the-clock daily to ensure Fusion 2.5 is up to date and on-par with the direction and flaw it needs, aswell as Install Creator Pro of course, but he's already virtually mastered that software. I did try to find out how old exactly he is but every time I ask, I get an answer in obfuscated binary.

With the start of the new tutorial video series on YouTube, it now means I have a channel where I can reach out to those who need help in the form of video tutorial/guides and how-to's. I will generally develop videos for topics that seem to be awkward or difficult to explain or understand as written on the forums or in the chat. This is a good step forward.

There is a new build of Fusion 2.5 due out for release soon and what I can tell you is, there will be a new feature (possibly 2 new features) added in but I can only shed light on that once finalised and published for release. Hopefully this will be in the next edition of Fused.

Speaking of Fused, we are now in our 12 month anniversary of Fused! It's come a long way since the start and the editorial is something I take a lot of pride in. I work completely unregulated and I'm the kind of guy who likes to think about freedom of speech when it comes to editorials. Speak your mind, don't be afraid to say it, be yourself and just open up. That is what makes Fused such a joy to work on. I do try to pick out what I can not just from the community for topics but to what Clickteam are up to and plans for the future. It's good to keep everyone informed and I hope I'm doing a sufficient enough job in doing that through this editorial.

We also plan to host a sale in November. The details are sketchy at the moment so I can't publish anything concrete but there is suggestion for sale on the Developer version and the exporters. Hopefully a Christmas one will be on the horizon too but I'm only guessing here.

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.



Linear Quest (Beta)

Platform(s): Android

Price: Free

So, here is a cool looking game called Linear Quest posted by "laba9999" on the forums. It's currently in BETA mode but fully playable. It's a 2D RPG game where you advance by fighting bosses and defeating them. You can also earn rewards along the way by doing quests. It also features a 'Character Creator' which allows you to customise things like hair colour, gender and attributes such as strength, skills etc. which you can later improve on by playing the game.

You can download Linear Quest for Android here:

<https://play.google.com/store/apps/details?id=com.rasanen.linearquest>

New Releases

What's New?



Banzai Mosquito

Released by: Om1n0

Platform(s): Android

Price: Paid

An impressive game with some slick and minimalistic visuals! I highly recommend you check out and download Banzai Mosquito (especially if you hate mosquitos) although to be fair, I have yet to find someone who likes them (or adores them?).



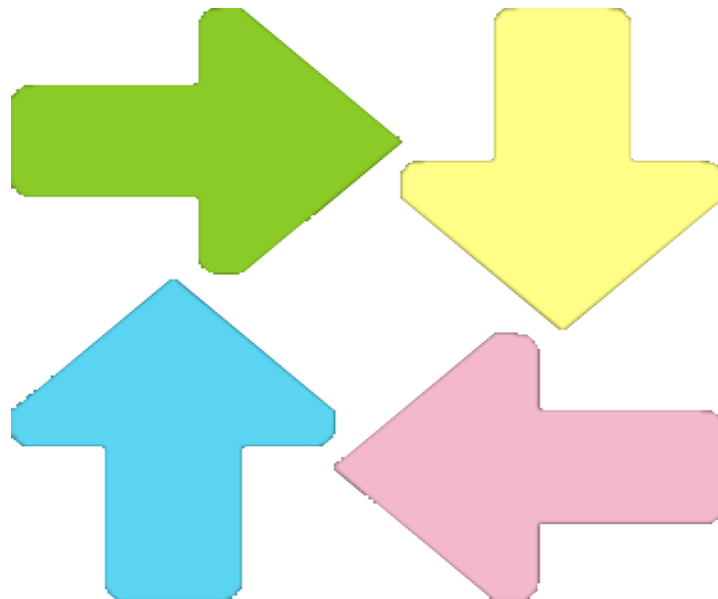
It contains 3 difficulty levels to improve your skills. You have to keep your girl (player) safe from the mozzzy attack in this game, quick-finger skills required!

Download from Google Play today:

<https://play.google.com/store/apps/details?id=com.mosquitoproduction.BanzaiMosquito>

New Releases

What's New?



All One Way

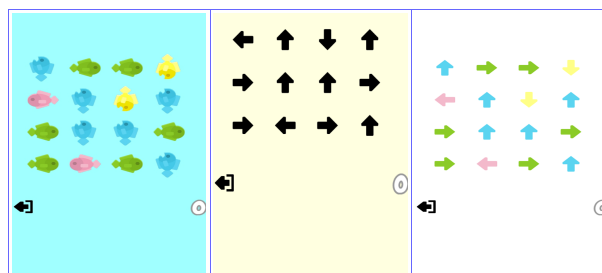
Developer(s): RedBread

Platform(s): Android

Type: Puzzle

Price: Free

The name pretty much gives it away. All One Way is a puzzle game in which you must rotate the arrows to face only one direction. The trick? When you rotate an arrow, the surrounding arrows change too!



Download: <https://play.google.com/store/apps/details?id=com.redBread.all1way>

New Releases

What's New?



Quadle

Developer(s): Gamesare Studios

Platform(s): iOS

Type: Puzzle

Price: Paid

Quadle is a cute (and highly graphical) Qbert style game released by our own Chris (Kisguri) and his team. It's a beautiful game with soothing sounds to match the atmosphere of the gameplay.

It's available for a mere \$0.99 on the iTunes marketplace and coming soon to the Google Play Store for Android! Check it out today!



Trailer: <https://www.youtube.com/watch?v=FRVP8b0dofc>

Download (iTunes):

<https://itunes.apple.com/us/app/quadle/id1034641781?mt=8>



What's Hot

In and Around the Community lately

Android Volume Slider!

Bipolar_Games on the forum has released a widget that allows you to allow your users to control the volume(s) in your Android app using a nifty little UI widget. You can freely download it here:

<http://community.clickteam.com/threads/94916-Example-Volume-Slider-for-Android>

Leadbolt V4!

Leadbolt made some changes and improved their SDK. Fernando has been working solidly on this and it's still in testing stage at the moment but expect a roll out for this extension update any time soon! Sparckman has already put in place a tutorial video to show you how to get started:

<http://community.clickteam.com/threads/94727-LEADBOLT-Tutorial-New-version-V4>

Platform Movement Object and an open-source example!

DaveC, quite an experienced user around the forums was fiddling about with the PMO object not so long back and whipped together an example in the style of Kid Icarus with the screen wrapping. It's free to download and check out, of course you can improve and modify it to your hearts content...

<http://community.clickteam.com/threads/94567-Kid-Icarus-Style-Game>

Half-Life Fusion...

So, over the years we've seen plenty of Multimedia Fusion/Fusion 2.5 pseudo-3D engines, some native using native objects, some with the OpenGL collection developed by 3rd party developers. However, this one caught my attention. Developed by Path who's been on the forums since 2010, this little Half-Life remake inside Fusion 2.5 goes to show with time and effort, there are possibilities. Check out the example and download it. I must reiterate through it's a good effort even though Fusion 2.5 is primarily a 2D software engine.

<http://community.clickteam.com/threads/94425-Half-Life-3D-Engine-Example>

What's Hot ClickStore Items



Fly Zap!

Dmike has only gone and created a cool little game engine that you can purchase yourself, download and use to learn how this game was coded and even create your own game with it. You get the full source code (MFA) and graphics for a mere \$6.99 so it's well worth checking out. It's available on the ClickStore now:

http://clickstore.clickteam.com/fly_zap_engine

Webcam – to – Fusion 2.5!

Ever wanted to show a users webcam inside your application? Well now you can, with ease. Moucklee has released the extension and the MFA for you to check out for just \$2.99 -

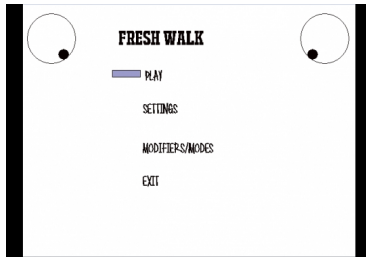
http://clickstore.clickteam.com/webcam_pc

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What's Hot ClickStore Items



Menu Select Source Code!

Nonbot Left has created a menu selection widget where you can learn how to create your own static/animated title screens and menus for your game designs. At not even \$1, it's worth a look.

http://clickstore.clickteam.com/menu_select_source_code

Battle Pixels

This good looking little number was put forward to the Clickstore by Appyart. Battle Pixels is a cool looking, arcade action, click and shoot 'em up game with over 25 randomly generated levels. It comes with a trailer and some awesome looking screenshots. I recommend you take a look!

http://clickstore.clickteam.com/battle_pixels

Smoke Engine

Real smoke engine. This does what it says on the tin. It's also compatible with Windows, Android and I assume (iOS?) given there should be no platform specific events/extensions used. Looks pretty cool and if real smoke effects are what you're looking for, you could have your answer right here...

http://clickstore.clickteam.com/apps/real_smoke_engine

Trees – Volume 1

Trees, trees and MORE TREES! With this fine collection of trees from Lost Dog Studios, I guarantee you can't go wrong if you're looking for trees right? Boasting 77 variations at an average height of 800x1000 pixels in quality (obviously you can resize them down) in full PNG with Alpha, you're onto a great deal here. You'd be barking mad not to get it ;) (if you need some trees, that is)

http://clickstore.clickteam.com/libraries/graphic-libraries/trewws_volume_1

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Final Word

Christmas isn't far away!

An exciting month October was. Doubly for me. Even though I enjoy Summertime and the benefits of lounging in the Sun, I also like the early nights Autumn/Winter brings us. I like the fact it goes dark earlier and it reminds me that Christmas isn't far away. Infact, from when I release this, it will be a mere 6 weeks away!

I am already decorating my apartment up with the Christmas Tree and decorations. Some call me crazy but I like Christmas. It reminds me of my youth and Christmas was always a good time. We made do with what we got. Some of the kids today, honestly don't know just how lucky they are but so long as you appreciate what you have got, that is the main thing that counts!

In terms of Fused, it does take me a while to write this out. I have to manually research almost everything that goes into Fused, so for November I am still in two minds whether to just take my time writing Fused through November AND December and maybe release Mid-December a Bumper Christmas edition or carry on with the single months. The former is more appealing right now, lots more content and hopefully get it released in time for any sales/specials/christmas deals we may just have going on.

Writing Fused for the last 12 months has proven a challenge (but a good challenge) especially in content writing. Sometimes, I feel my style may be slacking or becoming a bit "stale" and that's not what I want. I want to remain on the lines of fresh content; a quirky and witty attitude with a touch of comedy, fun and writing insightful information. There is a lot going on at Clickteam, as I always reiterate in every edition but it's always productive and positive and that's how I want Fused to continue into the new year.

I was even maybe thinking of going into 2016 with a video edition of Fused. Too many ideas, so little time. I would like to hear your feedback on that one though! Until next time, happy developing!

Ciao for now!