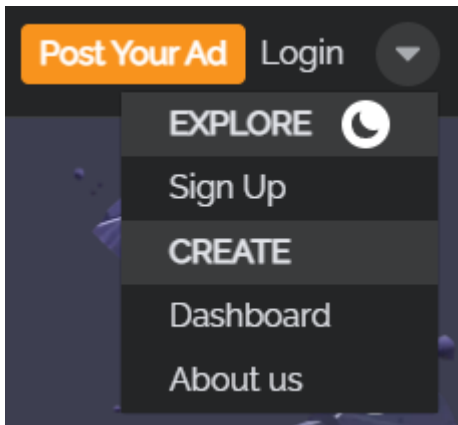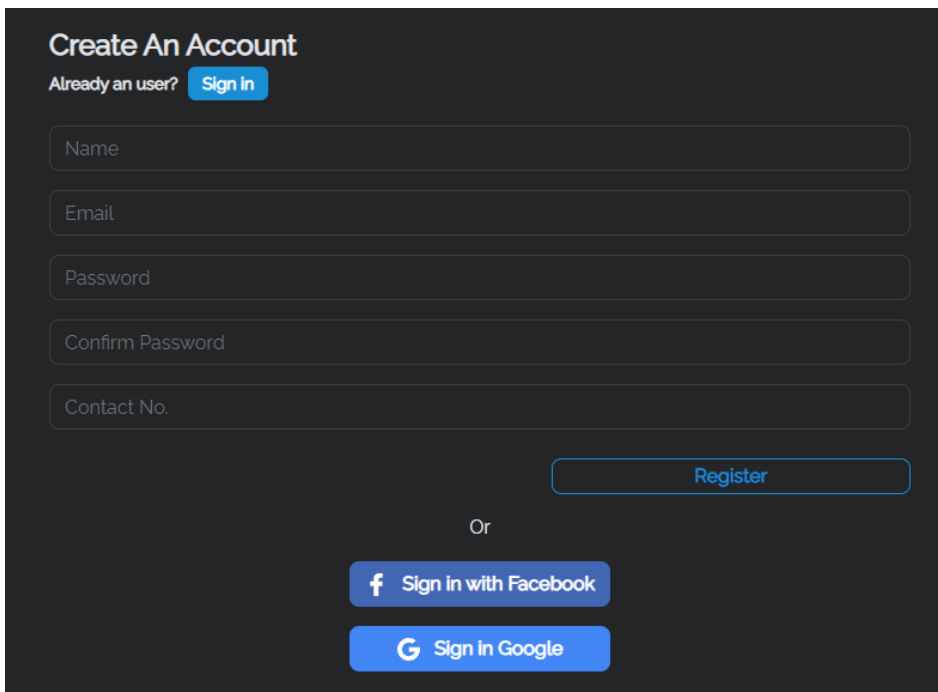# Quick and Easy Steps For Using the Booom Play Construct SDK

1. Register Your Booom Play Account

   Go to Booom Play Platform And Click on Sign Up Button
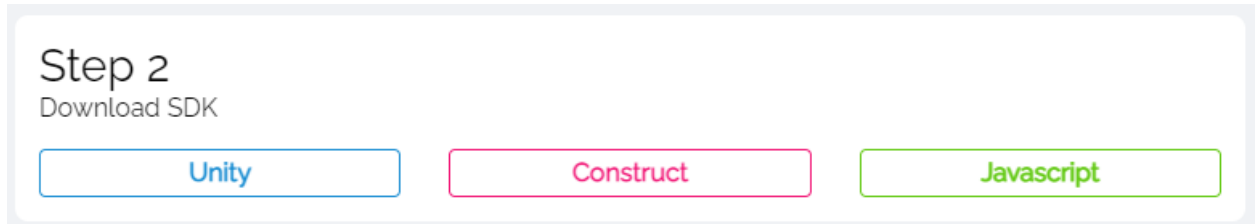

   Fill up the User Registration Form or Sign Up using Facebook or Google Account

   Now you can play games submit new games and advertise on Booom Play

2. Download Boom Play Construct Package

To download the package click on the submit game button in the menu bar
And click on the Construct button in the step2 download SDK section.

3. Import Construct Package to Your Project

First you have to login to the construct3 editor you can open the editor using this link
https://editor.construct.net/ go to file > dialog to open a local project file. Select your
downloaded ("BooomPlay_Construct_Pakage.c3p") file and click on the edit project
button. Now you have a fully functioning project to start your work.

4. Set the Project Settings

1. Api_Loading - this layout verify the user and load all the user data into the game
This layout must be the first layout to run on startup. You can set the
Layout by project properties > startup > first layout and select the
Api_Loading layout. And set the Loader style to progress bar & logo

2. Leaderbord_gameover - this layout load user leaderboard data and send the player latest score to the booom leaderboard.
Thes layout need to open after your game over and set the score global variable to game user score.it will automatically update the leaderboard data.

3. Leaderbord - this layout show us your game leaderboard this layout can load without any Dependency. You can trigger this layout at any point.

5. Build Your Project

To build the project click on the Menu > Project > Export Now choose a platform to export to select Web(html5). Now tick the Duplicate images and select the Minify mode To symple and click next button now you can choose a location to export now your project is ready to publish.

 * make sure your game does not exceed 15 mb file size

6. Prepare Graphic Package for Your Game

You must follow the guideline for you game banners and art works you can download a sample art pack and guidelines in the game submit page.

Step 3
Art Pack Guide

Booomplay Art Guide   Download

7. Submit Your Game

Fill up all the information requested in the submission form and click on the submit button. After your submission all the game go through a approval process in that time you You can test your game and fix any bugs request from the booom play after approval Your game will be available in the game list in the Booom play.

8. Test Your Game with Booom Play

You can test your game with the platform using your dashboard. Go to the Booom Play dashboard and click on the developer tab inside the developer section you can find all the games you submit into the platform. You can select any game and click on the test game button it will redirect to your game