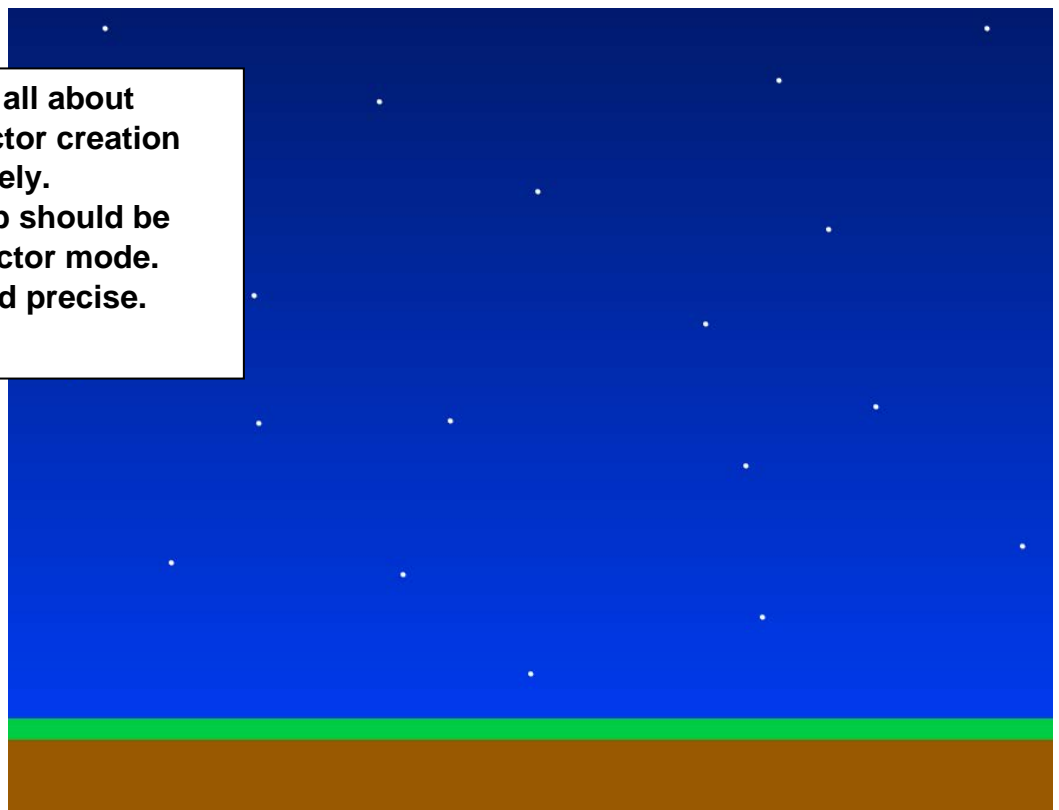




## Zombie Game by Linze Tanudjaja

### 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.



# Sunnybank Hills



Sunnybank Hills

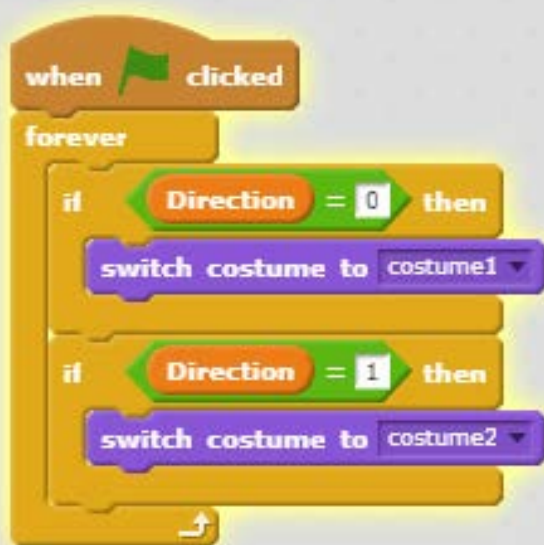
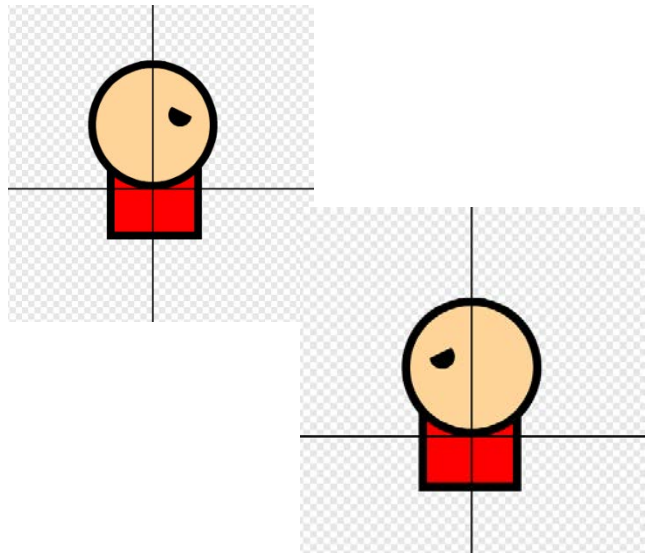
Card 2 of 9

Zombie Game

## 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

# Sunnybank Hills

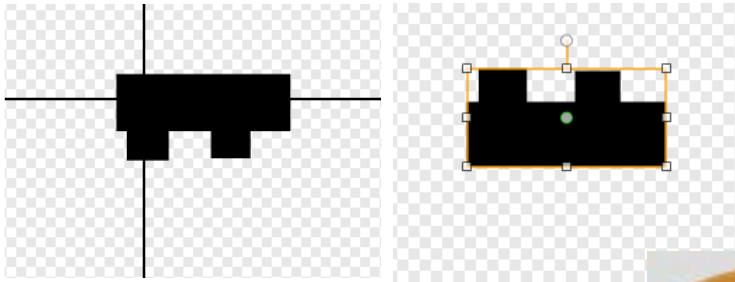


Sunnybank Hills

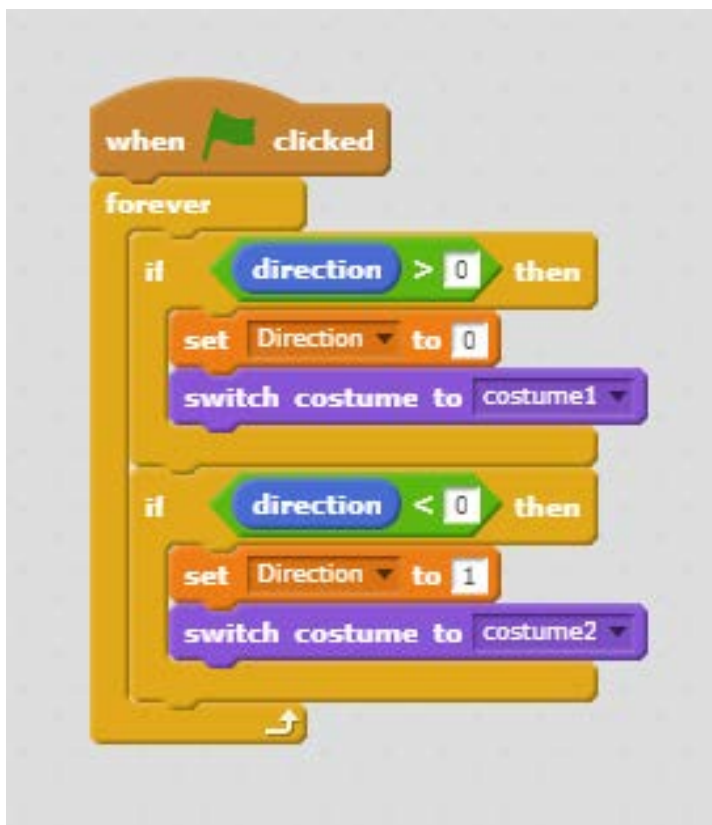
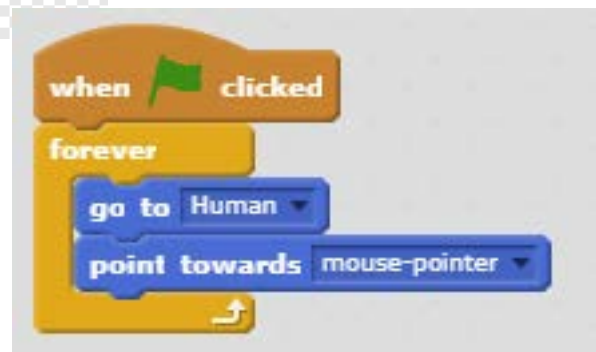
Card 3 of 9

Zombie Game

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



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

# Sunnybank Hills

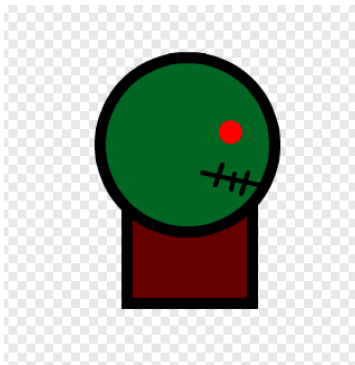


Sunnybank Hills

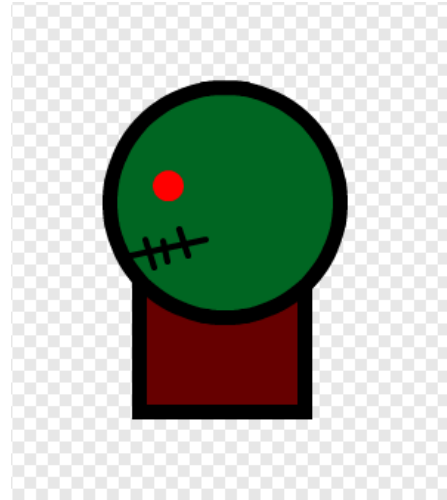
Card 4 of 9

Zombie Game

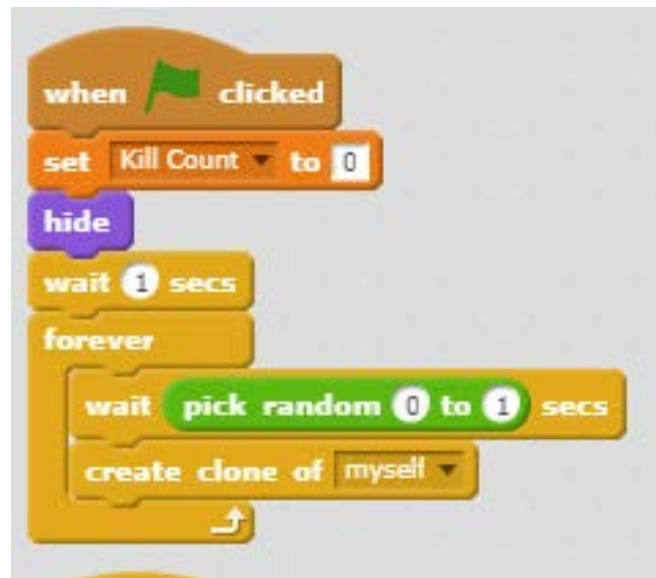
## 4 The Zombies



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



# Sunnybank Hills



Sunnybank Hills

Card 5 of 9

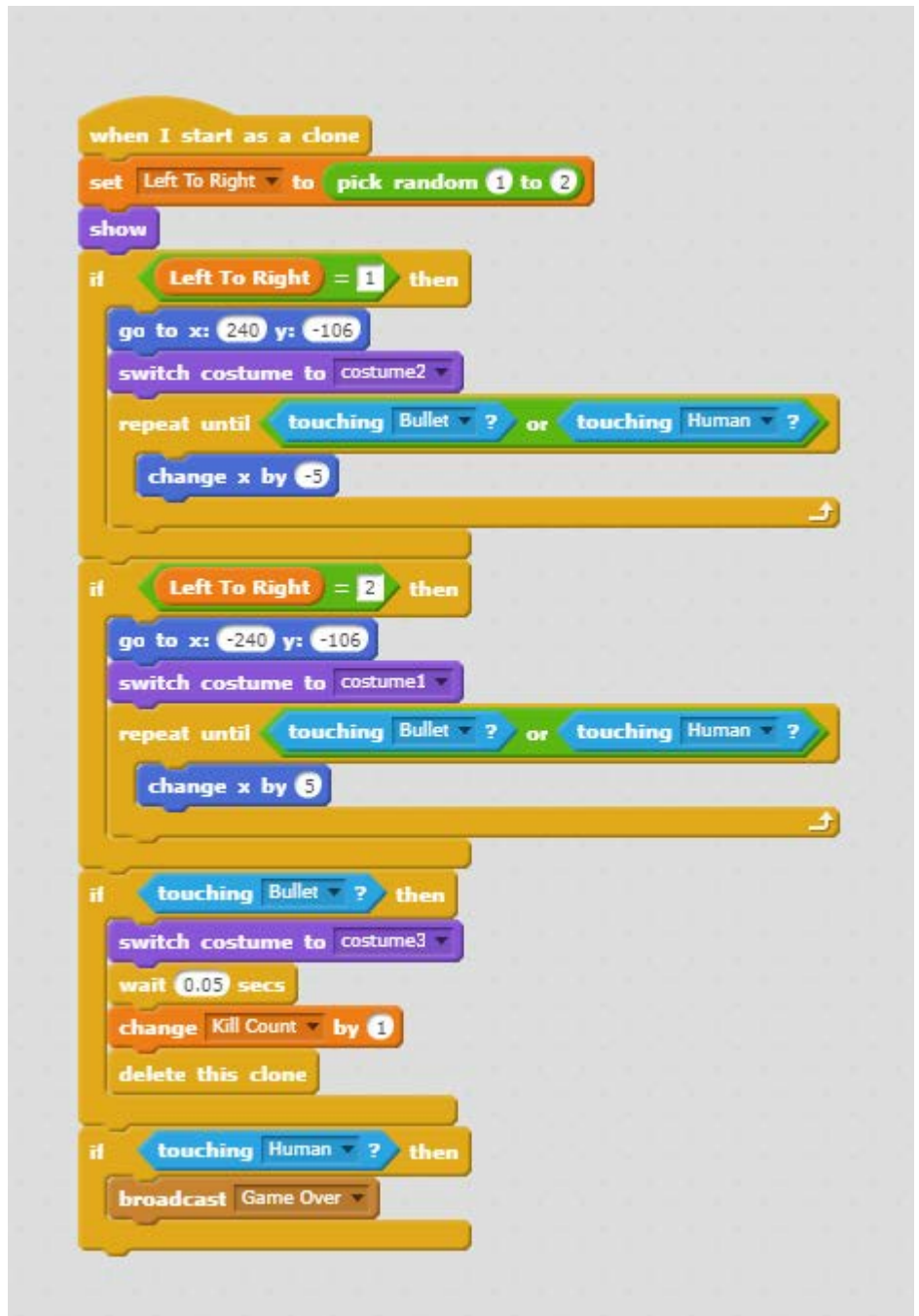
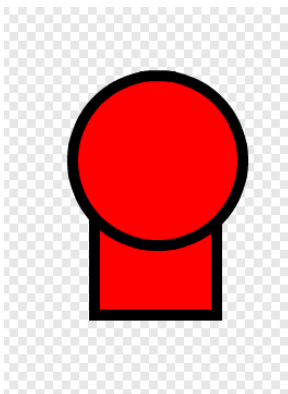
Zombie Game

## 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



# Sunnybank Hills



Sunnybank Hills

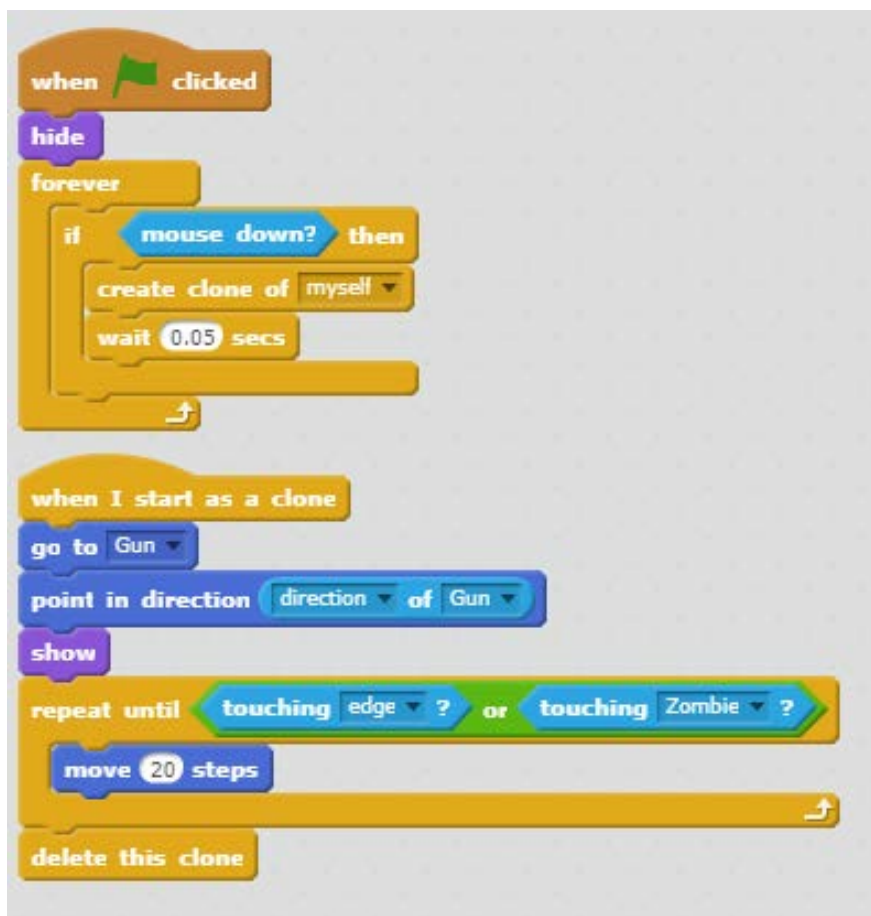
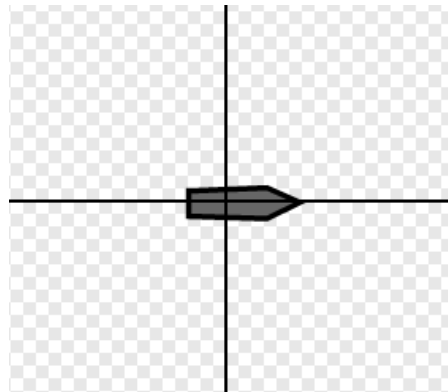
Card 6 of 9

Zombie Game

## 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



# Sunnybank Hills



Sunnybank Hills

Card 7 of 9

Zombie Game

## 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



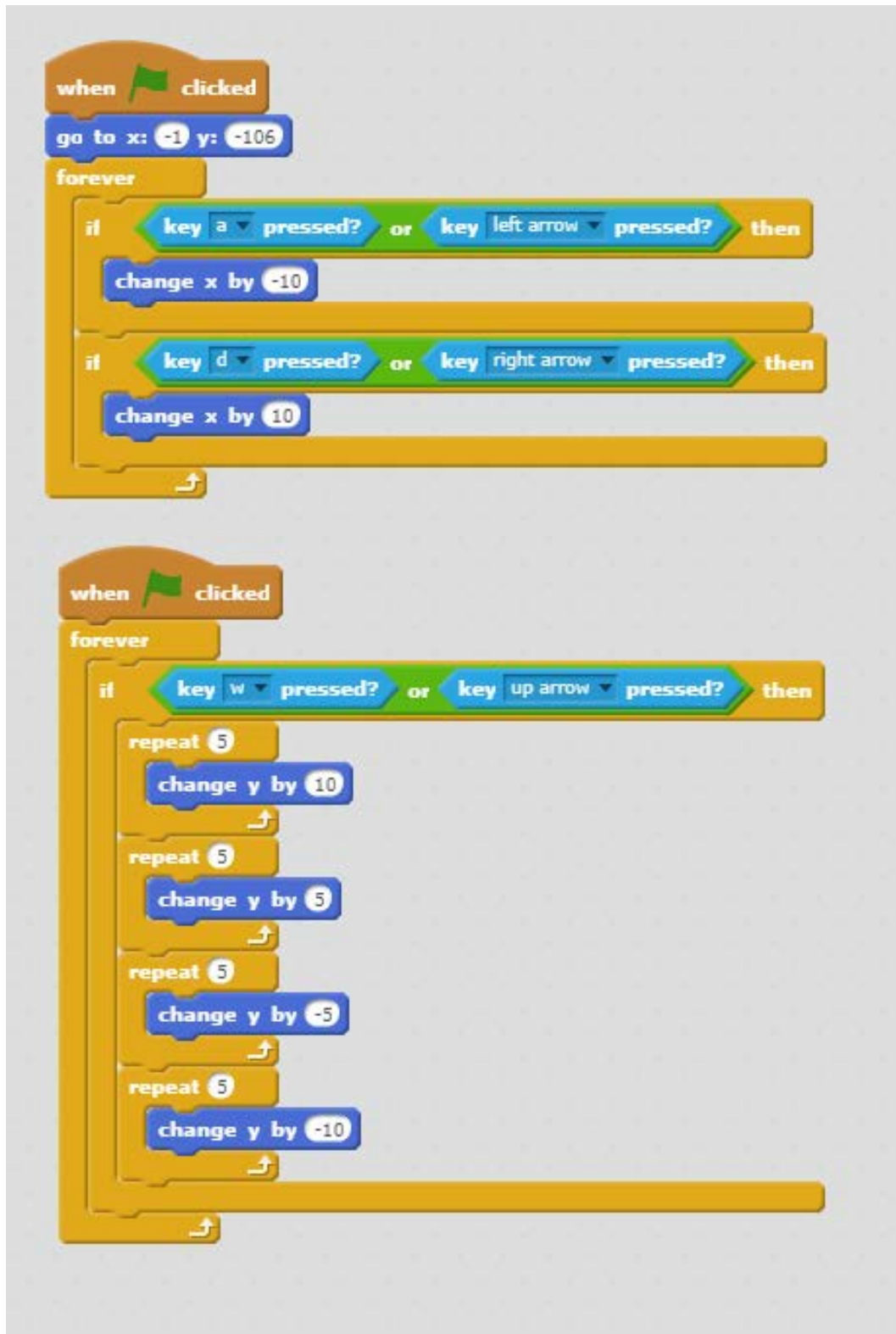
# Sunnybank Hills



Sunnybank Hills

Card 8 of 9

Zombie Game





# Sunnybank Hills



Sunnybank Hills

Card 9 of 9

Zombie Game

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

