

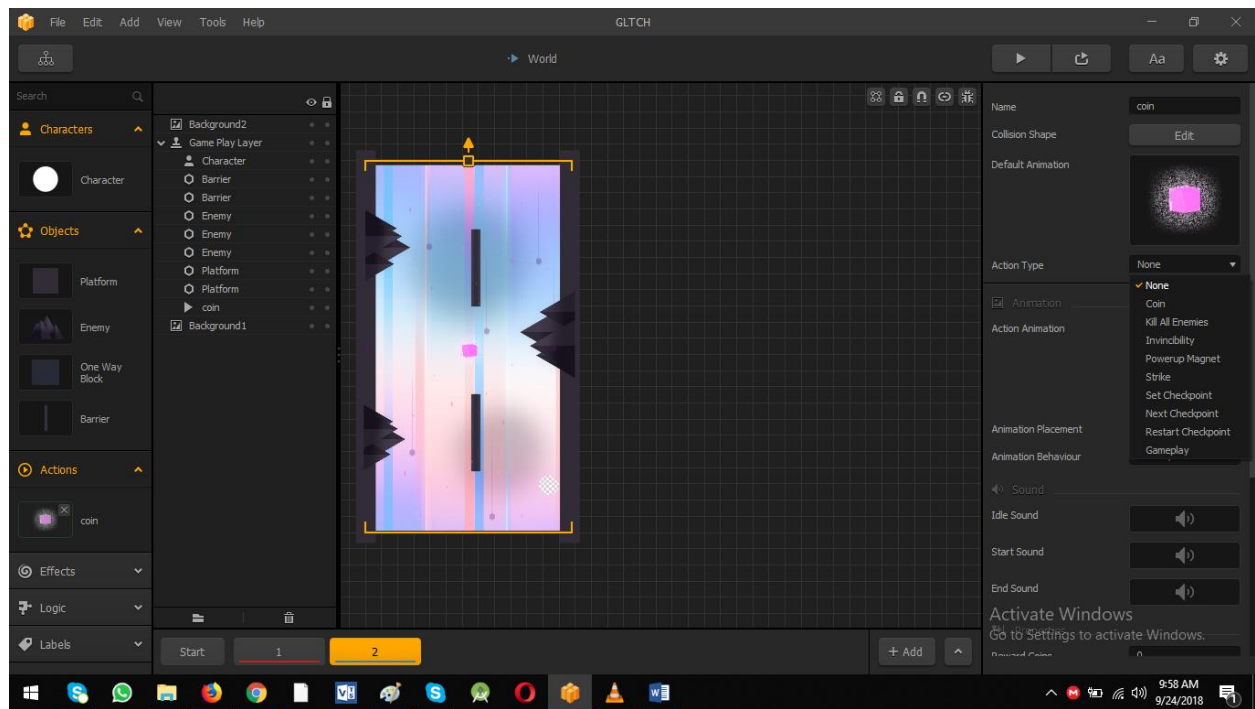
## LAB Manual 07

### Actions, Effects and Logic

- Add coins and invincibility (power) actions

Let's start with in game economy

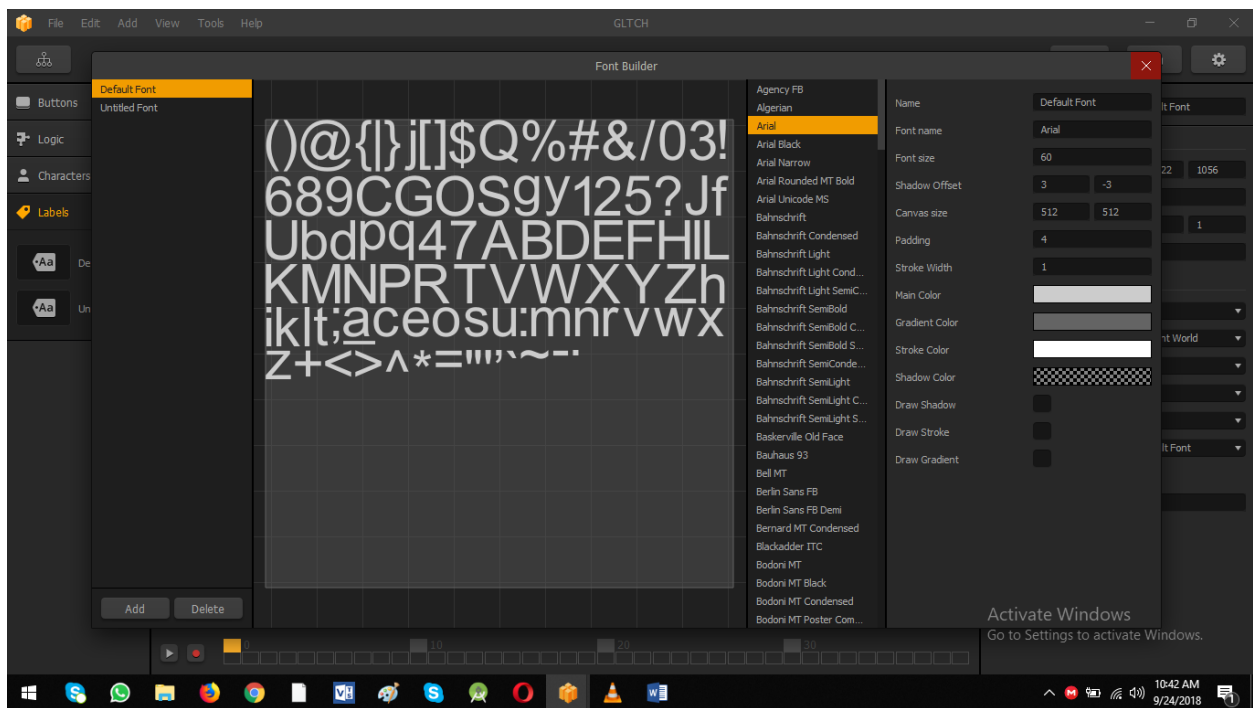
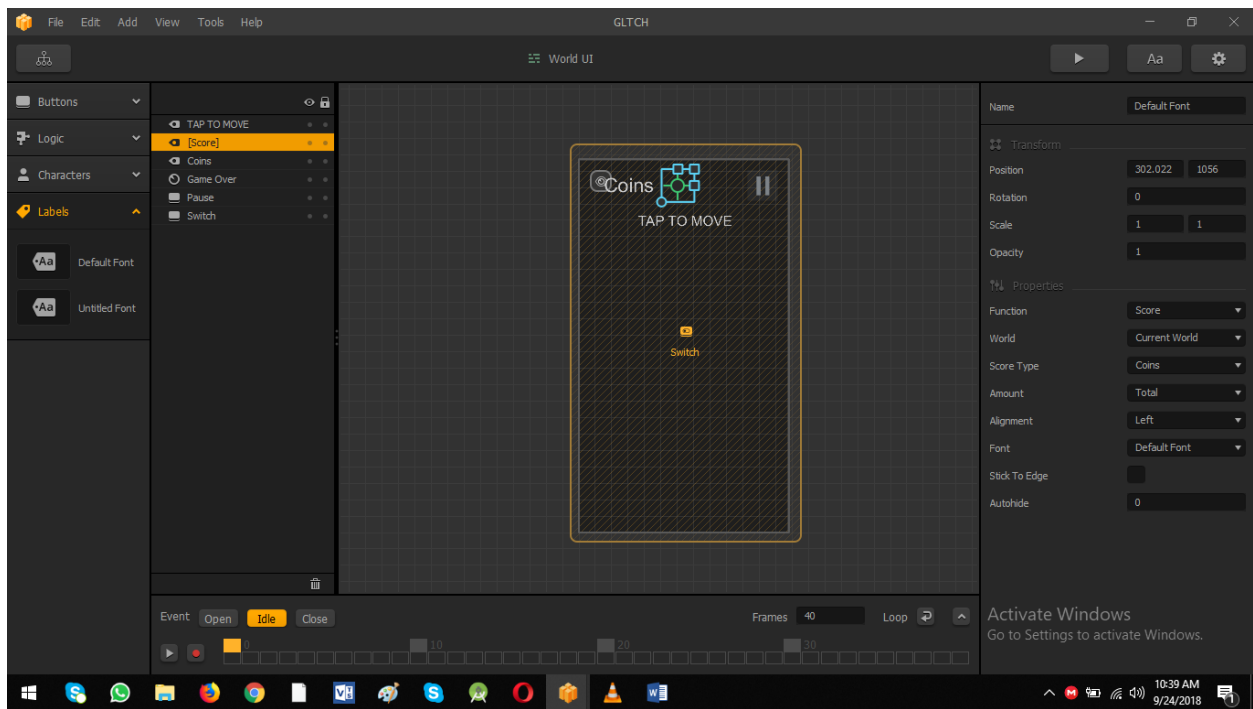
- Drag the coins sequence images to action option in drag & drop wheel in buildbox
- Rename it "coin" to refer it in button actions
- Check its collision shape
- Coin
  - A currency in game economy
- Kill All Enemies
  - Will kill all the enemies active in the scene
- Invincibility
  - Will survive our player in anything which is normally kill it
- Powerup Magnet
  - Will collect all the actions showing on the current scene towards the character
- Action Animation
  - Is happened when action is collected by character
- Appearance Change
  - How much chance to appear action in game



**How to track the coins collected?**

**Menu Editor → World UI**

- **Add label – show text**
- **Add label – show coins**



Coins are not visible or matching with theme.

Let's go to font editor button, add new font and customize it

- Name it as coin tracker
- Pick the color of pause button
- Now select the font of label + coins to coin tracker

Now Let's add the **invincibility**

- First drag the png sequence files to actions
- Name it invicible
- Check its collision shape
- Set Action Type to Invincibility
- Add action animation
  - Showing its life span
  - Tell player when invincibility going to an end
  - Buildbox show 30 frame per second
  - Adjust the speed 0.033

