Community Tutorial Games

Thanks to our generous AppGameKit community users, we are able to bring you this collection of Tutorial games with their full source code and media.

The aim is to create a library of game templates that show you what's possible to create with AppGameKit and by studying the source code you can learn how these games were made.

Each game has comments in the source code written by the developers and in many cases they will encourage you to try editing variables so you can see how these changes affect the games.
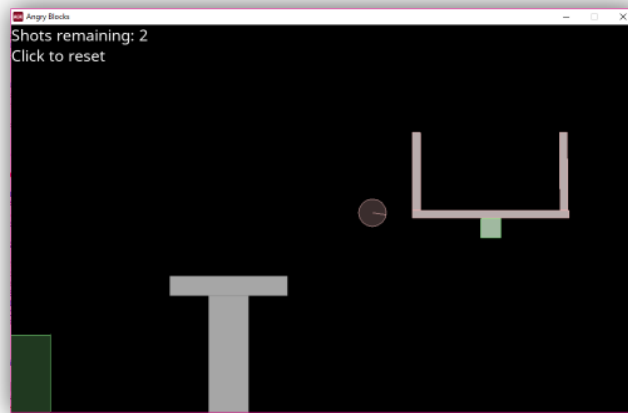
If you would like to take part and submit your own game template then please get in touch. You can either post into the forum thread below or email Rick Vanner (rick@thegamecreators.com)who manages the Tutorial games.

Forum Thread: https://forum.thegamecreators.com/thread/218621

A list of the tutorial games, are shown in the following pages…
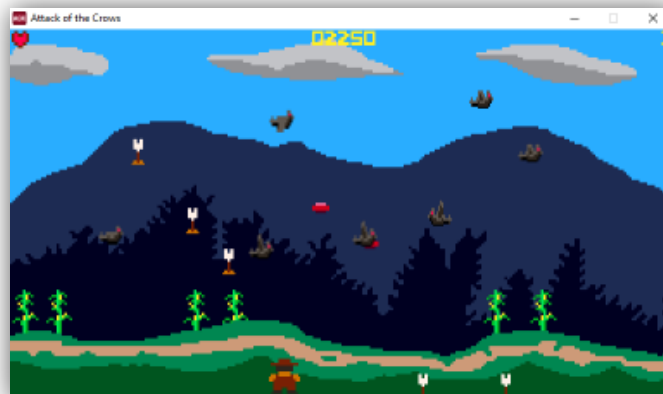
Angry Blocks by *Easter Bunny*

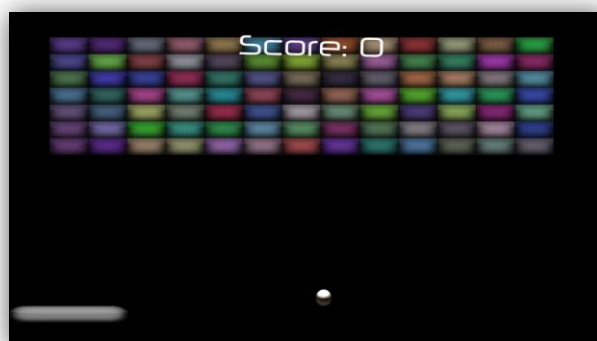*Physics Angry Birds style game*

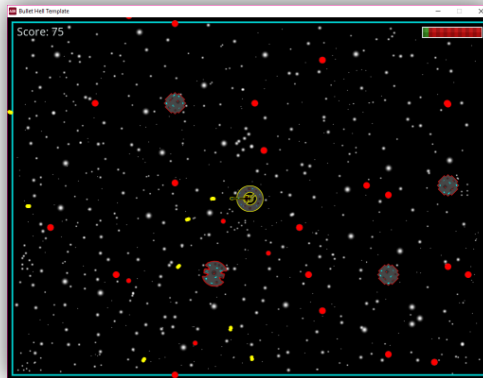

Attack of the Crows by *GarBenjamin*

Retro style shooter

Brick Breaker by *Mobiius*
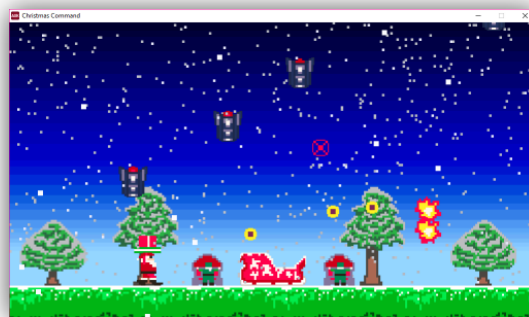
Retro brick breaker

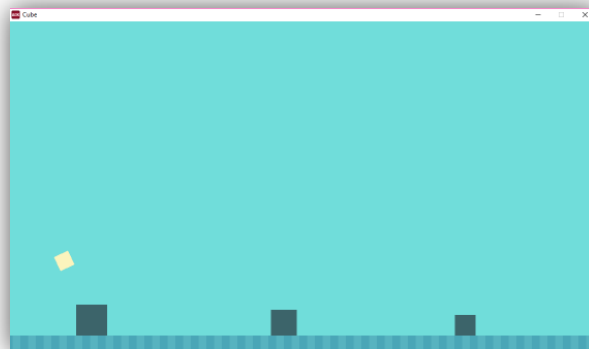# BulletHell by *Lucas Tiridath*

Retro space shooter

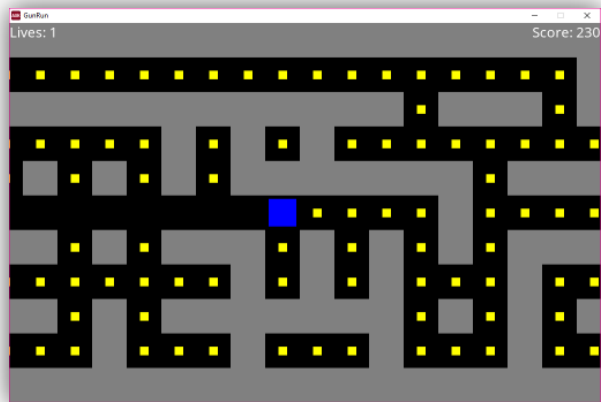# Christmas Command 2016, by *GarBenjamin*

Retro missile command style

Cube, by *Qugurun*

Endless geometry runner style

GunRun, by *baxslash*

Pacman maze demo

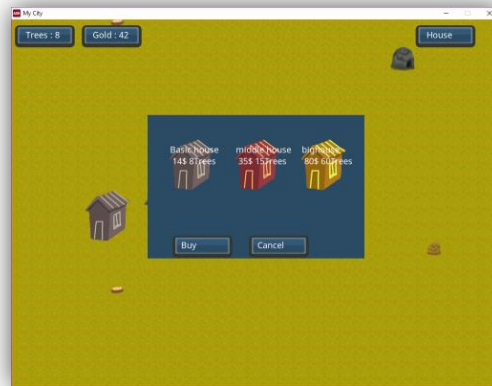## Endless tunnel by *29 games*

3D endless runner game

Hill Racer by *Janbo*

Physics bike driving demo

My City by *Blendman*

Management Sim Style

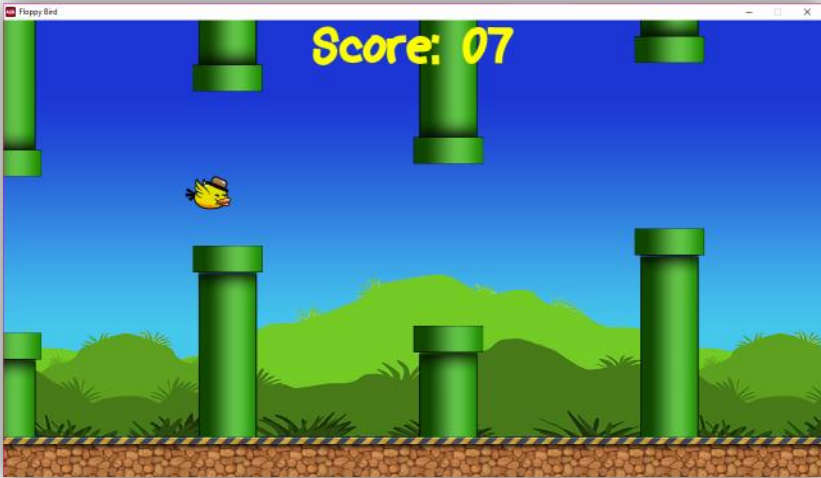# Smash It by *Cjb*

3D Shooter
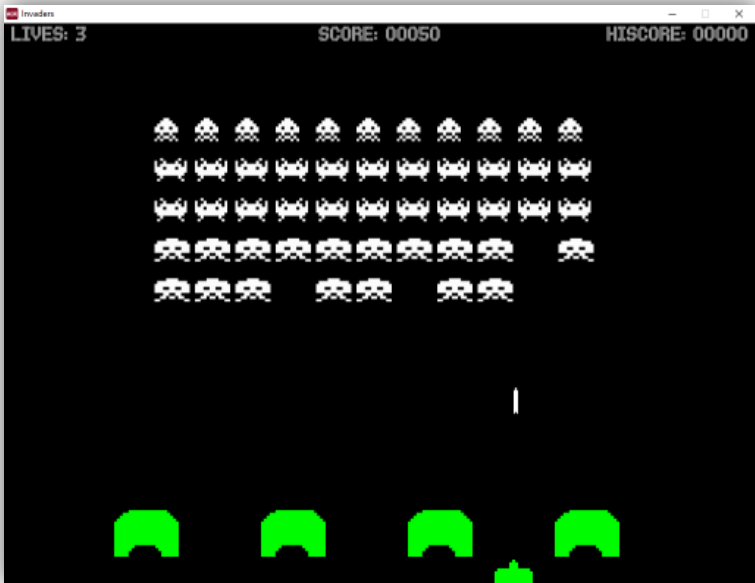

Platformer - *SpecTre*

Simple platformer demo
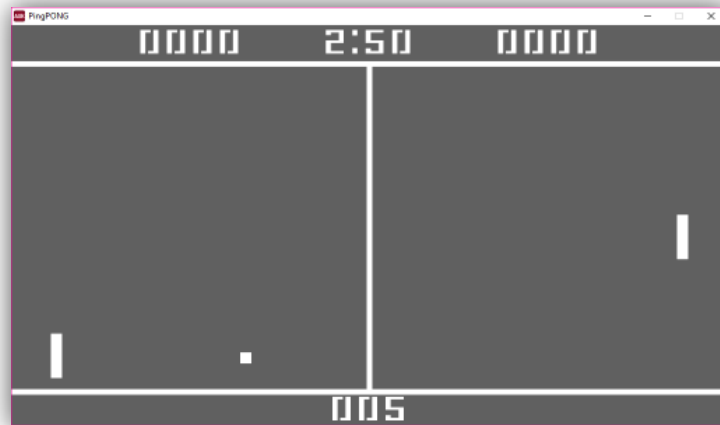
Floppy Bird by *Scraggle*

Endless Flappy Bird Style

Invaders – *Scraggle*

Classic Invaders Demo

PingPong by *MadBit*

Retro Pong

Jetpack – *BatVink*

Jetpack style demo

If you have a game template to add to the collection

then please get in touch!