



# Basic Tutorial

How To Make Your Own Game -  
"Platformer Starter Pack"



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OUR MOTTO

CREATE. SHARE. PLAY.

**WITH HYPERPAD**



# Hello!

## Welcome to the Basic Tutorial for hyperPad

Today we will be teaching you;  
How To Make Your Own Game - "Platformer Starter Pack"

Are you excited for your first lesson?



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# Overview

Welcome to the start of your incredible journey with hyperPad!

Develop important life skills such as critical thinking, problem solving, and logic! All these skills will help you become the best version of yourselves.

After completing this mini course, you will be one step closer towards create some amazing projects with hyperPad!

# Overview

Anyone can teach or learn using this educational program. It is a basic step-by-step tutorial with visual and audio guidance. If you have any questions connect with the community on our forum or over socials!

Before we begin, here is a short inspirational message by our Ambassador, RXCodes

I remember thinking that coding would be difficult, like learning a completely foreign language. But now looking back, I would've said "you can do it" to my past self."



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**PART 1**

# Platformer Starter Pack

HOW TO MAKE YOUR OWN GAME

By Krystal Yee

# Part 1

In this video, you will learn the basics of setting up a new project, how you can import ready assets from the hyperPad Store & add basic behaviours to a character.

The video is 5 minutes long and is broken into these topics;

- How To Start A New Project
- Adding a Character (Bob)
- Adding Behaviours (i.e. moving & jumping)
- "Destroying" Coins

Copy & Paste this link: <https://youtu.be/Zl1-qmeXCk8>



# Part 2

Next, you will learn how to make your game more detailed and interesting! This is the final part of the Basic tutorial. Once completed, share it with friends & family.

This video is also around 5 minutes long and highlights;

- Creating "Passable Objects"
- Adding "Screen Follow"
- Adding "Life Indicator"
- Adding "Score"

Copy & Paste this link: <https://youtu.be/cxX0S6c82WI>



## A QUOTE

“Education is the most powerful  
weapon which you can use to  
change the world”

**NELSON MANDELA**



**PART 2**

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# Assignments

LESSON PLANS

By Krystal Yee

# Lesson Plans

Once you have completed the basic tutorial, try to complete these free & easy assignments available just for you. And if you are an educator, please feel free to use the content for your class!

Do your best & don't be shy to ask any questions you have on our Facebook Group - hyperPad Community. Topics covered;

- Introduction to hyperPad
- Logical Thinking
- Events & Actions Concepts

# Introduction to hyperPad

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## LESSON 1

# Introduction to hyperPad

At the end of this lesson, you should be able to;

- Define what a game is
- Identify the basic overview of hyperPad's functions & tools
- Build 1 level on hyperPad using "Platformer Starter Pack"

# Quick Discussion

What do you think a game is?

And what makes it so fun?

Do you know who are involved in creating games?  
Name at least 5 roles.

# Assignments

Identify what constitutes as a game. (5 points)

List all of the main behaviours in hyperPad.

Visit the forum & try playing some indie games!



# Logical Thinking

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## LESSON 2

# Logical Thinking

At the end of this lesson, you should be able to;

- Understand the logic thinking process.
- Able to break tasks down.
- Have a firm grasp of "conditionals"

# Quick Discussion

What is logic?

Why should we break tasks down?

What are "conditionals"?

# Assignments

Create a chain of 3 or more logical Behaviours

Identify Behaviours needed to make a character move

Develop a mini game

# Events & Actions Concepts

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LESSON 3

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# Events & Actions Concepts

In the final part of the Basic Tutorial, we will be completing Part 2 of the Basic Tutorial. At the end, you should be able to;

- Understand Events & Actions on hyperPad
- Able to create unique events & actions
- Able to share projects & edit

# Quick Discussion

What are Events?

What are Actions?

What would you add to a game of your choice?

# Assignments

Identifying Events & Actions from the platform game

Create a new Event & Action on the platform game

Share your project with a friend & edit their game!



# Summary



## PLATFORM GAME

Wow! You're an indie game developer now. You have made your very own Platform Game.



## MINI OUTCOME GAME

You now have a firm grasp over the concept of chance and know how to create a simple game!



## SHARE YOUR GAME

Congratulations! You have completed the Basic Tutorial & can share your amazing game with friends & family.



**PART 3**

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# Conclusions

HYPERPAD & YOU

By Krystal Yee

# Conclusions

Together with hyperPad you are able to create virtually anything you can imagine! We use powerful tools & have an active channel of communication established between our users & developers.

Engage with users who have been on the app for over 5 years! For a one time payment, get a lifetime of creative fun.

We hope to see your creations on our hub & on the App Store soon. Have a good one!



# Contact Us

FOR CLARIFICATIONS & QUESTIONS

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