



Manual - Catch Them All

# Summary

1. [Introduction to the template](#)
2. [Background visual](#)
3. [Elements to catch](#)
4. [Elements to avoid](#)
5. [Player visual](#)
6. [Export](#)
7. [Examples](#)

# Introduction to the template

## Introduction to the PSD template

- The Photoshop template consists of 2 artboards representing the game mechanism in Desktop and Mobile views.
- The different elements within the game mechanism can be changed from the desktop view in the layer folder *MODIFY / EXPORT*
- The mobile view only allows you to preview the Ingame rendering on a mobile device.

**The mobile view must not be changed directly in the .psd template.**

## Introduction to the template - Mobile & Desktop pages

- **Desktop background image in .jpg format**

If your campaign is running on a dedicated URL only, the desktop background width can vary (1200 pixels recommended) and so can the height (1000 pixels recommended).

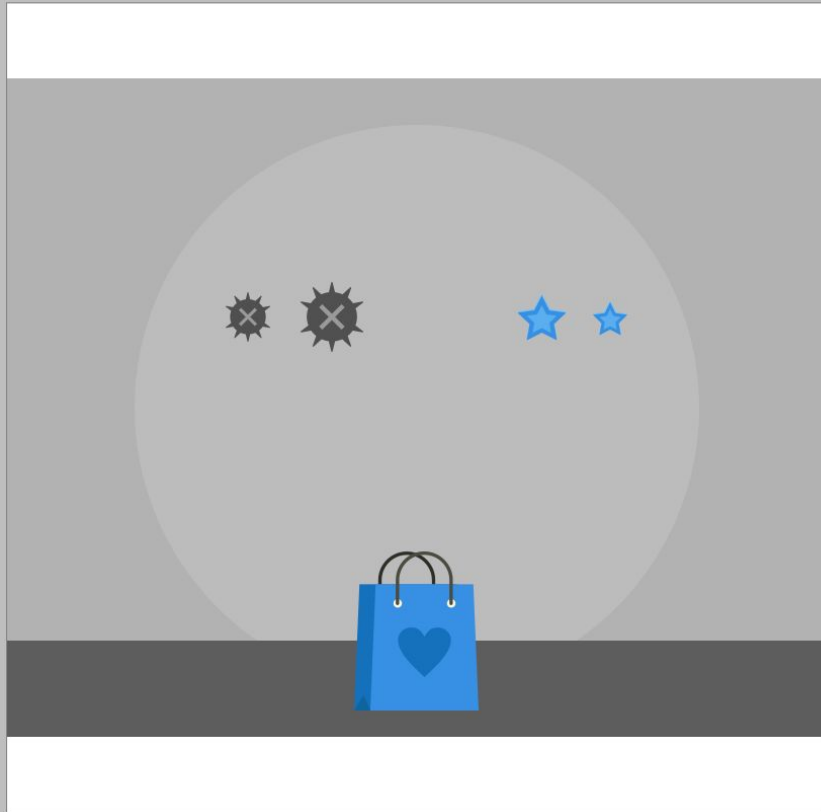
If your campaign is running on Facebook, the background image must be 810px wide and the height can vary (**800 pixels recommended**).

If your campaign is running both on Facebook and on a dedicated URL, your configuration must have Facebook's standard dimensions; however, your background can be 1200px wide.

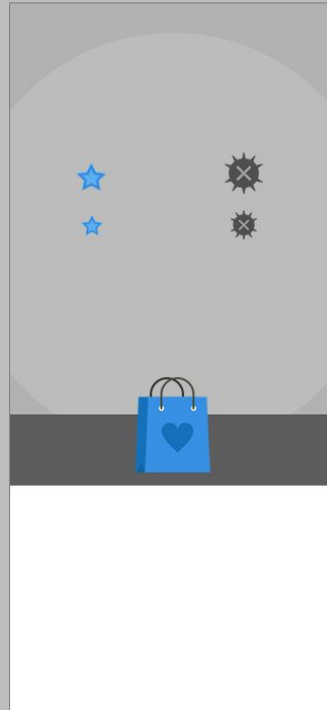
- **No need for a Mobile background as the game will be displayed in Full Screen**



Desktop View



Preview Mobile / DO NOT MODIFY



Layers Paths Channels

Q Kind ▾

Normal ▾ Opacity: 100% ▾

Lock: Fill: 100% ▾

▼ Desktop View

- ▼ MODIFY / EXPORT
  - Bonus 02
  - Bonus 01
  - Malus 02
  - Malus 01
  - PLAYER VISUAL
  - GAME BACKGROUND VISUAL
- Background

▼ Preview Mobile / DO NOT MODIFY

Go fx

# Catch Them All Specifications

- All customizable elements are available in the blue layer group:



**TO MODIFY / EXPORT** contains 6 layers:

**These 6 layers are dynamic objects which you can open and change with a double click.**



## Particles - Graphic settings

- A particle effect can be activated in Adictiz Box when the user catches a Bonus
- You can choose only one color or apply several colours to them.

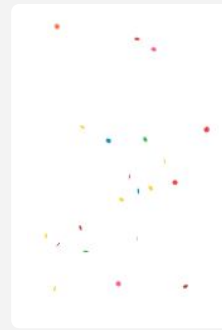
Particles type :



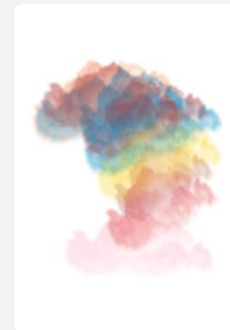
Stars



Confetti



Dust



Smoke

**Creative Tips:** We recommend that you choose particle colors that are linked to the color of your Catch visual.

You can also create specific visuals for particles.



# Background visual

## Background visual

- The background visual is fully graphically customizable.

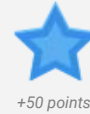
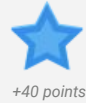


Size : 810 x 650 px

# Elements to catch

## Elements to catch

- You can create up to 6 distincts visuals for the bonus.
- Each visual will get automatically a point value from +10 to +60 according to the number of visuals created.
- The visuals size are free but keep them proportionals to the Player visual.



*Free size*

*Recommended size : 50/150 px x 50/150 px*

## Elements to avoid

## Elements to avoid

- You can create up to 6 distincts visuals for the malus.
- Each visual will get automatically a point value from -10 to -60 according to the number of visuals created.
- The visuals size are free but keep them proportionals to the Player visual.



-10 points



-20 points



-30 points



-40 points



-50 points



-60 points

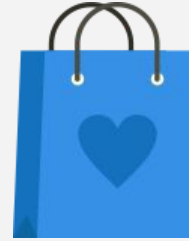
*Free size*

*Recommended size : 50/150 px x 50/150 px*

Player visual

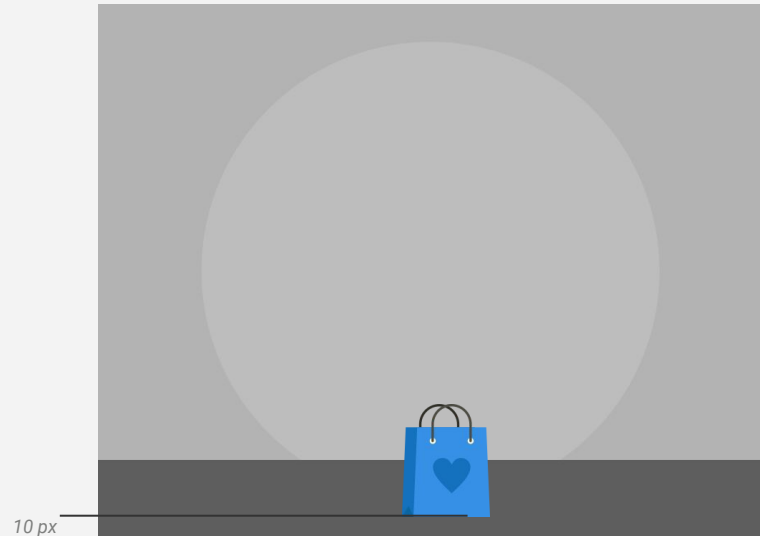
## Player visual

- The visual size is free but keep it proportional to the elements to catch and to avoid.
- Don't exceed 200px wide otherwise it will prevent it from avoiding the malus.
- It goes automatically at 10px above the background visual bottom.



*Free size*

*Recommended size : 100/200 px x 100/200 px*

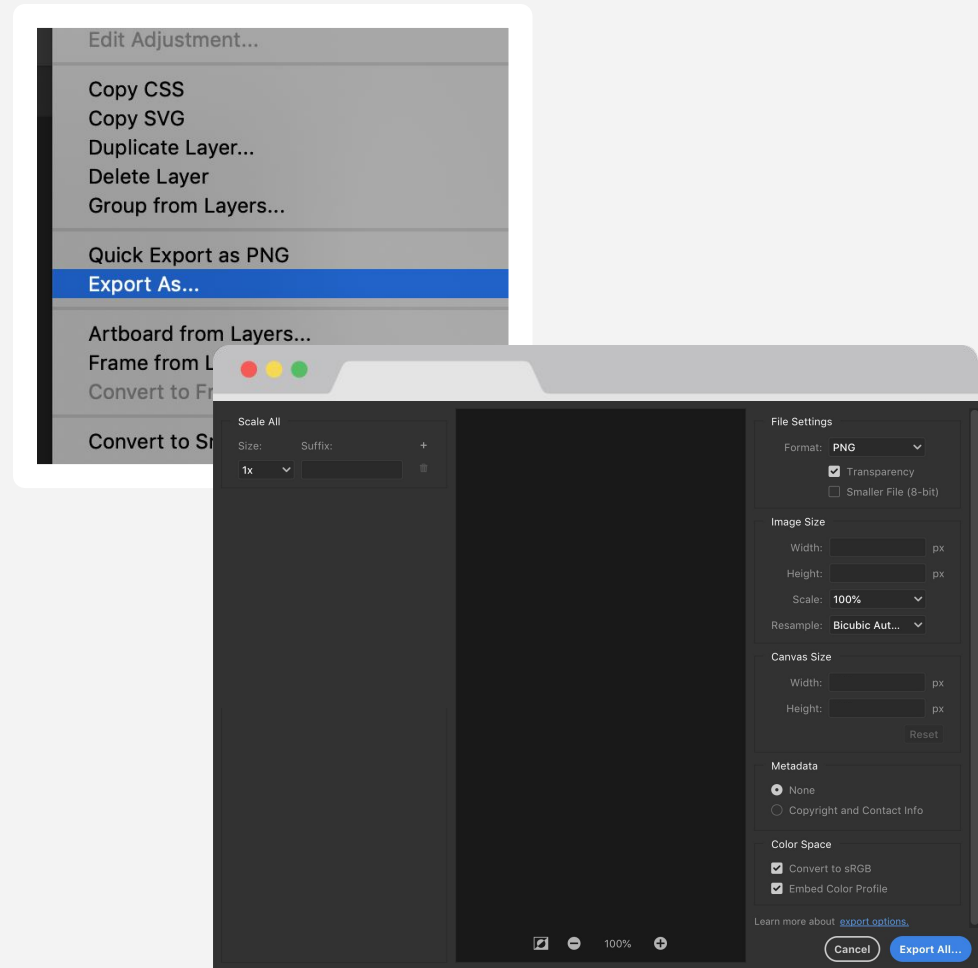




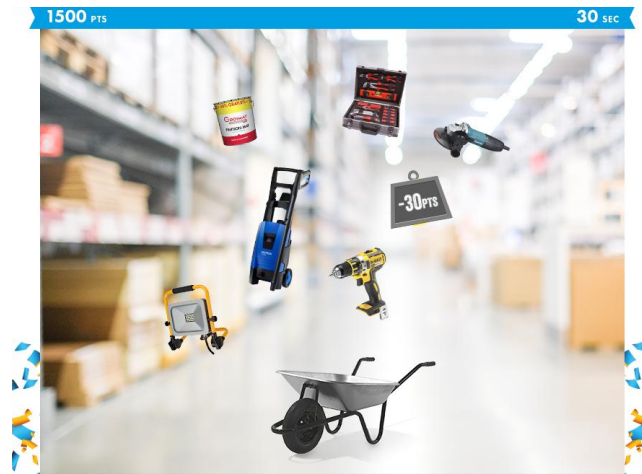
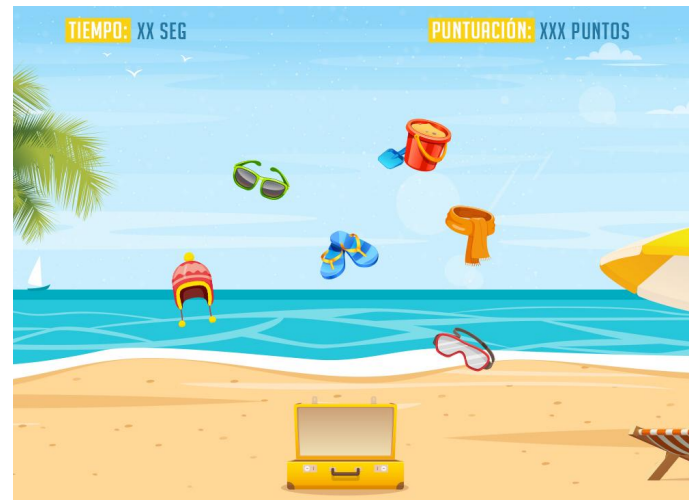
Export

# Export

- **Select the layers**
- Right-click on one of them and select **Export as...**
- **Select the following settings in the export pop-in:**
  - Format : PNG
  - Transparency : Enabled
  - Convert to sRGB : Enabled
  - Embed Color Profile : Enabled
- Click on the **Export all** button and select the **“Assets - Catch Them All”** in your Render Directory as the destination folder.
- This method automatically crops the empty space around the assets.



# Examples





<https://box.adictiz.help>

Euratechnologies  
2 rue Fourier 59000 Lille

Webedia - 2 Rue Paul Vaillant  
Couturier 92300 Levallois-Perret

+ 33 3 66 72 09 99  
[contact@adictiz.com](mailto:contact@adictiz.com)