**Objective:**

At the end of this lesson, the students will be able to control multiple clones of the same type of enemy. The enemies will be able to kill the player. The students will also learn how to load new Layouts and connect new Event Sheets to them.

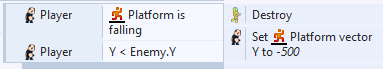
**Controlling Multiple Enemy Clones**

Currently, the Events we have written control 1 enemy very well. But, if you duplicate that enemy and place it on another platform with it’s own Edge Markers something weird happens. When 1 enemy collides with an Edge Marker, all of the enemies react to it. We don’t want that.

1. **The “For each” Loop**
   1. Switch to the Event Sheet and create a new Event.
   2. Double-click the System object
   3. Double-click the “For each” option found in the “Loops” section.
   4. Click <click to choose> and select the enemy you want to have clones of.
   5. Now you can take the events you already created and make them sub-events of this “For each” loop.
   6. Select all events pertaining to the Soldier Sprite by holding down “CTRL” and click each event you need. Remember to click the small vertical rectangle.
   7. This next part is a little tricky. With all of the events selected click and drag them under the “For each” loop. Once your mouse is over the loop, you will see a thick black line underneath the Event. This means that the code you are dragging will be added at the same level as the loop. To make it a sub-event you need to move the mouse to the right until an arrow appears at the start of the black line. It will look like this:Once you see this arrow you can let go of the mouse button to finish the move.
   8. Now all of your enemies will all move independently to one another.

**Killing the Player**

Almost every game has a condition in which the Player Character will die. This allows for difficulty to be added to a game. If there is no consequences, then a game gets boring over time.

1. **“Kill” the Player for Walking into the Enemy**
   1. Switch to the Event Sheet and find this Event:
   2. Add an Else event to this one by selecting it, then right-click. Highlight “Add” and select “Else”. This can also be done by pressing the “x” key after selecting the Event.
   3. Add a new Action to the new Else Event.
   4. Double-click the Player object.
   5. Double-click the “Destroy” option.
   6. You can alternately give the player a health instance variable and subtract from it every time the player collides with an enemy then check the health value every tick. If it gets to or is below 0, then you can kill the player.
   7. Add another Action to this Event.
   8. Double-click the System object.
   9. Select the “Reload layout” option found in the “General” section.
   10. Now your game will reset whenever the player dies.

**Level Progression**

Games have multiple levels that allows the Player to progress. These levels often have different themes and levels of difficulty. Every level should be created in it’s own Layout.

1. **Creating a new Layout**
   1. Right-click the Layouts folder in the Projects tab.
   2. Select “Add Layout”.
   3. Name this Layout “Level 2”
   4. Now use what we have learned from the first 2 classes to fill out this level.
2. **Connecting an Event Sheet**
   1. When making a new Layout, there is no Event Sheet that dictates what happens while this Layout is active.
   2. Click “Level 2” in the Layouts folder of the Projects tab.
   3. In the Properties pane, Set the Event Sheet property to “Event Sheet 1”.
   4. You can also create a new Event Sheet with all new events and connect it here.
3. **Creating a Load Point**
   1. We need to create an object like the Edge Marker that the Player can interact with to signify that the Player has reached the end of the level.
   2. Create a semi-transparent sprite and name it “Level End”. Make sure it is not visible when the game starts.
4. **Loading the New Level**
   1. Switch to the Event Sheet. And add a new Event.
   2. Double-click the Player object.
   3. Select the “On collision with another object” option.
   4. Click < click to choose> and select the Level End object.
   5. Add an Action to this new Event.
   6. Double-click the System object.
   7. Double-click the “Go to Layout” option in the “General” section.
   8. Set “Layout” to “Level 2”

Now you have a full game! You restart if your player dies, You can have any number of levels. Next, is all up to you! Add more levels! Add health! Add a score! Make this game your own!