

## หน้าต่าง Output

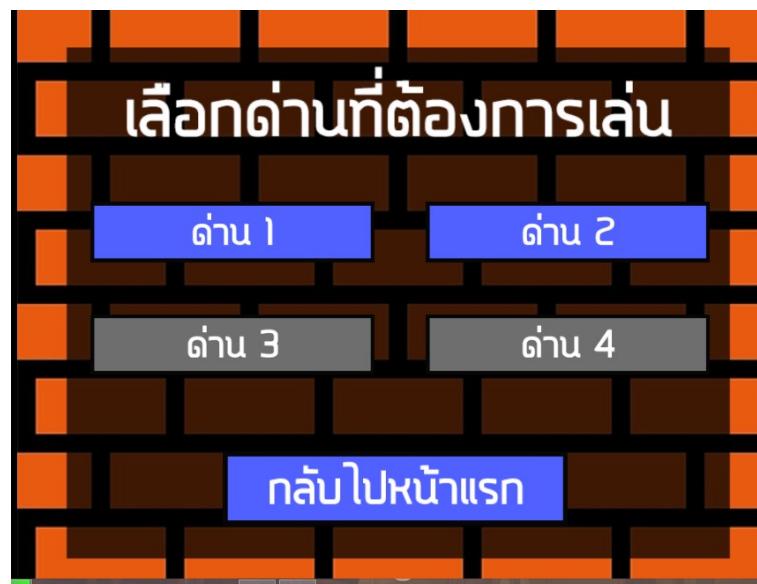
### หน้าแรกของเกม

- ปุ่มเริ่มเกมใหม่ คือการเริ่มเล่นเกมตั้งแต่เริ่มต้น
- ปุ่มเล่นต่อ คือการเล่นต่อจากด่านเดิมที่ค้างเอาไว้
- ปุ่มเลือกด่าน จะเข้าสู่หน้าเมนูเลือกด่านของเกม



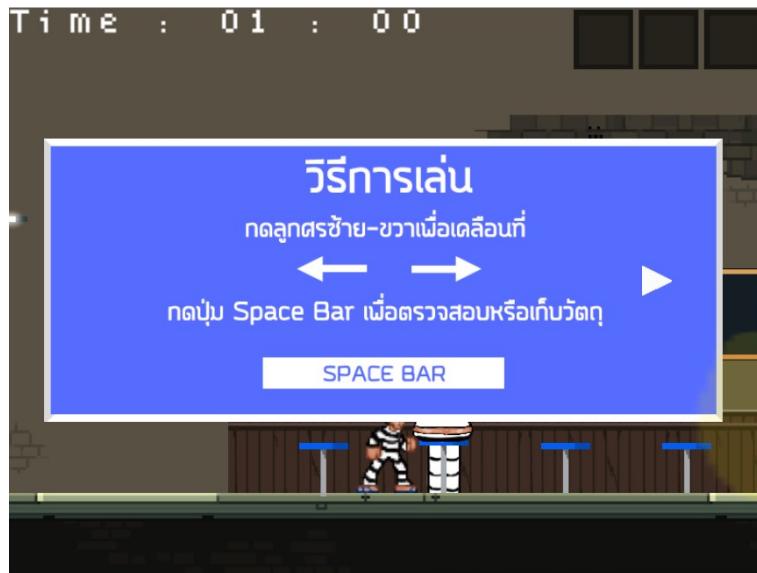
### หน้าเลือกด่าน

- แต่ละด่านจะเลือกเล่นได้ ก็ต่อเมื่อผู้เล่น ได้ผ่านการเล่นมาแล้ว 1 ครั้ง



## ด่านที่ 1

- ถ้าผู้เล่นเล่นด่านนี้เป็นครั้งแรก จะแสดงวิธีการเล่น พร้อมกับภารกิจประจำด่าน
- เป็นด่านที่ต้องให้ผู้เล่นรวบรวมไอเทมให้ครบ เพื่อเอาไปใช้ในการแกะคุก

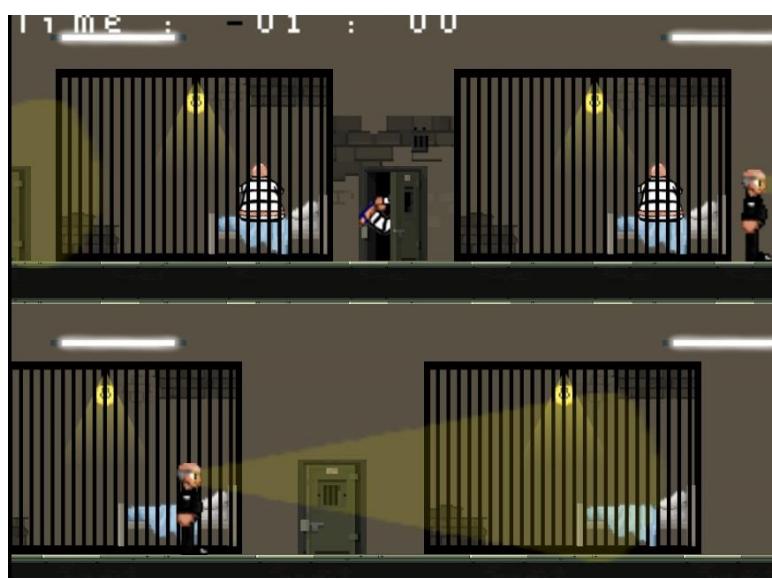
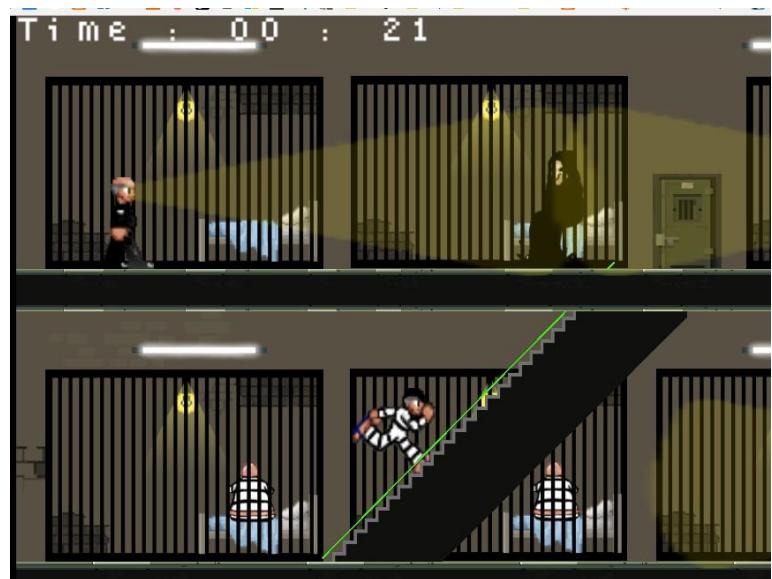




## ด่าน 2

- ถ้าผู้เล่นเล่นด่านนี้เป็นครั้งแรก จะแสดงวิธีการเล่น พร้อมกับภารกิจประจำด่าน
- เป็นด่านที่ต้องให้ผู้เล่นไปเปิดสวิตซ์เปิดประตูห้องขัง เพื่อสร้างความปั่นป่วน







### ด่าน 3

- ถ้าผู้เล่นเล่นด่านนี้เป็นครั้งแรก จะแสดงวิธีการเล่น พร้อมกับภารกิจประจำด่าน
- เป็นด่านที่ต้องให้ผู้เล่นไปที่จุดหมาย โดยไม่ให้ตรวจจับได้





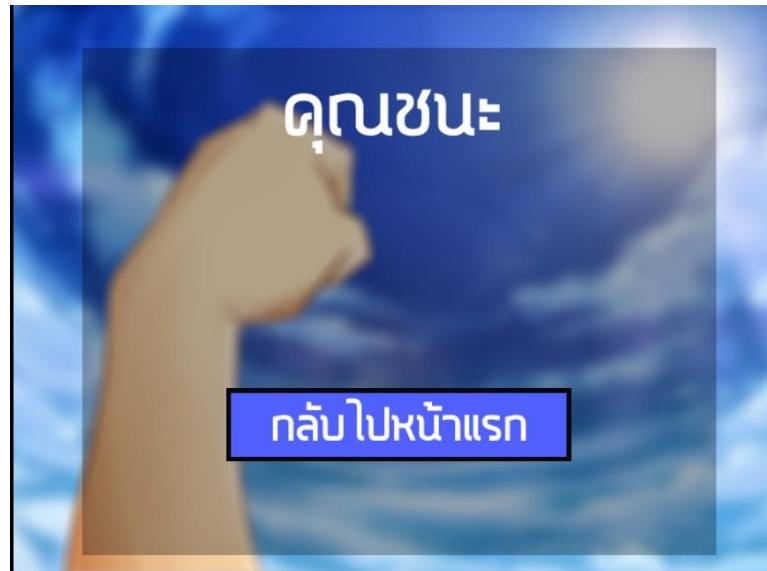
#### ด่าน 4

- ถ้าผู้เล่นเล่นด่านนี้เป็นครั้งแรก จะแสดงวิธีการเล่น พร้อมกับภารกิจประจำด่าน
- เป็นด่านที่ต้องให้ผู้เล่นไปจุดหมาย โดยไม่ให้สำรวจจับได้



## หน้าชนะเกม

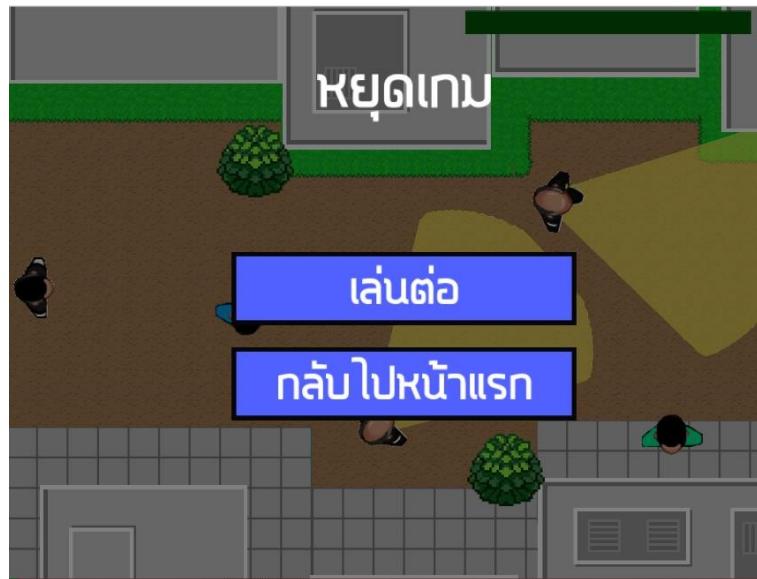
- จะเข้าสู่หน้านี้เมื่อ ผู้เล่นเล่นครบจบทั้ง 4 ด่าน



## หน้าแพ้เกม



หน้าหยุดเกม

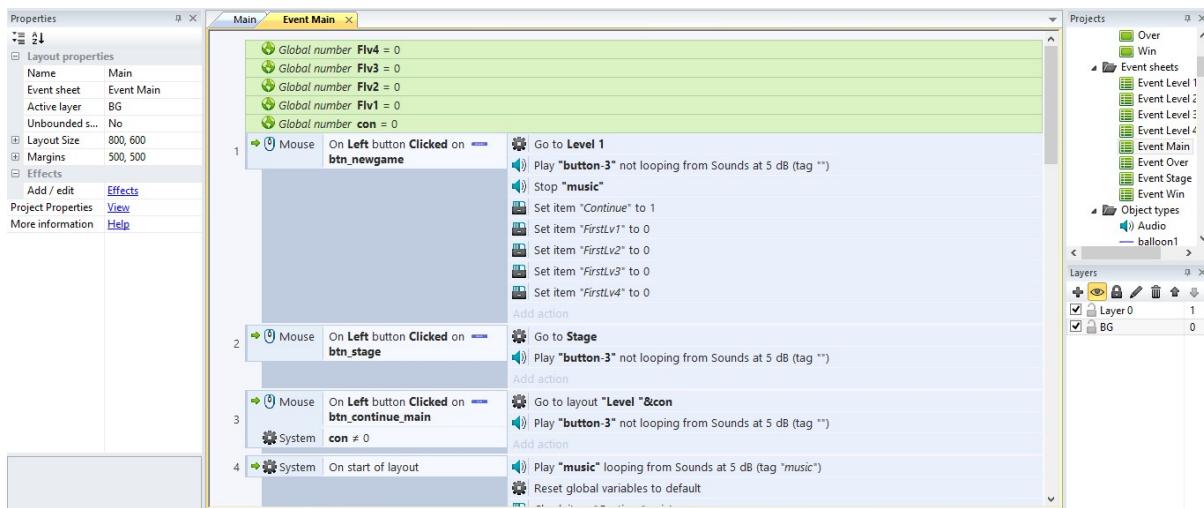


## Layout และ Event ทั้งหมด

### หน้า Layout ของ Main



### หน้า Event ของ Main



Event sheet: Event Main

Active layer: BG

Unbounded s...: No

Layout Size: 800, 600

Margins: 500, 500

Effects

Add / edit Effects

Project Properties View

More information Help

Event Level 1

Event Level 2

Event Level 3

Event Level 4

Event Main

Event Over

Event Stage

Event Win

Object types

Audio

balloon1

Layers

+ Layer 0 1

✓ BG 0

Event sheet: Event Main

Active layer: BG

Unbounded s...: No

Layout Size: 800, 600

Margins: 500, 500

Effects

Add / edit Effects

Project Properties View

More information Help

Event Level 1

Event Level 2

Event Level 3

Event Level 4

Event Main

Event Over

Event Stage

Event Win

Object types

Audio

balloon1

Layers

+ Layer 0 1

✓ BG 0

5 LocalS... On item "Continue" exists

6 LocalS... On item "FirstLv1" exists

7 LocalS... On item "FirstLv2" exists

8 LocalS... On item "FirstLv3" exists

9 LocalS... On item "FirstLv4" exists

10 LocalS... On item "Continue" get

11 LocalS... On item "FirstLv1" get

12 LocalS... On item "FirstLv2" get

13 LocalS... On item "FirstLv3" get

14 LocalS... On item "FirstLv4" get

15 LocalS... On item "Continue" missing

16 LocalS... On item "FirstLv1" missing

17 LocalS... On item "FirstLv2" missing

18 LocalS... On item "FirstLv3" missing

19 LocalS... On item "FirstLv4" missing

20 System con ≠ 0

Set con to LocalStorage.itemValue

Set Fiv1 to LocalStorage.itemValue

Set Fiv2 to LocalStorage.itemValue

Set Fiv3 to LocalStorage.itemValue

Set Fiv4 to LocalStorage.itemValue

Set con to 0

Set Fiv1 to 0

Set Fiv2 to 0

Set Fiv3 to 0

Set Fiv4 to 0

Disable effect "Grayscale"

## หน้า Layout เลือกด่าน

Properties

Stage

Event Stage

Layout properties

Name: Stage

Event sheet: Event Stage

Active layer: Layer 1

Unbounded s...: No

Layout Size: 800, 600

Margins: 500, 500

Effects

Add / edit Effects

Project Properties View

More information Help

Projects

New project

Layouts

Level 1

Level 2

Level 3

Level 4

Main

Stage

Over

Win

Event sheets

Event Level 1

Event Level 2

Layers

+ Layer 1 1

✓ BG 0

## หน้า Event เลือกด้าน

Layout properties:

- Name: Stage
- Event sheet: Event Stage
- Active layer: Layer 1
- Unbounded s...: No
- Layout Size: 800, 600
- Margins: 500, 500

Effects:

- Add / edit
- Effects**
- Project Properties
- More information

Event sheet:

|   |        |                                      |  |
|---|--------|--------------------------------------|--|
| 1 | System | Flv1 = 1                             | btn_st...   Disable effect "Grayscale"   |
| 2 | System | Flv2 = 1                             | btn_st...   Disable effect "Grayscale"   |
| 3 | System | Flv3 = 1                             | btn_st...   Disable effect "Grayscale"   |
| 4 | System | Flv4 = 1                             | btn_st...   Disable effect "Grayscale"   |
| 5 | Mouse  | On Left button Clicked on btn_stage1 | System   Go to Level 1<br>Audio   Play "button-3" not looping from Sounds at 5 dB (tag "")<br>Audio   Stop "music" |
| 6 | Mouse  | On Left button Clicked on btn_stage2 | System   Go to Level 2<br>Audio   Play "button-3" not looping from Sounds at 5 dB (tag "")<br>Audio   Stop "music" |
| 7 | Mouse  | On Left button Clicked on btn_stage3 | System   Go to Level 3<br>Audio   Play "button-3" not looping from Sounds at 5 dB (tag "")<br>Audio   Stop "music" |
| 8 | Mouse  | On Left button Clicked on btn_stage4 | System   Go to Level 4<br>Audio   Play "button-3" not looping from Sounds at 5 dB (tag "")<br>Audio   Stop "music" |

Layers:

- Layer 1
- BG

Event sheets:

- Event Level 1
- Event Level 2

Layout properties:

- Name: Stage
- Event sheet: Event Stage
- Active layer: Layer 1
- Unbounded s...: No
- Layout Size: 800, 600
- Margins: 500, 500

Effects:

- Add / edit
- Effects**
- Project Properties
- More information

Event sheet:

|    |              |                                      |  |
|----|--------------|--------------------------------------|--|
| 8  | Mouse        | On Left button Clicked on btn_stage4 | System   Go to Level 4<br>Audio   Play "button-3" not looping from Sounds at 5 dB (tag "")<br>Audio   Stop "music"   |
| 9  | Mouse        | On Left button Clicked on btn_main   | System   Go to Main  |
| 10 | System       | On start of layout                   | System   Reset global variables to default<br>LocalStorage   Check item "FirstLv1" exists<br>LocalStorage   Check item "FirstLv2" exists<br>LocalStorage   Check item "FirstLv3" exists<br>LocalStorage   Check item "FirstLv4" exists |
| 11 | LocalStorage | On item "FirstLv1" exists            | LocalStorage   Get item "FirstLv1"   |
| 12 | LocalStorage | On item "FirstLv2" exists            | LocalStorage   Get item "FirstLv2"   |
| 13 | LocalStorage | On item "FirstLv3" exists            | LocalStorage   Get item "FirstLv3"   |
| 14 | LocalStorage | On item "FirstLv4" exists            | LocalStorage   Get item "FirstLv4"   |
| 15 | LocalStorage | On item "FirstLv1" get               | System   Set Flv1 to LocalStorage.itemValue  |
| 16 | LocalStorage | On item "FirstLv2" get               | System   Set Flv2 to LocalStorage.itemValue  |
| 17 | LocalStorage | On item "FirstLv3" get               | System   Set Flv3 to LocalStorage.itemValue  |
| 18 | LocalStorage | On item "FirstLv4" get               | System   Set Flv4 to LocalStorage.itemValue  |
| 19 | LocalStorage | On item "FirstLv1" missing           | System   Set Flv1 to 0   |
| 20 | LocalStorage | On item "FirstLv2" missing           | System   Set Flv2 to 0   |
| 21 | LocalStorage | On item "FirstLv3" missing           | System   Set Flv3 to 0   |
| 22 | LocalStorage | On item "FirstLv4" missing           | System   Set Flv4 to 0   |

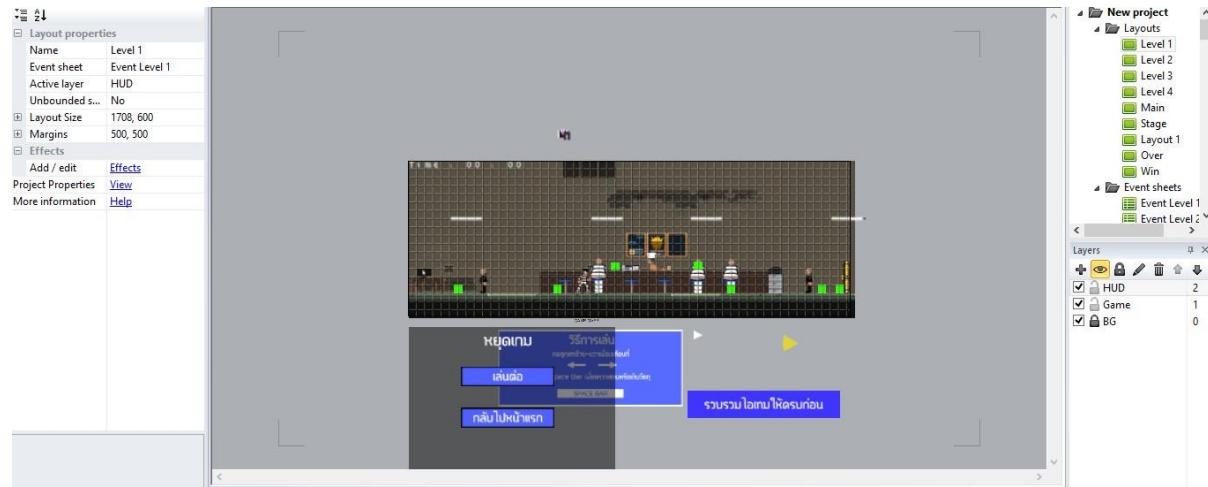
Layers:

- Layer 1
- BG

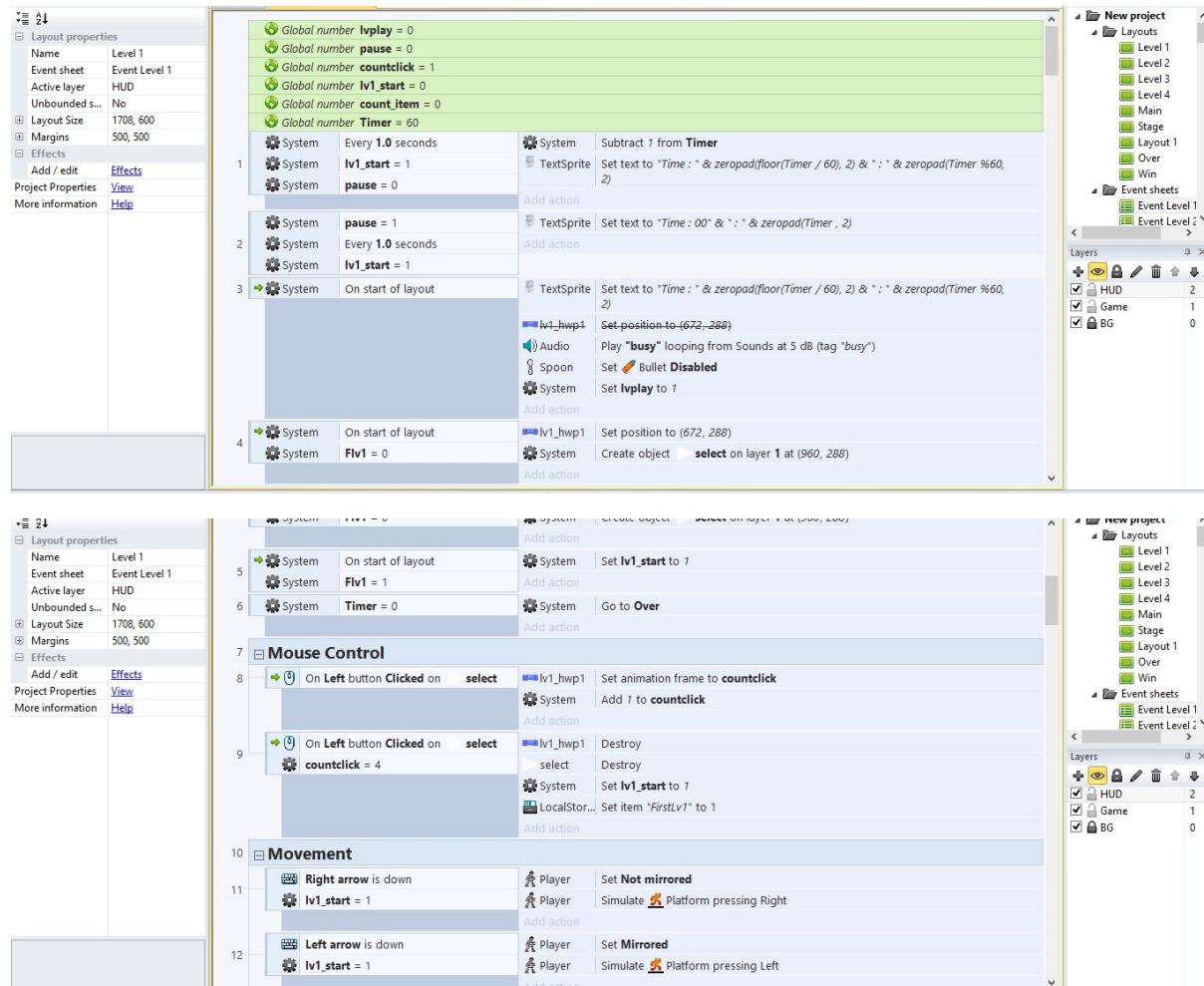
Event sheets:

- Event Level 1
- Event Level 2

## หน้า Layout ของด่านที่ 1



## หน้า Event ของด่านที่ 1



**Event Sheet 1: Space is down**

- 13: Space is down
  - Add action: Player Is overlapping item
  - Add action: Police alert = 0
  - Add action: Destroy item
  - Add action: Create object Item\_Slot on layer 2 at (Slot.X + 7 + (70 \* item.slot), Slot.Y + 7)
  - Add action: Set animation frame to item.slot
  - Add action: Add 1 to count\_item
- 14: LocalStor... Set item "Continue" to lvplay+1
  - Door Set collisions Disabled
  - Door Set animation to "Open" (play from beginning)
- 15: Player Is overlapping Border2
  - System count\_item = 3
  - Police alert = 0
- 16: Player Is overlapping Border2
  - System count\_item = 3
  - Police alert = 0
- 17: Animation
  - On animation "Open" finished
    - Player Destroy
  - Platform speed = 0
  - Platform is on floor
  - Platform speed = 0
- 18: Platform speed = 0
  - Player Set animation to "Stand" (play from beginning)
- 19: Platform speed = 0
  - Player Set animation to "Walk" (play from beginning)
- 20: Platform speed = 0
  - Player Set animation to "Walk" (play from beginning)
- 21: Platform is on floor
  - action = 2
- 22: action = 1
  - Police Set animation to "Talk" (play from beginning)
- 23: action = 0
  - Police Set animation to "Stand" (play from beginning)
- 24: collis = 1
  - Police Set Not mirrored
- 25: collis = 0
  - Police Set Mirrored
- 26: Is overlapping Police
  - Sight Set width to Police.LineOfSight.Range
  - Sight Set dir to Police.collis
- 27: dir = 1
  - Sight Set Mirrored
- 28: Else
  - Sight Set Not mirrored
- 29: On animation "Open" finished
  - System Go to Level 2
  - Audio Stop "busy"

**Event Sheet 2: Bot**

- 30: Bot
  - collis = 0
    - Chef Simulate Platform pressing Left
  - collis = 1
    - Chef Simulate Platform pressing Right
  - 31: On collision with Border
    - Chef collis = 0
    - Chef count\_walk ≠ 2
  - 32: System Else
    - Chef count\_walk ≠ 2
  - 33: Chef collis = 0
    - Chef Set collis to 1
    - Chef Set Mirrored
    - Chef Add 1 to count\_walk
  - 34: System Else
    - Chef count\_walk ≠ 2
  - 35: Chef count\_walk = 2
    - Chef Set collis to 0
    - Chef Set Not mirrored
    - Chef Add 1 to count\_walk
  - 36: System Set Chef time scale to 0
    - Chef Set count\_walk to 0
    - System Wait 3 seconds
    - System Set Chef time scale to 1.0
  - 37: action = 0
    - Police Simulate Platform pressing Left
  - 38: collis = 0

**Event Sheet 1: Event Level 1**

**Police** | Simulate Platform pressing Right

38: **action = 0**  
collis = 1  
Add action

39: **On collision with Border**  
action = 0  
Police collis = 0  
Add action

40: Police Set X to Police.X+2  
Set action to 1  
Add action

41: System Else  
Police Set X to Police.X-2  
Set action to 1  
Add action

42: **action = 1**  
System Every 2 seconds  
Add action

43: Police Set collis to (Police.collis + 1) % 2  
Add 1 to count\_collis  
Set action to 1 + floor(random(100 / 75))  
Add action

44: Police count\_collis = 3  
Set action to 0  
Set count\_collis to 0  
Add action

45: **action = 2**  
Police Set LineOfSight range to 0  
Add action

46: Police On animation "Talk" finished  
Set LineOfSight range to 500  
Add action

**Event Sheet 2: Event Level 1**

**Police** | Set LineOfSight range to 500  
Set action to 0

46: **On animation "Talk" finished**  
Police Set LineOfSight range to 500  
Set action to 0  
Add action

47: **On collision with Border**  
Police collis = 0  
Add action

48: Police Set collis to 1  
Add action

49: Else  
Police Set collis to 0  
Add action

50: Has LineOfSight to Player  
Item On destroyed  
Police Set alert to 1  
Add action

51: Has LineOfSight to Player  
Keyboard On Space pressed  
Police Set alert to 1  
Add action

52: **On created**  
Police Spawn Sign on layer 1 (image point 1)  
Set width to Police.LineOfSight.Range  
Set opacity to 20  
Set height to 180  
Pin Pin to Police (Position & angle)  
Add action

53: Police alert = 1  
Audio Stop all  
Add action

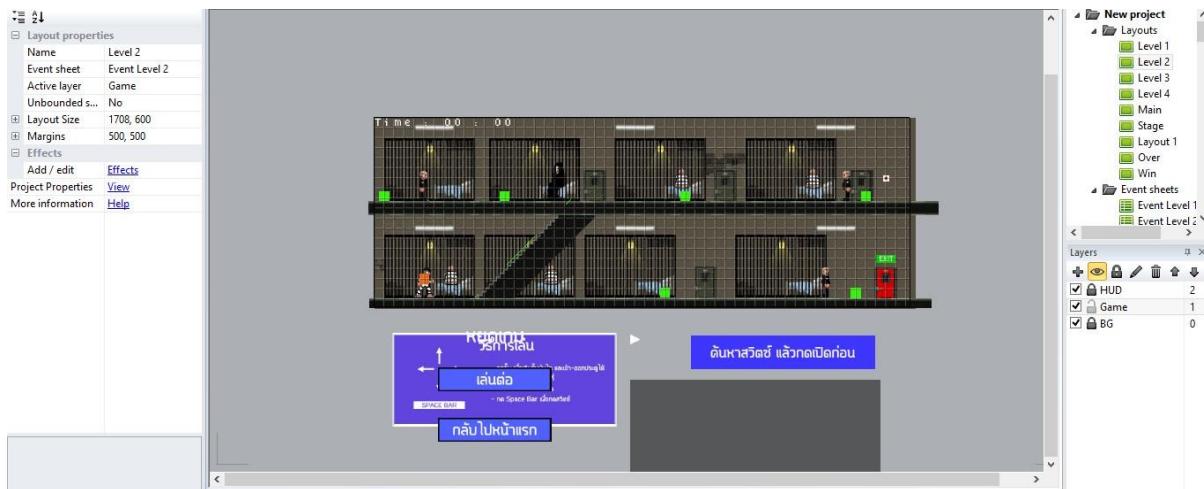
**Event Sheet 3: Event Level 1**

**Police** | Stop all  
Wait 1.0 seconds  
Go to Over

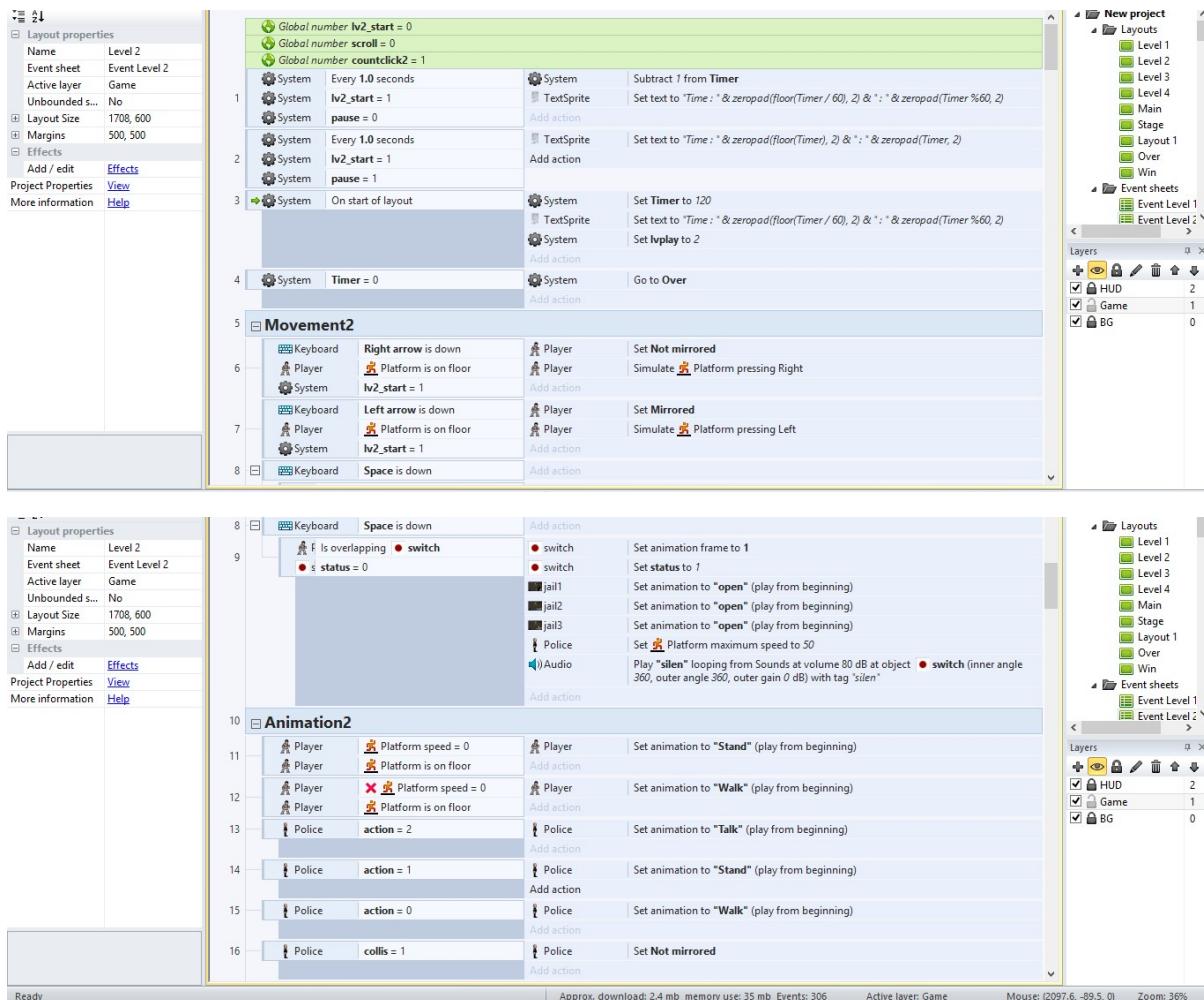
55: Keyboard On Esc pressed  
Pause Set position to (0, 0)  
Add 1 to pause  
Set Chef time scale to 0  
Set Player time scale to 0  
Set Police time scale to 0  
pause\_txt Set position to (420, 96)  
btn\_continue Set position to (pause\_txt.X, pause\_txt.Y+200)  
btn\_gom... Set position to (pause\_txt.X, btn\_continue.Y+100)  
Audio Stop "busy"  
Add action

56: Mouse On Left button Clicked on btn\_continue  
System Set pause to 0  
Pause Set position to (0, 640)  
pause\_txt Set position to (0, 640)  
btn\_continue Set position to (0, 640)  
btn\_gom... Set position to (0, 640)  
System Set Chef time scale to 1  
Set Player time scale to 1  
Set Police time scale to 1  
Add action

## หน้า Layout ของด่านที่ 2



## หน้า Event ของด่านที่ 2



**Layout properties**

- Name: Level 2
- Event sheet: Event Level 2
- Active layer: Game
- Unbounded s...: No
- Layout Size: 1708, 600
- Margins: 500, 500

**Effects**

**Project Properties**

**More information**

**Event Sheet: Event Level 2**

|    |                          |                       |        |                                       |
|----|--------------------------|-----------------------|--------|---------------------------------------|
| 17 | Police                   | coins = 0             | Police | Set mirrored                          |
| 18 | Sight                    | Is overlapping Police | Sight  | Add action                            |
|    |                          |                       | Sight  | Set width to Police.LineOfSight.Range |
|    |                          |                       | Sight  | Set dir to Police.collis              |
| 19 | Sight                    | dir = 1               | Sight  | Add action                            |
|    |                          |                       | Sight  | Set Mirrored                          |
| 20 | System                   | Else                  | Sight  | Add action                            |
|    |                          |                       | Sight  | Set Not mirrored                      |
| 21 | Bot2                     |                       |        |                                       |
| 22 | Police                   | action = 0            | Police | Simulate Platform pressing Left       |
| 23 | Police                   | collis = 0            | Police | Add action                            |
|    |                          |                       | Police | Simulate Platform pressing Right      |
| 24 | Police                   | action = 0            | Police | Add action                            |
|    | On collision with Border |                       | Police | Add action                            |
|    | Police                   | action = 0            | Police | Add action                            |
| 25 |                          | F collis = 0          | Police | Set X to Police.X+ 2                  |
|    |                          |                       | Police | Set action to 1                       |
| 26 |                          |                       | Police | Add action                            |
|    |                          |                       | Police | Set X to Police.X- 2                  |
|    |                          |                       | Police | Add action                            |
| 27 |                          |                       | Police | Add action                            |
|    |                          |                       | Police | Set action to 1                       |
| 28 | Police                   | action = 1            | Police |                                       |

**Layers**

- HUD: 2
- Game: 1
- BG: 0

**Layout properties**

- Name: Level 2
- Event sheet: Event Level 2
- Active layer: Game
- Unbounded s...: No
- Layout Size: 1708, 600
- Margins: 500, 500

**Effects**

**Project Properties**

**More information**

**Event Sheet: Event Level 2**

|    |        |                           |                 |   |
|----|--------|---------------------------|-----------------|---|
| 27 | Police | action = 1                | Police          | Add action                                |
| 28 |        | Every 2 seconds           | Police          | Set collis to (Police.collis + 1) % 2     |
|    |        |                           | Police          | Add 1 to count_collis                     |
|    |        |                           | Police          | Set action to 1 + floor(random(100 / 75)) |
| 29 |        |                           | Police          | Add action                                |
|    |        |                           | Police          | Set action to 0                           |
|    |        |                           | Police          | Set count_collis to 0                     |
| 30 | Police | action = 2                | Police          | Add action                                |
|    |        |                           | Police          | Set LineOfSight range to 0                |
| 31 |        |                           | Police          | Add action                                |
|    |        |                           | Police          | Set LineOfSight range to 500              |
|    |        |                           | Police          | Add action                                |
| 32 |        | On collision with Border  | Police          | Add action                                |
|    |        | Police                    | Set collis to 1 |   |
| 33 |        |                           | Police          | Add action                                |
|    |        |                           | Police          | Set collis to 0                           |
| 34 |        |                           | Police          | Add action                                |
|    |        |                           | Police          | Set collis to 0                           |
| 35 | Police | Has LineOfSight to Player | Police          | Add action                                |
|    |        |                           | Police          | Set alert to 1                            |
|    |        |                           | System          | Wait 1.0 seconds                          |
|    |        |                           | System          | Go to Over                                |
| 36 | System | Else                      | Police          | Add action                                |
|    |        |                           | Police          | Set alert to 0                            |

**Layers**

- HUD: 2
- Game: 1
- BG: 0

**Layout properties**

- Name: Level 2
- Event sheet: Event Level 2
- Active layer: Game
- Unbounded s...: No
- Layout Size: 1708, 600
- Margins: 500, 500

**Effects**

**Project Properties**

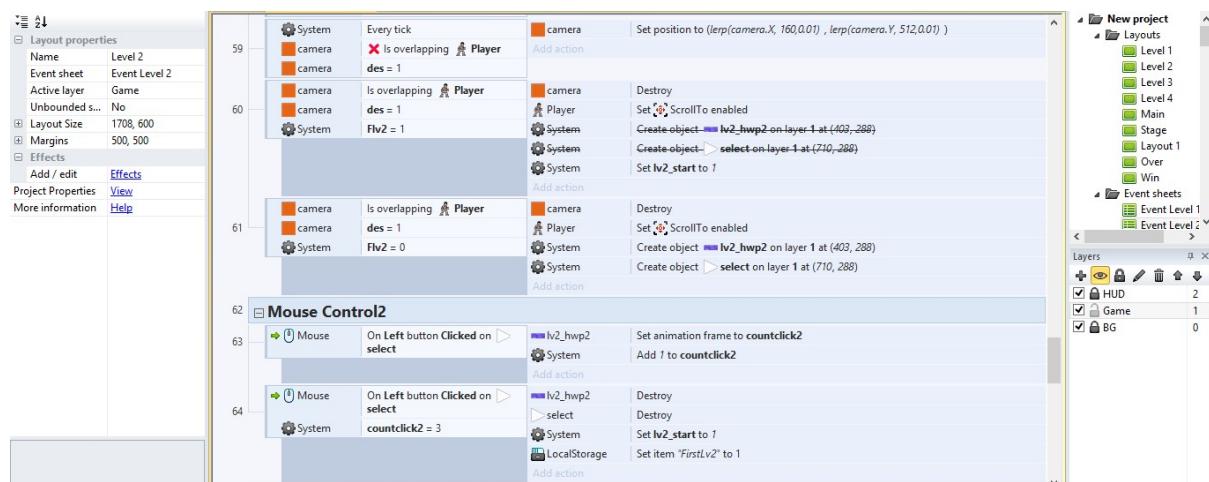
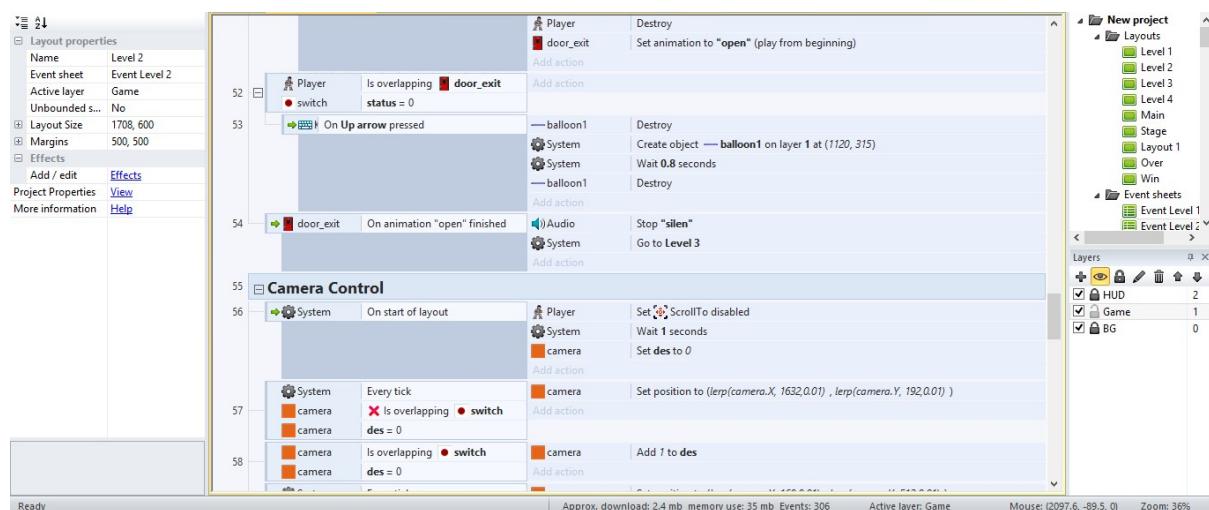
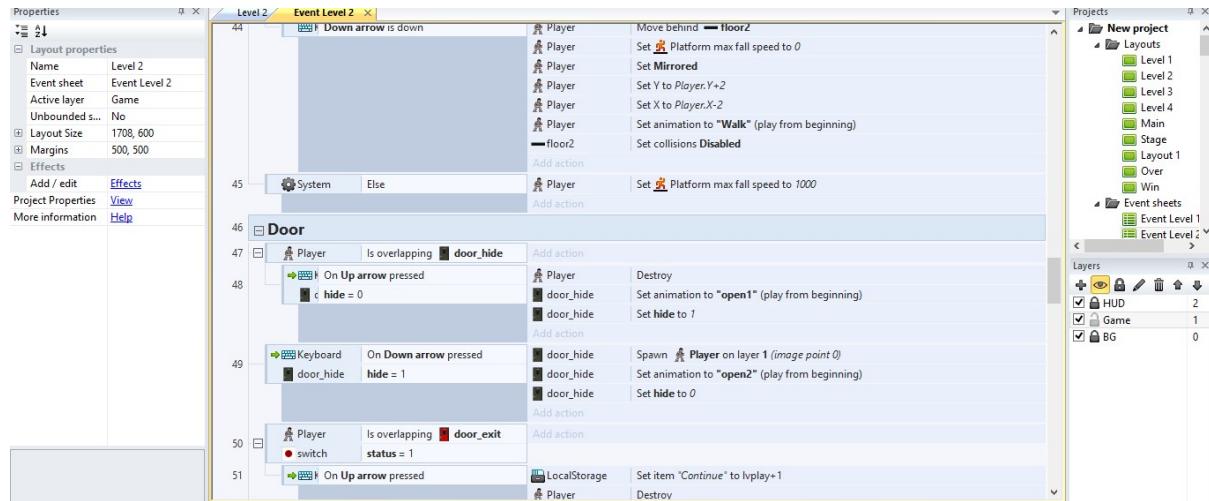
**More information**

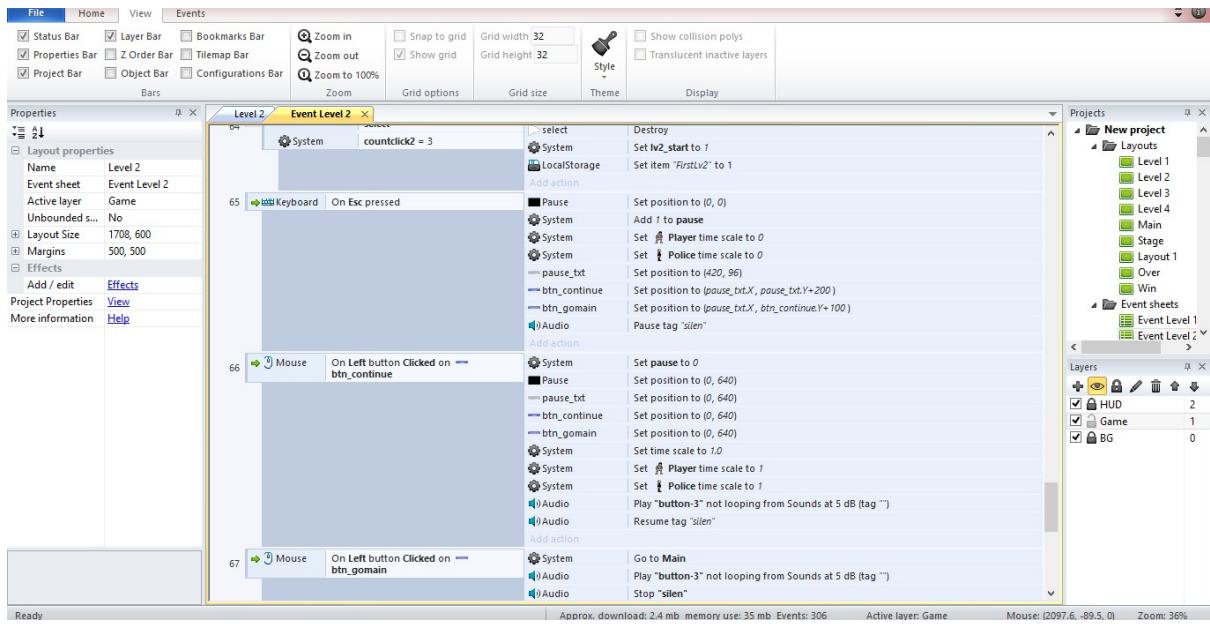
**Event Sheet: Event Level 2**

|    |        |                          |        |   |
|----|--------|--------------------------|--------|---|
| 37 | Police | On created               | Police | Add action                                    |
|    |        |                          | Sight  | Spawn Sight on layer 1 (image point 1)        |
|    |        |                          | Sight  | Set width to Police.LineOfSight.Range         |
|    |        |                          | Sight  | Set opacity to 20                             |
|    |        |                          | Sight  | Set height to 180                             |
|    |        |                          | Sight  | Pin Pin to Police (Position & angle)          |
| 38 | Player | On collision with Police | System | Add action                                    |
|    |        |                          | System | Go to Over                                    |
| 39 | Stair  |                          |        |   |
| 40 | Player | Is overlapping Border3   | Player | Add action                                    |
| 41 |        | Up arrow is down         | Player | Set Platform max fall speed to 0              |
|    |        |                          | Player | Set Not mirrored                              |
|    |        |                          | Player | Set Y to Player.Y-2                           |
|    |        |                          | Player | Set X to Player.X+2                           |
|    |        |                          | Player | Set animation to "Walk" (play from beginning) |
| 42 |        |                          | floor2 | Add action                                    |
|    |        |                          | floor2 | Set collisions Disabled                       |
| 43 |        |                          | floor2 | Add action                                    |
|    |        |                          | floor2 | Set collisions Enabled                        |
| 44 |        | Down arrow is down       | Player | Add action                                    |
|    |        |                          | Player | Move behind floor2                            |
|    |        |                          | Player | Set Platform max fall speed to 0              |

**Layers**

- HUD: 2
- Game: 1
- BG: 0

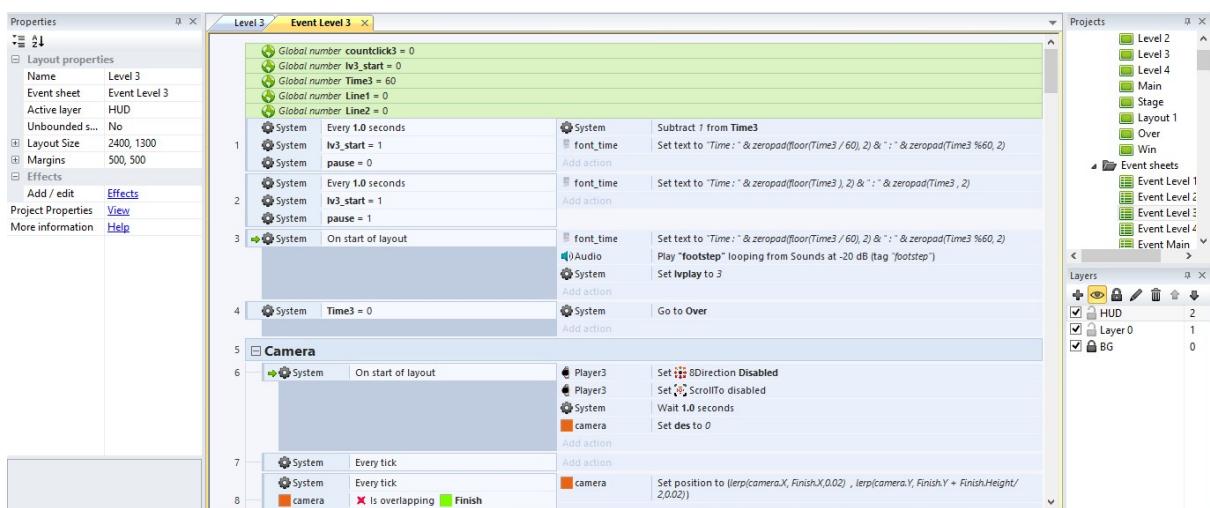


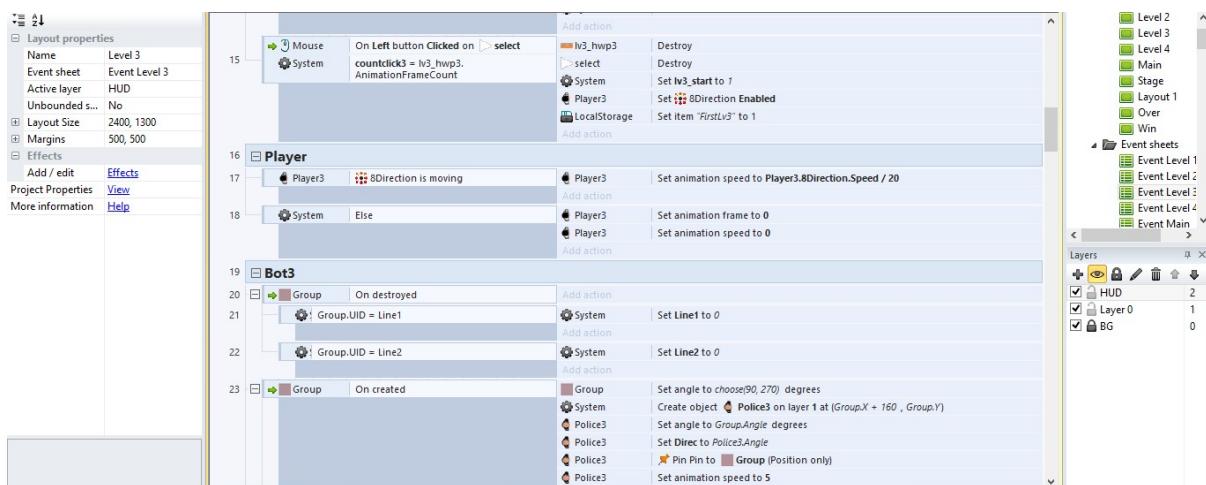
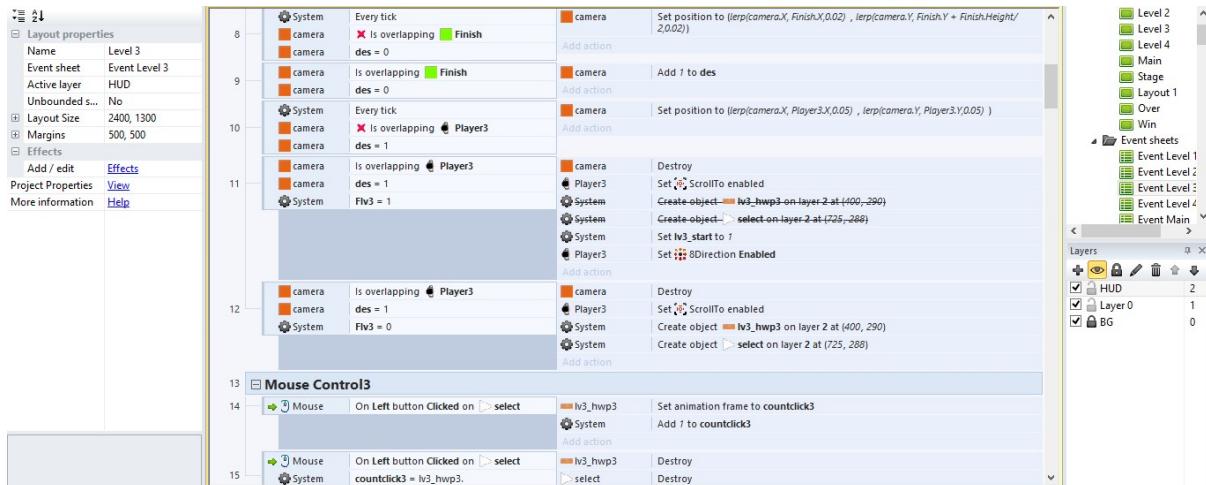


หน้า Layout ด้านที่ 3



หน้า Event ด้านที่ 3





**Event Level 3**

**Police3**

- 33: Police3 Direc = 0
  - Add action
  - 34: | Action = 0
    - Add action
    - 35: | | Within 0.5 degrees of 0
      - Police3 Rotate 7 degrees counter-clockwise
      - Add action
    - 36: | | Else
      - Police3 Set Action to 7
      - Add action
  - 37: | | Action = 1
    - Add action
    - 38: | | | Within 0.5 degrees of 90
      - Police3 Rotate 7 degrees clockwise
      - Add action
    - 39: | | | Else
      - Police3 Set Action to choose(0, 2)
      - Add action
  - 40: | | ! Every random(2, 5) seconds
    - Police3 Set Action to choose(0, 1)
    - Add action
- 41: Police3 Direc = 1
  - Add action
  - 42: | Action = 0
    - Add action
    - 43: | | Within 0.5 degrees of 0
      - Police3 Rotate 7 degrees clockwise
      - Add action
    - 44: | | Else
      - Police3 Set Action to 7
      - Add action
  - 45: | | Action = 1
    - Add action
    - 46: | | | Within 0.5 degrees of 270
      - Police3 Rotate 7 degrees counter-clockwise
      - Add action
    - 47: | | | Else
      - Police3 Set Action to choose(0, 2)
      - Add action
  - 48: | | ! Every random(2, 5) seconds
    - Police3 Set Action to choose(0, 1)
    - Add action

**Event Level 3**

**System**

- 54: System pause = 0
  - Add action
  - 55: | | Y < -160
    - Group Destroy
    - Add action
    - Police3 Destroy
    - Add action
  - 56: | | Is overlapping Group
    - Police3 Destroy
    - Add action
  - 57: | | Player3 On collision with Police3
    - System Go to Over
    - Add action
  - 58: | | Player3 On collision with Police4
    - System Go to Over
    - Add action
- 59: Bot4
  - 60: | | Police4 On Pathfinding path found
    - Police4 Move along path
    - Add action
  - 61: | | System Every random(15, 21) seconds
    - Police4 Find path to (random(LayoutWidth), random(LayoutHeight))
    - Add action
  - 62: | | Police4 On created
    - Police4 Spawn Sign3 on layer 0 (image point 0)
    - Pin Point to Police4 Position & angle
    - Set size to (Police4LineOfSight.Range, Police4LineOfSight.ConeOfView \* 4 )
    - Find path to (LayoutWidth / 2, LayoutHeight / 2)
    - Add action
  - 63: | | Police4 On destroyed
    - Destroy
    - Add action
  - 64: | | Is overlapping Police4
    - Sign3 Destroy
    - Add action
  - 65: | | Police4 Has LineOfSight to Car
    - Police4 Set angle to -Police4.Angle degrees
    - Add action

**Event Level 3**

**Police4**

- 65: Police4 Has LineOfSight to Car
  - Police4 Set angle to -Police4.Angle degrees
  - Find path to (random(LayoutWidth), random(LayoutHeight))
  - Add action
- 66: System Line1 = 0
  - System Create object Group on layer 1 (1250, 0)
  - System Set Line1 to Group.UID
  - Add action
- 67: System Line2 = 0
  - System Create object Group on layer 1 (1600, 0)
  - System Set Line2 to Group.UID
  - Add action
- 68: Police3 Has LineOfSight to Player3
  - Police3 Set Alert to True
  - System Wait 1.0 seconds
  - System Go to Over
  - Audio Stop "footstep"
  - Add action
- 69: Police4 Has LineOfSight to Player3
  - Police4 Set Alert to True
  - System Wait 1.0 seconds
  - System Go to Over
  - Audio Stop "footstep"
  - Add action
- 70: System distance(Player3.X, Player3.Y, Car.X, Car.Y) ≤ 1000
  - Add action
  - 71: | | Door3 Width > 0
    - Door3 Rotate 7 degrees clockwise
    - Add action
  - 72: | | Door3 Width < 0
    - Door3 Rotate 7 degrees counter-clockwise
    - Add action
  - 73: | | Door3 Within 0.5 degrees of 360
    - Add action

**Event Sheet 1 (Level 3)**

**Event 73: Door3 | Within 0.5 degrees of 360**

- Condition: Car X > 2050
- Action: Set X to Car.X - 5
- Action: Create object Police4 on layer 1 at (Car.X - 100, Car.Y - 120)
- Action: Create object Police4 on layer 1 at (Car.X, Car.Y - 120)
- Action: Create object Police4 on layer 1 at (Car.X - 100, Car.Y + 120)
- Action: Create object Police4 on layer 1 at (Car.X, Car.Y + 120)
- Action: Set SpawnPolice to True

**Event 74: Car | X > 2050**

**Event 75: Car | Is SpawnPolice**

**Event 76: Player3 | Is overlapping Finish**

- Action: Set item "Continue" to lvplay+1
- Action: Go to Level 4
- Action: Stop "footstep"

**Event 77: System | Time3 = 0**

- Action: Go to Over
- Action: Stop "footstep"

**Event 78: Keyboard | On Space pressed**

- Condition: Player3 Spoon = 0
- Action: Spawn Spoon on layer 1 (image point 1)
- Action: Set angle to Player3.Angle degrees
- Action: Set Spoon to 1

**Event 79: System | Object with UID Spoon.UID exists**

**Event 80: System | distance(Spoon.X, Spoon.Y, Player3.X, Player3.Y) ≥ 250**

- Action: Set Bullet speed to 0
- Action: Set Pathfinding rotate speed to 100 degrees per second

**Event 81: Spoon | Is SetPart**

- Action: Set Police4 Find path to (Spoon.X, Spoon.Y)
- Action: Set SetPart to True

**Event Sheet 2 (Level 3)**

**Event 81: Spoon | Is SetPart**

**Event 82: Keyboard | On Esc pressed**

- Action: Set position to (0, 0)
- Action: Add 1 to pause
- Action: Set Player3 time scale to 0
- Action: Set Police3 time scale to 0
- Action: Set Police4 time scale to 0
- Action: Set Prison time scale to 0
- Action: Set pause\_txt Set position to (420, 96)
- Action: Set btn\_continue Set position to (pause\_txt.X, pause\_txt.Y+200)
- Action: Set btn\_gomain Set position to (pause\_txt.X, btn\_continue.Y+100)
- Action: Stop "footstep"

**Event 83: Mouse | On Left button Clicked on btn\_continue**

- Action: Set pause to 0
- Action: Set position to (0, 640)
- Action: Set pause\_txt Set position to (0, 640)
- Action: Set btn\_continue Set position to (0, 640)
- Action: Set btn\_gomain Set position to (0, 640)
- Action: Set time scale to 1.0
- Action: Set Player3 time scale to 1
- Action: Set Police3 time scale to 1
- Action: Set Police4 time scale to 1
- Action: Set Prison time scale to 1
- Action: Play "button-3" not looping from Sounds at 5 dB (tag "")
- Action: Play "footstep" looping from Sounds at -20 dB (tag "footstep")

**Event 84: Mouse | On Left button Clicked on btn\_gomain**

- Action: Go to Main
- Action: Play "button-3" not looping from Sounds at 5 dB (tag "")
- Action: Play "footstep" looping from Sounds at -20 dB (tag "footstep")

## หน้า Layout ด่านที่ 4



## หน้า Event ด่านที่ 4

The screenshot displays the GameMaker Studio 2 Event Editor for Level 4's Event Level 4 sheet.

**Properties Panel:**

- Name: Level 4
- Event sheet: Event Level 4
- Active layer: HUD
- Unbounded s...: No
- Layout Size: 2400, 600
- Margins: 500, 500
- Effects: Effects
- Project Properties: View
- More information: Help

**Event Level 4 Sheet (Events 1-13):**

- Camera2:**
  - On start of layout: Set 8Direction Disabled; Set animation frame to "S" (play from beginning); Set scrollTo disabled; Wait 1.0 seconds; Set des to 0; Play "Dramatic" looping from Sounds at 0 dB (tag "Dramatic"); Set time scale to 1.0; Set lvplay to 4.
  - Every tick: If overlapping Finish (des = 0); If overlapping Finish (des = 0); If overlapping Player3 (des = 1); If overlapping Player3 (des = 1); Destroy; Set scrollTo enabled; Create object lv4\_hwp4 on layer 2 at (400, 390); Create object select on layer 2 at (725, 288).
- System:**
  - Every tick: If overlapping Player3 (des = 1); If overlapping Player3 (des = 1); Create object lv4\_hwp4 on layer 2 at (400, 390); Create object select on layer 2 at (725, 288); Set lv4\_start to 1; Set 8Direction Enabled.
  - Is overlapping Player3 (des = 1): Destroy; Set scrollTo enabled; Create object lv4\_hwp4 on layer 2 at (400, 390); Create object select on layer 2 at (725, 288).
- Mouse Control4:**
  - On Left button Clicked on select: Set animation frame to countclick4; Add 7 to countclick4.
  - On Left button Clicked on select: Destroy; Set lv4\_start to 1; Set 8Direction Enabled; LocalStorage... Set item "FirstLv4" to 1.
- Player2:**
  - 8Direction is moving: Set animation speed to Player3.8Direction.Speed / 20.
  - Else: Set animation frame to 0.

**Projects Panel:**

- New project
  - Layouts
    - Level 1
    - Level 2
    - Level 3
    - Level 4
    - Main
    - Stage
    - Layout 1
    - Over
    - Win
  - Event sheets
    - Event Level 1
    - Event Level 2

**Layers Panel:**

- HUD (Layer 2)
- Game (Layer 1)
- BG (Layer 0)

**Bot5**

Event sheet: Event Level 4

Active layer: HUD

Unbounded s...: No

Layout Size: 2400, 600

Margins: 500, 500

Effects

Add / edit Effects

Project Properties View

More information Help

Event 14: Bot5

On Pathfinding path found

- Police4 Move along path
- System Find path to (random(LayoutWidth), random(LayoutHeight))
- Police4 Spawn Sign3 on layer 0 (image point 0)
- Police4 Pin Pin to Police4 (Position & angle)
- Sign3 Set size to (Police4.LineOfSight.Range, Police4.LineOfSight.ConeOfView \* 4 )
- Police4 Find path to (LayoutWidth, LayoutHeight / 2)

On destroyed

- Is overlapping Police4
- Sign3 Destroy

On collision with Police4

- Player3 Has LineOfSight to Player3
- Time4 > 0
- System Set Alert to True
- System Subtract 2 from Time4
- System Add 1 to Time4
- LocalStorage Set item 'Continue' to 0
- System Go to Win
- Audio Stop "Dramatic"

Else

- Time4 < 300
- Player3 Is overlapping Finish

Event 24: System

Every tick:

- Tap Set width to Time4

Event 25: System

Time4 = 0

- Go to Over
- Audio Stop "Dramatic"

Event 26: Keyboard

On Esc pressed

- System pause = 0
- Pause Set position to (0, 0)
- System Set pause to 1
- System Set Player3 time scale to 0
- System Set Police3 time scale to 0
- System Set Police4 time scale to 0
- System Set Prison time scale to 0
- pause\_txt Set position to (420, 96)
- btn\_continue Set position to (pause\_txt.X, pause\_txt.Y+200)
- btn\_gom... Set position to (pause\_txt.X, btn\_continue.Y+100)
- Audio Stop "Dramatic"

Event 27: Mouse

On Left button Clicked on btn\_continue

- System Set pause to 0
- Pause Set position to (0, 640)
- pause\_txt Set position to (0, 640)
- btn\_continue Set position to (0, 640)
- btn\_gom... Set position to (0, 640)
- System Set time scale to 1.0
- System Set Player3 time scale to 1
- System Set Police3 time scale to 1
- System Set Police4 time scale to 1
- System Set Prison time scale to 1

Event 28: Mouse

On Left button Clicked on btn\_gomain

- System Set POLICE4 time scale to 0
- System Set Prison time scale to 0
- pause\_txt Set position to (420, 96)
- btn\_continue Set position to (pause\_txt.X, pause\_txt.Y+200)
- btn\_gom... Set position to (pause\_txt.X, btn\_continue.Y+100)
- Audio Stop "Dramatic"
- System Set pause to 0
- Pause Set position to (0, 640)
- pause\_txt Set position to (0, 640)
- btn\_continue Set position to (0, 640)
- btn\_gom... Set position to (0, 640)
- System Set time scale to 1.0
- System Set Player3 time scale to 1
- System Set Police3 time scale to 1
- System Set Police4 time scale to 1
- System Set Prison time scale to 1
- Audio Play "button-3" not looping from Sounds at 5 dB (tag "")
- Audio Play "Dramatic" looping from Sounds at 0 dB (tag "Dramatic")
- System Go to Main
- Audio Play "button-3" not looping from Sounds at 5 dB (tag "")
- Audio Stop "Dramatic"

New project

Layouts: Level 1, Level 2, Level 3, Level 4, Main, Stage, Layout 1, Over, Win

Event sheets: Event Level 1, Event Level 2

Layers: HUD (2), Game (1), BG (0)

New project

Layouts: Level 1, Level 2, Level 3, Level 4, Main, Stage, Layout 1, Over, Win

Event sheets: Event Level 1, Event Level 2

Layers: HUD (2), Game (1), BG (0)

New project

Layouts: Level 1, Level 2, Level 3, Level 4, Main, Stage, Layout 1, Over, Win

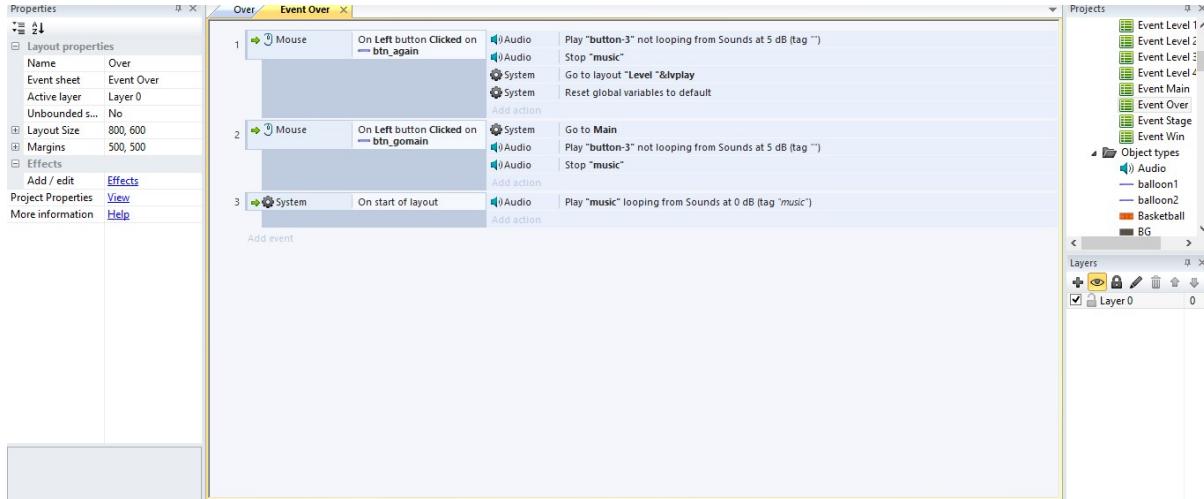
Event sheets: Event Level 1, Event Level 2

Layers: HUD (2), Game (1), BG (0)

## หน้า Layout เมื่อเล่นเกมแพ้



## หน้า Event เมื่อเล่นเกมแพ้



## หน้า Layout เมื่อเล่นเกมชนะ



## หน้า Event เมื่อเล่นเกมชนะ

