

Sunnybank Hills



Sunnybank Hills

Card 1 of 8

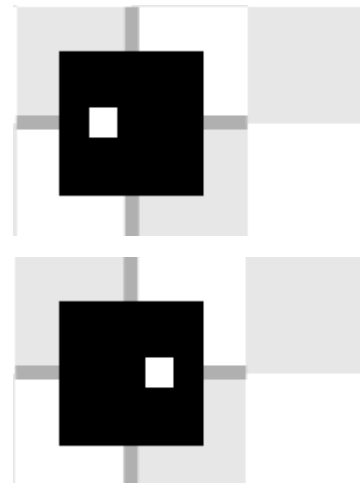
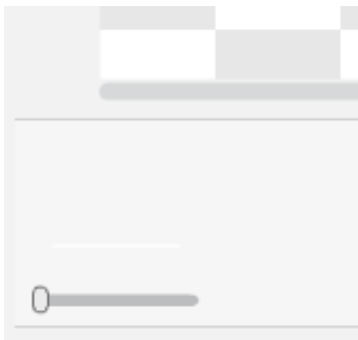
Game Template

Game Template by Linze Tanudjaja

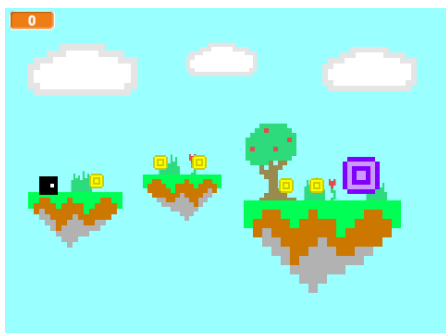
<https://scratch.mit.edu/projects/145974399/>

1 The Player

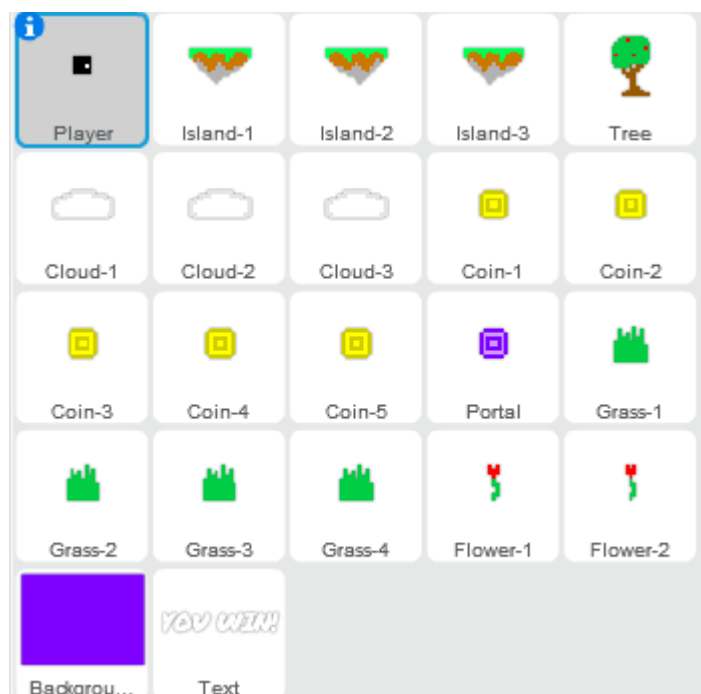
This game template uses the graphics editor in a special way, it needs to be zoomed right in to 1600% so that when the brush is used you can draw dot by dot. (Remember to set the line width to thin in the bottom left hand corner of the browser)



The first sprite to make is the player and it needs two costumes, each with the eyes in different positions.



There are 22 sprites to create All of them will be made in the graphic editor dot by dot, and you have the opportunity to make the islands the way you want.

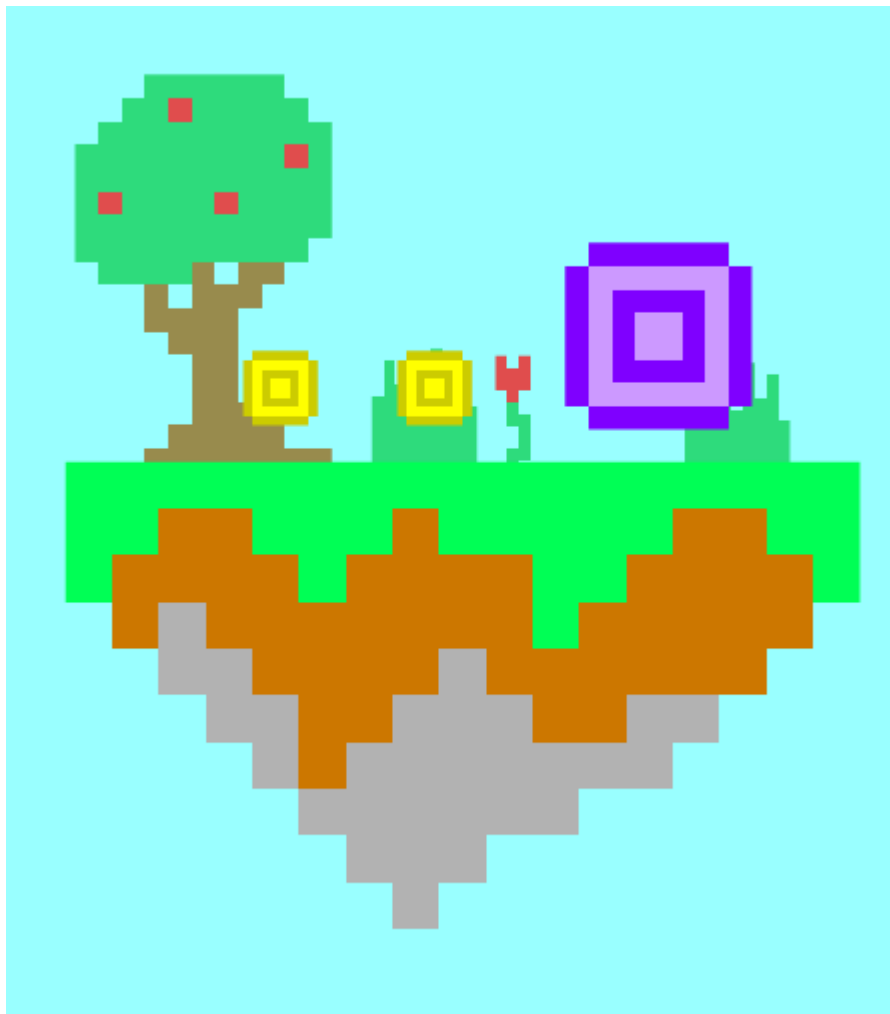


2 The Game Assets

Each sprite is called an asset in the game. Assets are all of the things that go into making the game. Landscape, background, islands, trees, flowers, clouds and coins are all assets. The way you make them determines how the game looks and feels.

So take care with your colour choices and the style of your assets.

The good thing about designing your game this way is that you can use each individual asset again and again in different levels and even copying them to other games.



3 The Players Movements

Most of the scripts concern the player. The orange scripts are data variables for jump and gravity. They have to be created. This allows the player to jump up between islands but also land again.



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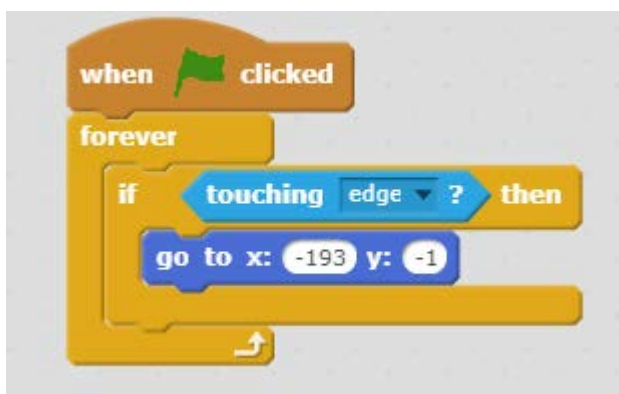
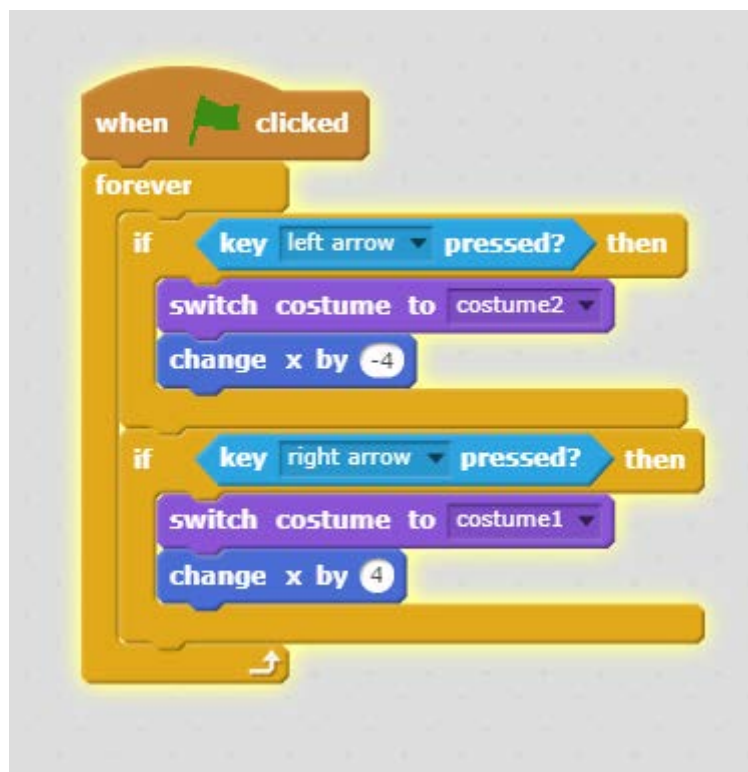
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4 The Players position and orientation

The player has two costumes and this script switches costume when he (or she) moves left or right



This code allows the player to return to his home position on the first island. Check the coordinates though, your home position may be a little different

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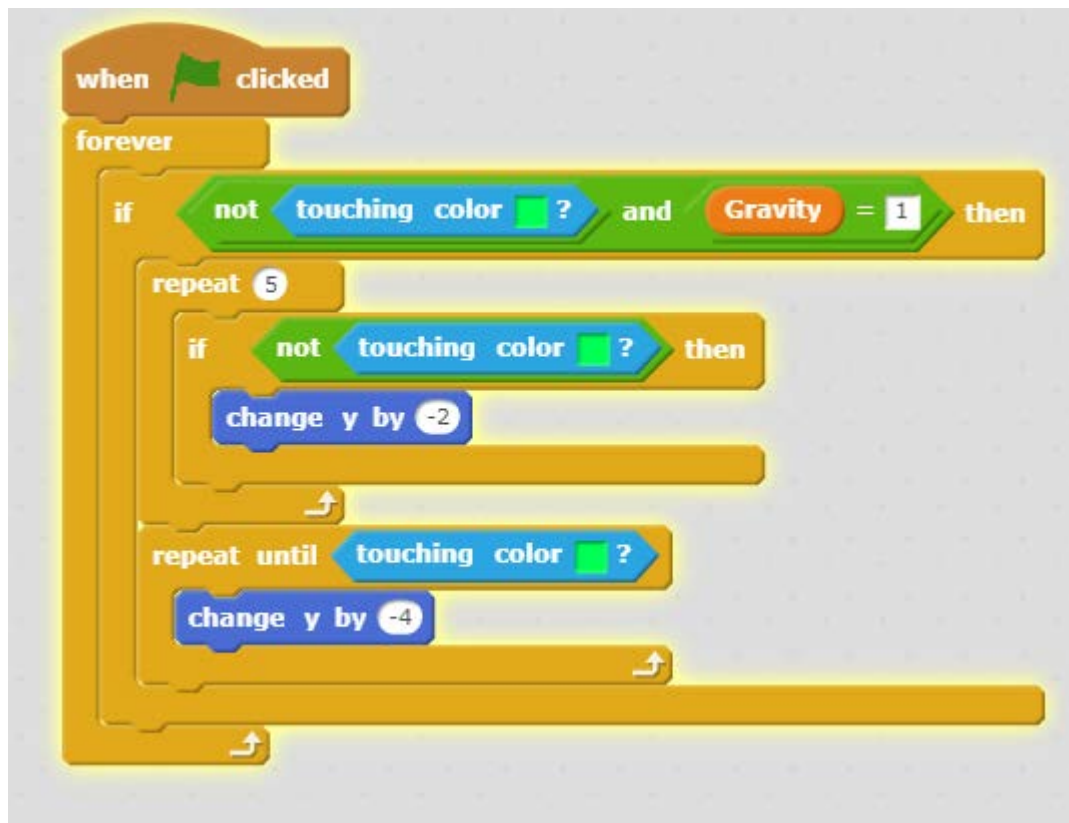
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5 The Players resting position

This code makes sure that the player will always come to rest on the islands. It is important to make sure that the colour matches the grass colour of the islands, so don't go changing the grass from island to island or you have to write more code.



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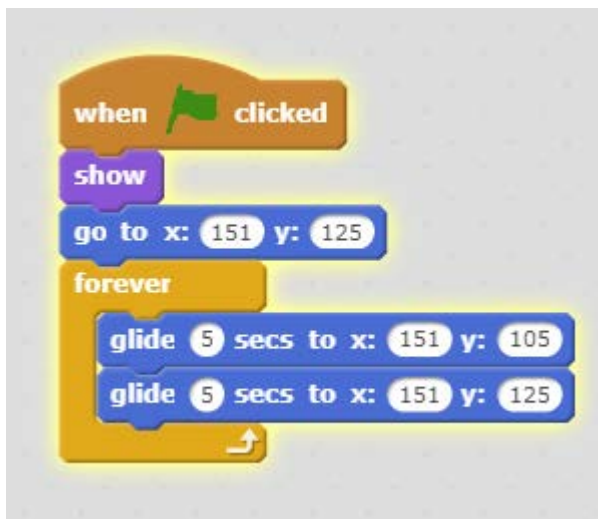
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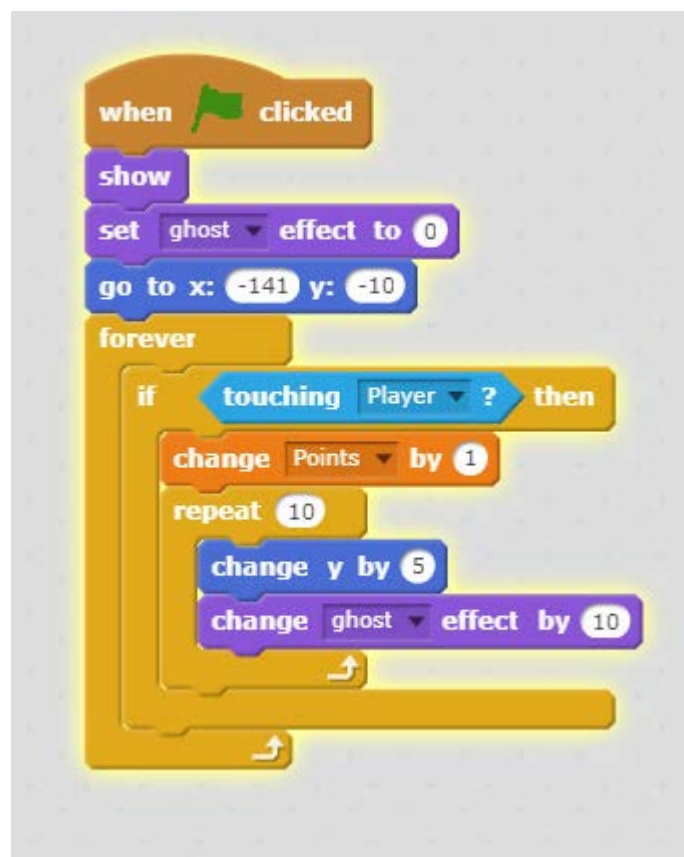
6 Clouds and Coins



There are three clouds in this game template, they will glide in a constant loop if you set coordinates for their positions



The coins give points when touched by the player. The code also ghosts the coin after it is touched while it rises upwards.



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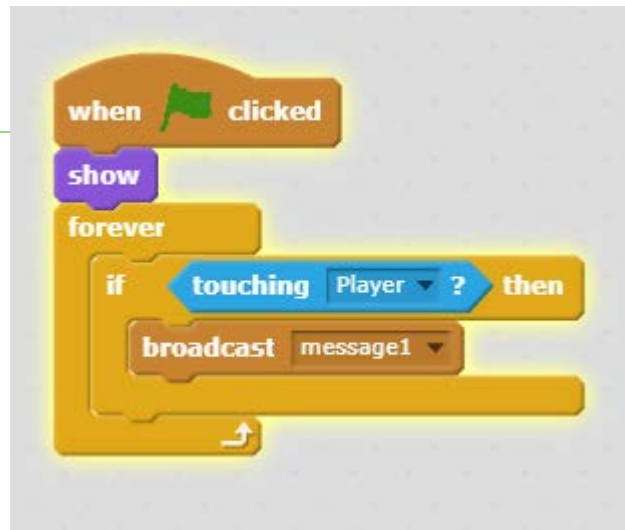
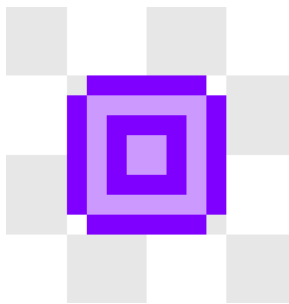


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7 Messages



The portals job is to broadcast a message to the player. This code above, is in the portals sprite



And this code is in the player's sprite

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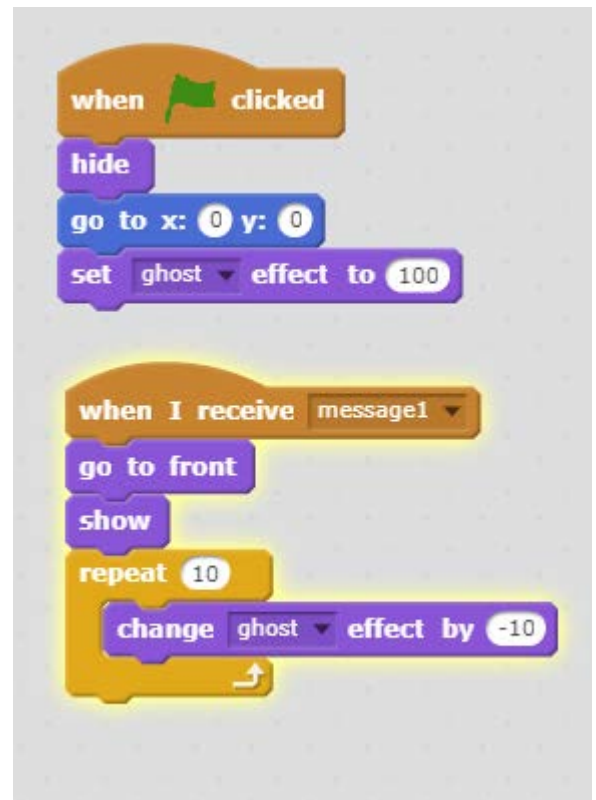
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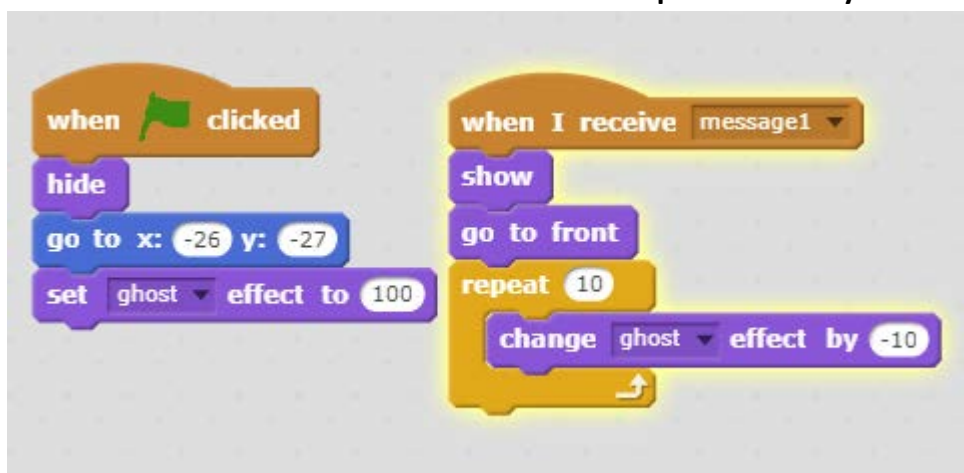
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8 You Win!

Message 1 is also broadcast to the background to show when the portal is touched



Message 1 is also broadcast to the last sprite which says You Win!



Now it's up to you to make more levels, change your game assets, work on the colour scheme, do whatever you want to make the game yours.