## Tutorial 7: **Upstairs, Downstairs**

Adding UP and DOWN to your exits for your maps, is very straight forward but does require some thought and some planning.

A location node has eight connections that you create by simply tapping on that exit. For up and down we need to **DOUBLE_TAP** <u>in a space away from a node</u>.

A menu opens up at the point where you have tapped,

Select Create new level and the new node, on a new level is created.

From this point ANY node on another level can connect to this node via the **ORANGE** up or down arrows. Once you have connected nodes in this way UP or DOWN will be listed as possibly exits when playing the game and the animated stair icons can be tapped on to go up or down, or you can enter UP or DOWN in the text input window.
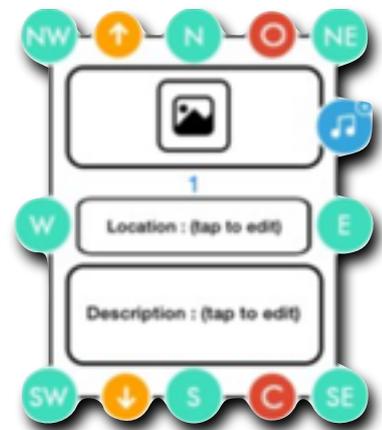
CAUTION!
You need to plan the map for your game quite carefully when new levels are created. You cannot create nodes OVER nodes on other levels, so you will need to consider and draw out the nodes you are going to create to ensure you leave the space you need!

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The Adventure Creator

The map below shows two levels added to our Space Mission game

UP and DOWN from the engine room. UP will connect to SLEEPING QUARTERS and DOWN to MAIN COMPUTER

The upper level has three locations, the lower level four. As you can see if you we were to add nodes SOUTH of the engine room there would be no room to add these.
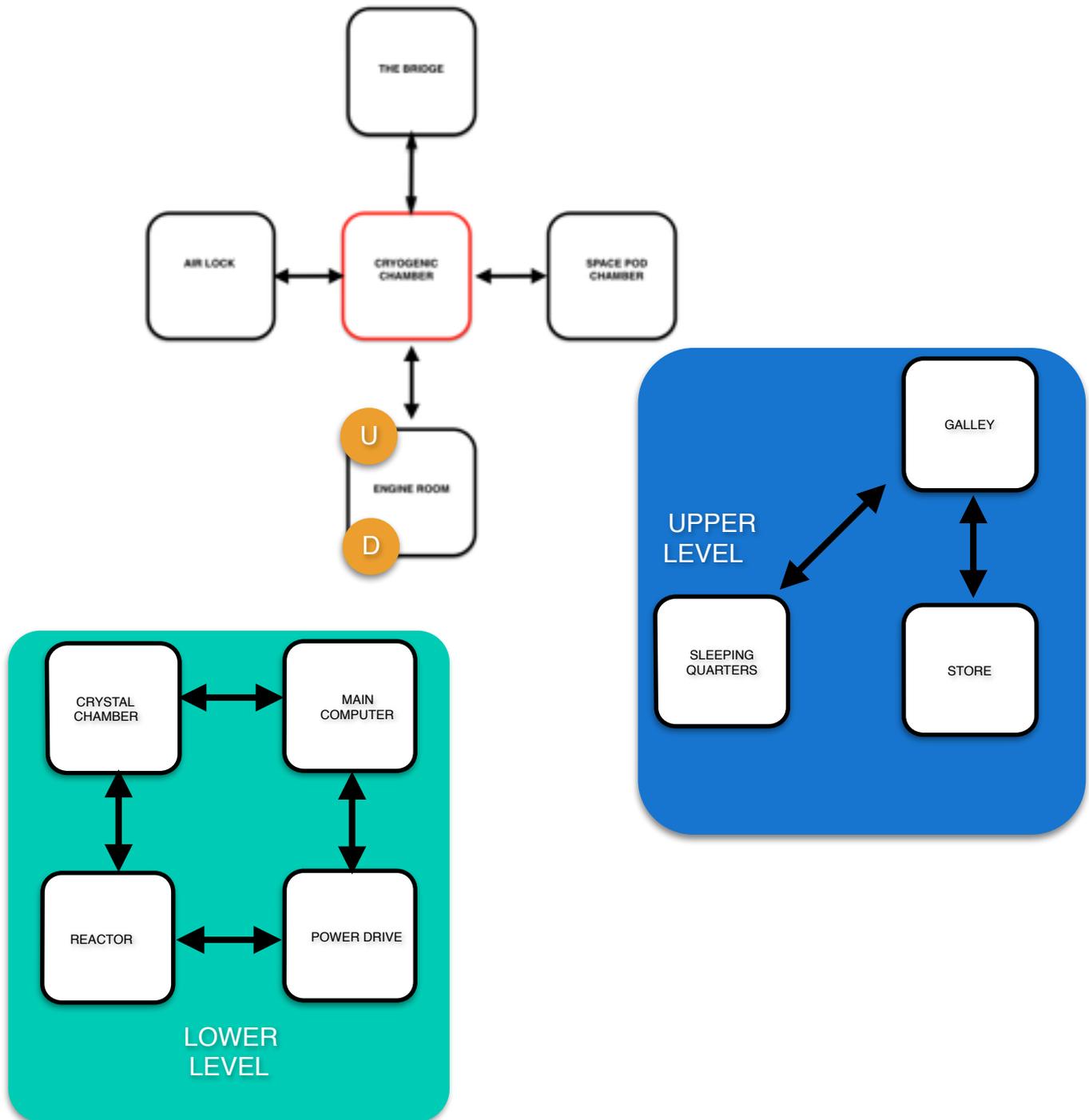
When you are designing and mapping out a game make sure you plan you locations and think ahead to where you want to add new levels.

UP and DOWN add a huge sense of exploration to a game. For example, going up several floors to the attic of an old haunted house or down into the maze of cellars beneath a city. In a later tutorial we will make it possible to go one level higher, so that we can crawl through the ceilings of our space ship but we won't be just walking up or down stairs to do this.