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Introduction

In the previous tutorial we were introduced to the Basic Game Framework and previous to that we use the User Define Types to create a template for our Player and subsequently created (instantiated) the player from the Type Template.

In this tutorial, we are going to again use the User Defined Type to create a blueprint from which we can create Alienships as the enemy in our simple game.

The AlienShip Type

Our AlienShip need to have the following attributes and behaviours:-

- An X and a Y location attribute
- A speed attribute
- An Image attribute
- A UpdateState Method so that it can update its X,Y position
- A DrawSelf Method so that it can draw itself on the graphic screen

The Type will be called TAlienShip and the three field declarations are for the X, Y locations and Speed respectively. Note that we have created default (or starting) values for these attributes.

```
Type TAlienShip
  Field X:Int = 320
  Field Y:Int = 0
  Field Speed:Int=3
  Field Image:TImage
```

The Create Function (also sometimes called the Constructor of an Object) is very similar to the one we saw for TSpaceShip. In fact the only change is to substitute the word SpaceShip with AlienShip

```
Function Create:TAlienShip(File:String,xstart:Int,ystart:Int)
  Local Ship:TAlienShip=New TAlienShip
  Ship.X=xstart
  Ship.Y=ystart
  Ship.Image=LoadImage(LoadBank(File))

  If Ship.Image=NULL
```

```

        Print "Not able to load image file. Program aborting"
    End
EndIf

Return Ship
End Function

```

The UpdateState Method simply subtracts the value of Speed (in this case 3) to the X position attribute. Y remains unchanged. We also need to reset the X position once its gone over the left side of the graphic screen.

```

Method UpdateState()
    X :- Speed
    If X<-ImageWidth(Image) Then X=620
End Method

```

The DrawSelf() Method is the same as what we have seen previously.

```

Method DrawSelf()
    DrawImage Image,X,Y
End Method

```

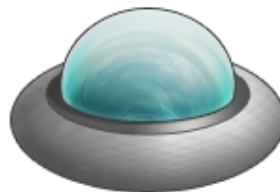
The SETUP GAME CONDITION block now look like this

```

' -----SETUP GAME CONDITIONS-----
Graphics 640,480,0

Local URL:String="http://www.2dgamecreators.com/tutorials
/gameprogramming/basic/"
Local Player:TSpaceShip =
TSpaceShip.Create(URL+"/blobship_1-1.png",320,420)
Local Alien:TAlienShip =
TAlienShip.Create(URL+"/cartoonufo_1-1.png",320,0)

```



The image we are using is this (from www.limefly.net)

And the MAIN LOOP looks like this:-

```

' -----MAIN LOOP-----
Repeat
    Cls
    Player.UpdateState()
    Player.DrawSelf()
    Alien.UpdateState()
    Alien.DrawSelf()

```

Flip
Until KeyDown(KEY_ESCAPE) Or AppTerminate()

Adding the Enemy

Putting everything together yields:-

```
' -----SETUP GAME CONDITIONS-----
Graphics 640,480,0

Local URL:String="http://www.2dgamecreators.com/tutorials
/gameprogramming/basic/"
Local Player:TSpaceShip =
TSpaceShip.Create(URL+"/blobship_1-1.png",320,420)
Local Alien:TAlienShip =
TAlienShip.Create(URL+"/cartoonufo_1-1.png",320,0)

' -----MAIN LOOP-----
Repeat
    Cls
    Player.UpdateState()
    Player.DrawSelf()
    Alien.UpdateState()
    Alien.DrawSelf()
    Flip
Until KeyDown(KEY_ESCAPE) Or AppTerminate()
End

' -----TYPES, ATTRIBUTES AND BEHAVIOURS-----
Type TSpaceShip
    Field X:Int = 320
    Field Y:Int = 420
    Field Speed:Int=3
    Field Image:TImage

    Function Create:TSpaceShip(File:String,xstart:Int,ystart:Int)
        Local Ship:TSpaceShip=New TSpaceShip
        Ship.X=xstart
        Ship.Y=ystart
        Ship.Image=LoadImage(LoadBank(File))

        If Ship.Image=NULL
            Print "Not able to load image file. Program aborting"
            End
        EndIf

        Return Ship
    End Function

Method UpdateState()

    If KeyDown(KEY_LEFT)
```

```

        X :- Speed
    EndIf
    If KeyDown(KEY_RIGHT)
        X :+ Speed
    EndIf

    If X<0 Then X=0
    If X>620 Then X=620

End Method

Method DrawSelf()
    DrawImage Image, X,Y
End Method

End Type

Type TAlienShip
    Field X:Int = 320
    Field Y:Int = 0
    Field Speed:Int=3
    Field Image:TImage

    Function Create:TAlienShip(File:String,xstart:Int,ystart:Int)
        Local Ship:TAlienShip=New TAlienShip
        Ship.X=xstart
        Ship.Y=ystart
        Ship.Image=LoadImage(LoadBank(File))

        If Ship.Image=NULL
            Print "Not able to load image file. Program aborting"
            End
        EndIf

        Return Ship
    End Function

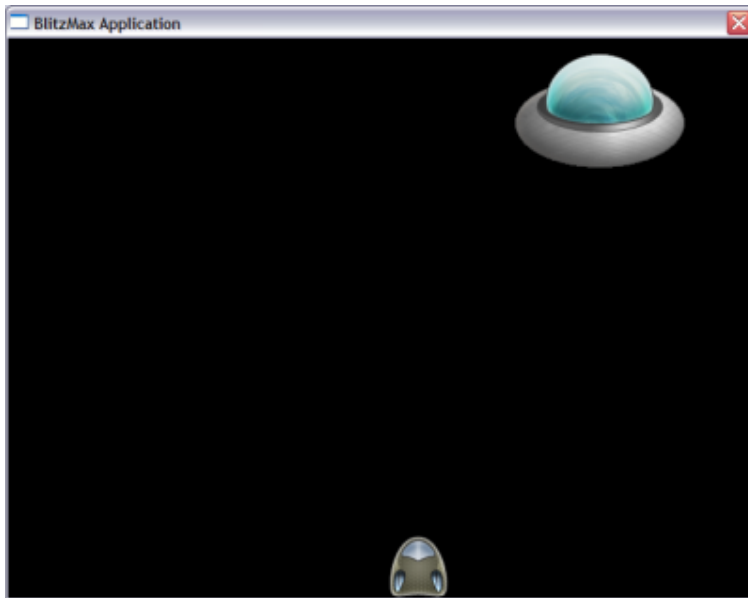
    Method UpdateState()
        X :- Speed
        If X<-ImageWidth(Image) Then X=620
    End Method

    Method DrawSelf()
        DrawImage Image,X,Y
    End Method

End Type

```

If we build and run the above program we now get an AlienShip moving across our screen and the player ship at the lower end with the ability to move left and right. Now all we need is something to shoot the alien with :)



Summary

This is just a very simple tutorial to show how we can add new game objects. This however is just a transition to our next tutorial where we will be introduced to a new revised framework.

Blitzmax commands introduced in this tutorial

None :)

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