

Sunnybank Hills
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Zombie Game

Zombie Game by Linze Tanudjaja

1 First make the backdrop

This game is all about using the vector creation tools effectively.
The backdrop should be created in vector mode.
Be simple and precise.



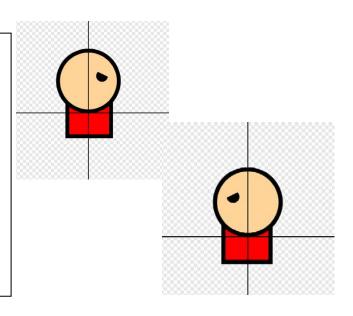


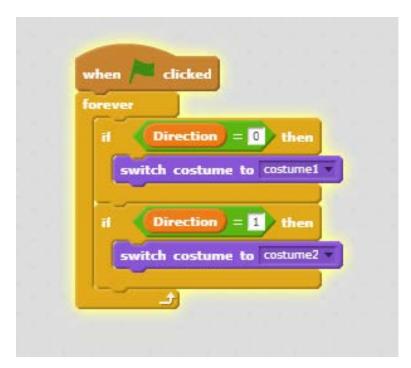
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2 Now make your human

First create a costume in vector mode using a rectangle and a circle (make sure that the circle sits in front. Use a good thick linewidth and bold colours.

Duplicate the costume and change the eye position (for when your character turns around) Set the costume cross hairs to locate your character.





Create a script to flip your human. Direction is a data variable that needs to be created and this will be linked to the humans weapon

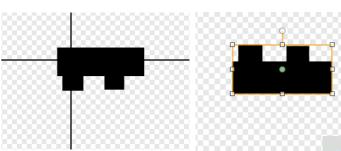




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3 After that make costumes for weapons



Make a gun any way you like but remember to duplicate it and flip it The cross hairs here are really important they will position the gun to the human

```
when clicked

forever

go to Human

point towards mouse-pointer
```

```
when clicked

forever

if direction > 0 then

set Direction v to 0

switch costume to costume1 v

if direction v to 1

switch costume to costume2 v
```

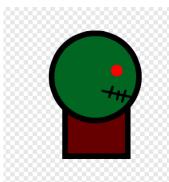
Create a script to change the guns position.
Here again the new direction variable is needed look carefully for the less than and greater than arrows in the operators blocks



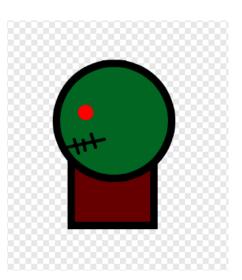


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4 The Zombies



Just like your human use bold outlines in vector mode and choose gruesome colours to make your zombie. Duplicate and flip your zombie when you are done



You will be making an army of zombies though, so you need to make a script that will randomly create clones and include a counter so you can keep score

```
when clicked

set Kill Count v to 0

hide

wait 1 secs

forever

wait pick random 0 to 1 secs

create clone of myself v
```





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5 Zombie Army

Now for some serious scripting.

The zombies need to be spawning randomly from the left and right hand side of the screen and moving toward the human and if they are touched by a bullet they die. (change costume) and the clone is deleted.

Pick some colours for costume three that make your zombie look dead, or explode or whatever you would like If the human is touched its game over



```
set Left To Right v to pick random 1 to 2
      Left To Right = 1 then
  ga to x: 240 y: -106
  switch costume to costume2
       until touching Bullet ? or touching Human
    change x by -5
      Left To Right = 2 then
  ga to x: -240 y: -106
  switch costume to costume1
      at until ( touching Bullet 🔻 ?
    change x by 5
    touching Bullet ? ? the
  switch costume to costume3
  wait 0.05 secs
  change Kill Count v by 1
  delete this clone
     touching Human ? ?
  broadcast Game Over *
```





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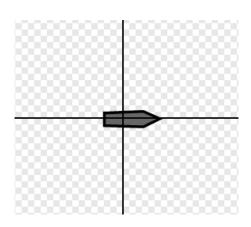
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6 The bullets

The bullets are crucial to get right.

Remember the cross hairs they need to be located so the bullet can snap to the guns position, wherever it is

The bullets script uses a clone block and the clones need to disappear after 20 steps or so



```
when clicked
hide
forever

if mouse down? then
create clone of myself v
wait 0.05 secs

when I start as a clone
go to Gun v

point in direction direction of Gun v
show
repeat until touching edge v? or touching Zombie v?

move 20 steps

delete this clone
```





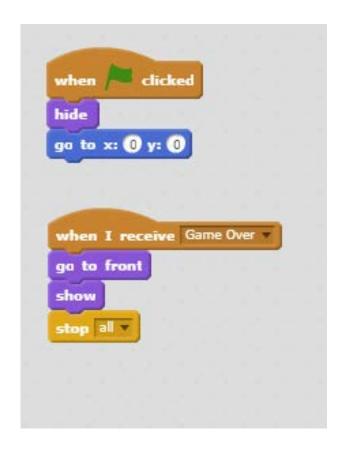
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7 Game Over

Create a sprite for the game over screen

The sprite will activate when it receives a broadcast and that broadcast comes from a zombie touching the human





7 You have done it!

Now you can customize your game. You can add control blocks to move your human, jump or whatever you would like him or her to do.

Just remember though that the gun has to move with your human so those variables need to be copied to the gun sprite





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```
when / clicked
ga to x: -1 y: -106
        key a ▼ pressed? or key left arrow ▼ pressed?
    change x by -10
       key d ▼ pressed? or key right arrow ▼ pressed?
    change x by 10
 when / clicked
         key w ▼ pressed? or key up arrow ▼ pressed?
       change y by 10
      repeat (5)
       change y by 5
        change y by -5
      epeat 5
        change y by -10
```





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And if you are really feeling adventurous you can create a costume and scripts for the spent bullet shells

```
when F clicked
                                 when I start as a clone
                                       Direction = 0 then
hide
                                   go to Gun
       mouse down? then
                                   show
                                   switch costume to costume1
     create clone of myself v
     wait 0.05 secs
                                   point in direction direction of Gun
                                   move (-40) steps
                                   repeat 10
                                      turn 🔼 15 degrees
                                       Direction = 1 then
                                   go to Gun
                                   show
                                   switch costume to costume1
                                                     direction of Gun
                                   point in direction
                                   move (-40) steps
                                   repeat (10)
                                      turn 🔼 🕣 degrees
                                 delete this clone
```

