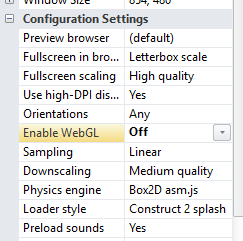
Ivanovitcz AAR

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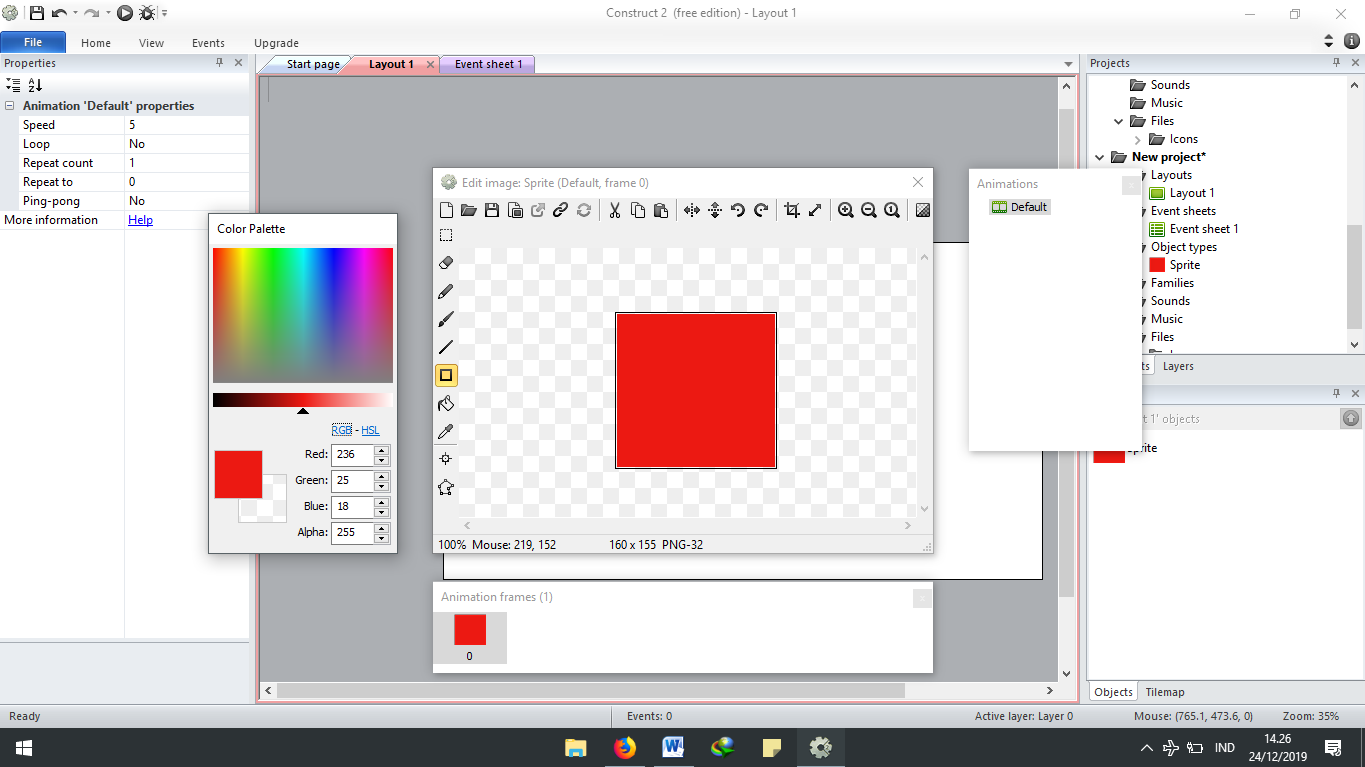
Praktikum Pemrograman Game dan Animasi

**MODUL 3**

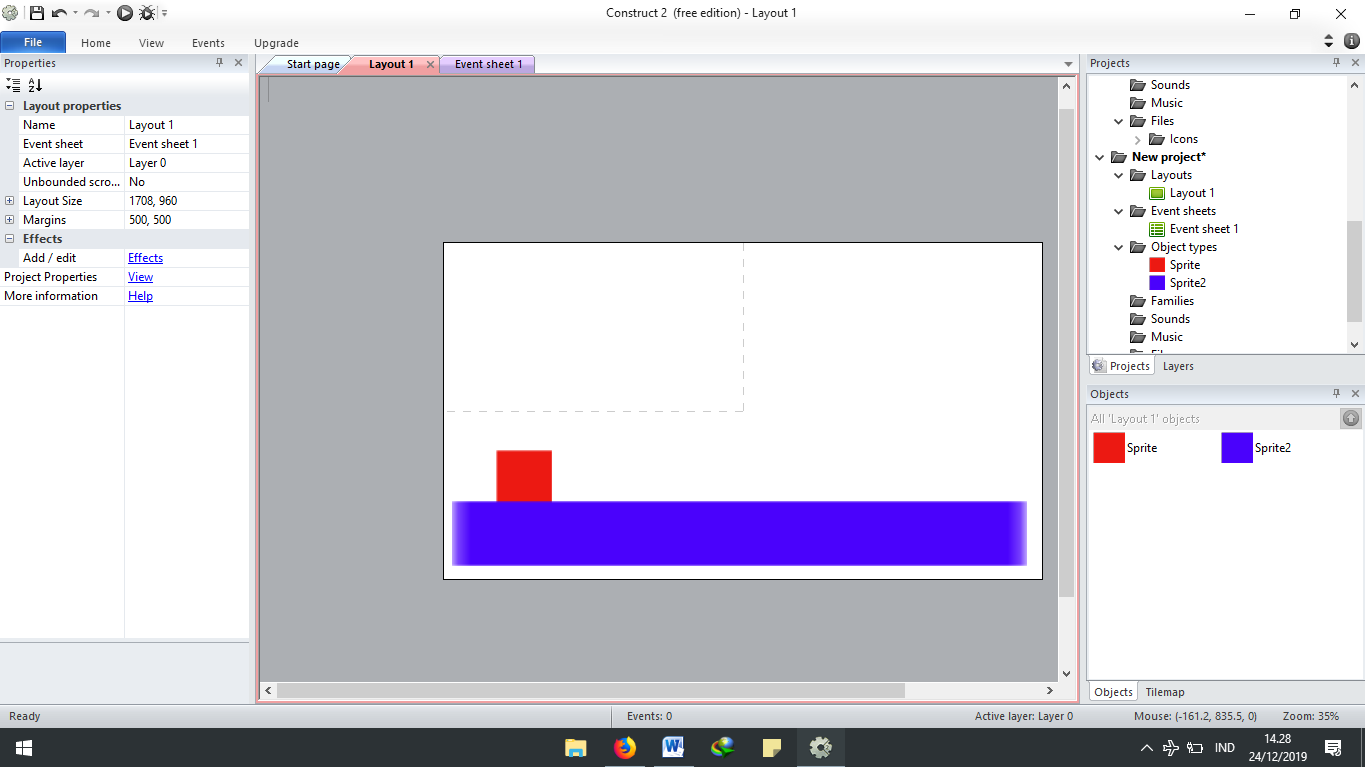
1. disable WebGL



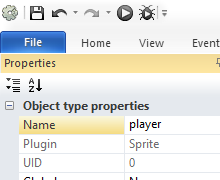
1. Insert new object

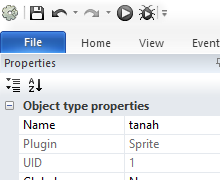


1. Tambah 1 lagi sprite

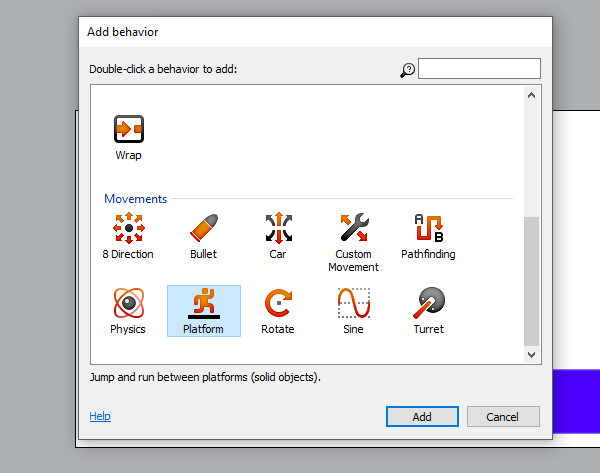


Ganti nama sprite

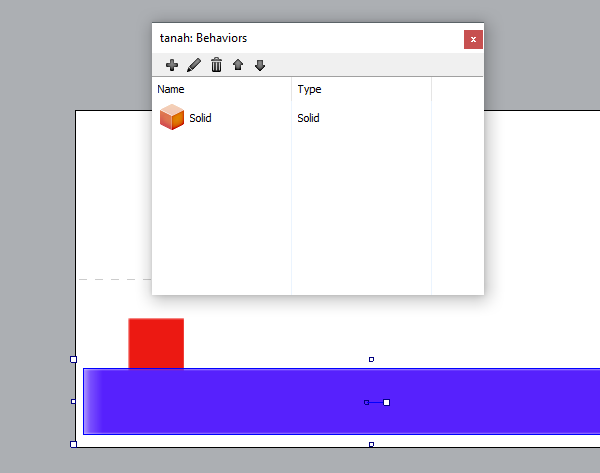




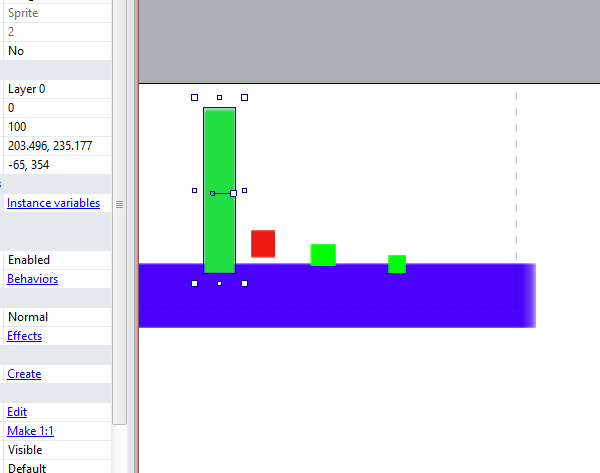
1. Tambah behaviour



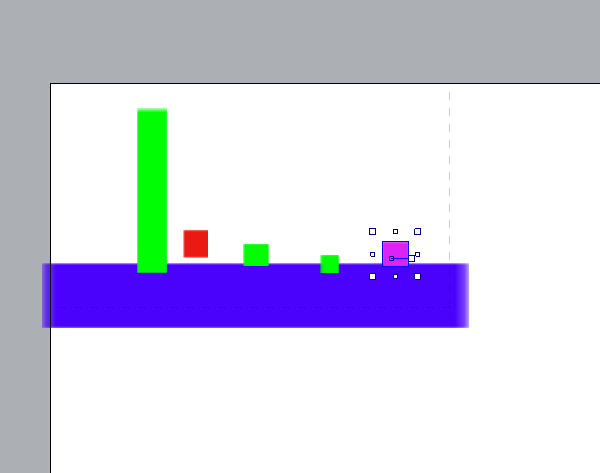
1. Tambah behaviour sprite tanah



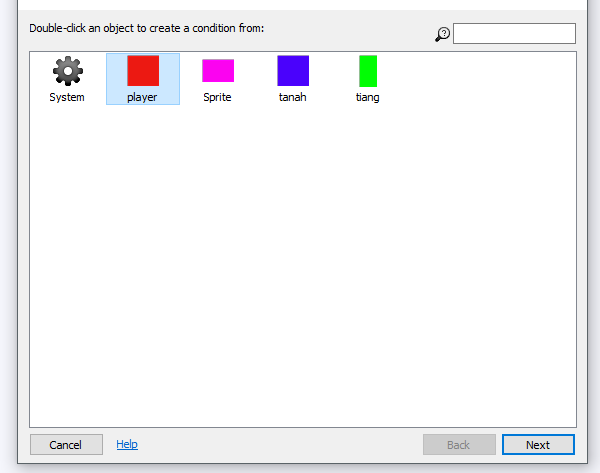
1. Tambah sprite tiang
2. Set to bottom



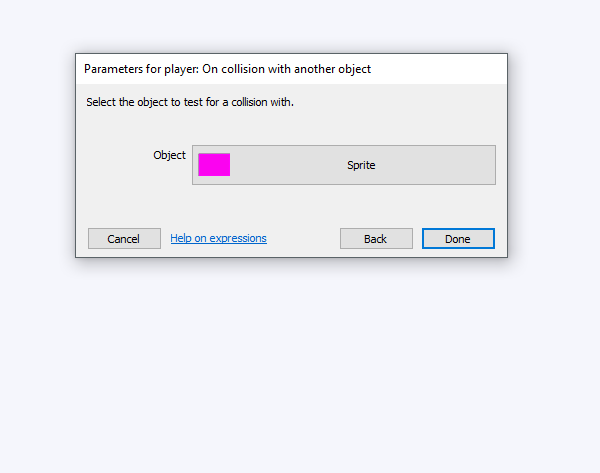
1. Tambah sprite baru



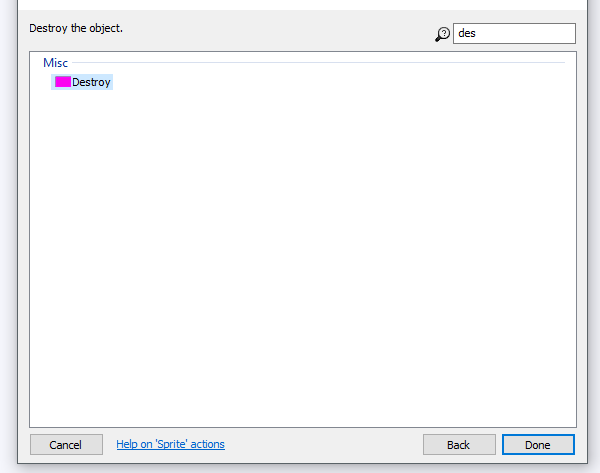
1. Add event player



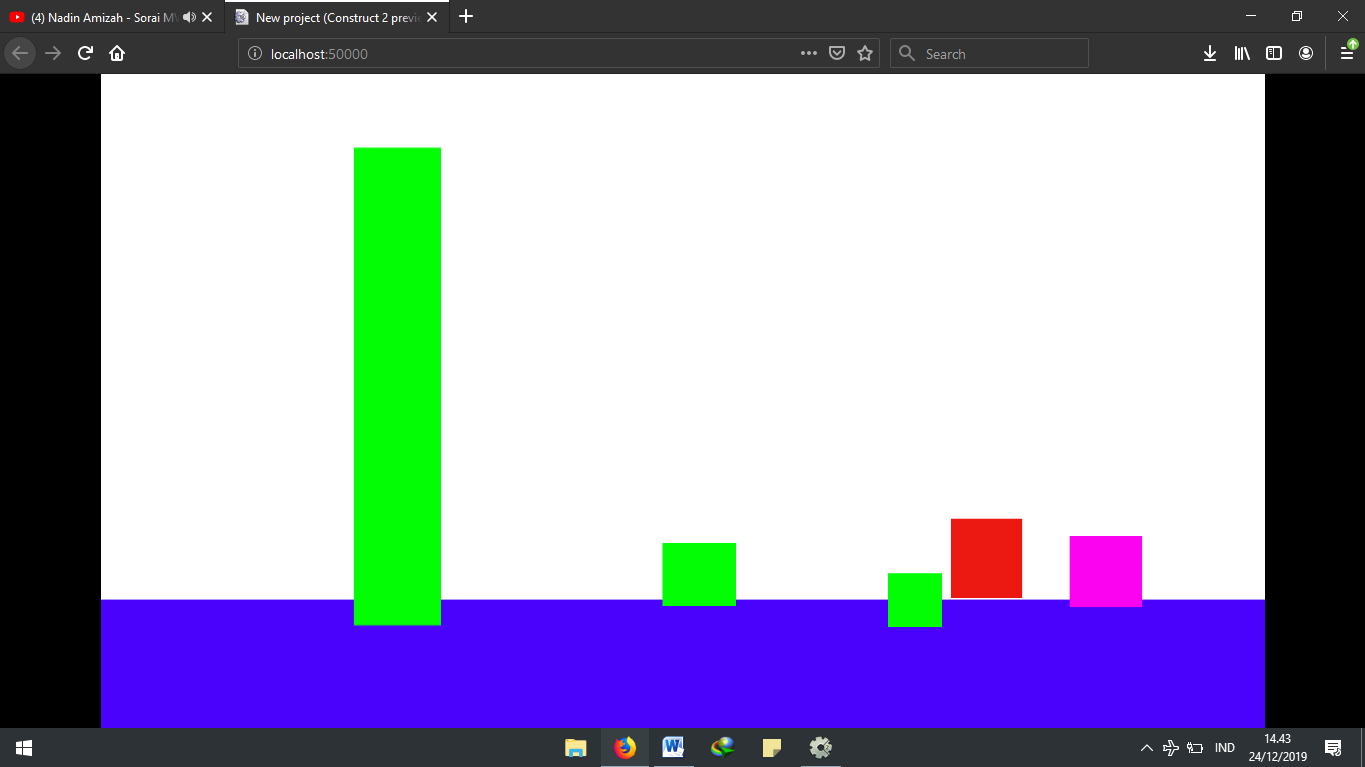
1. Set event on collison with another object

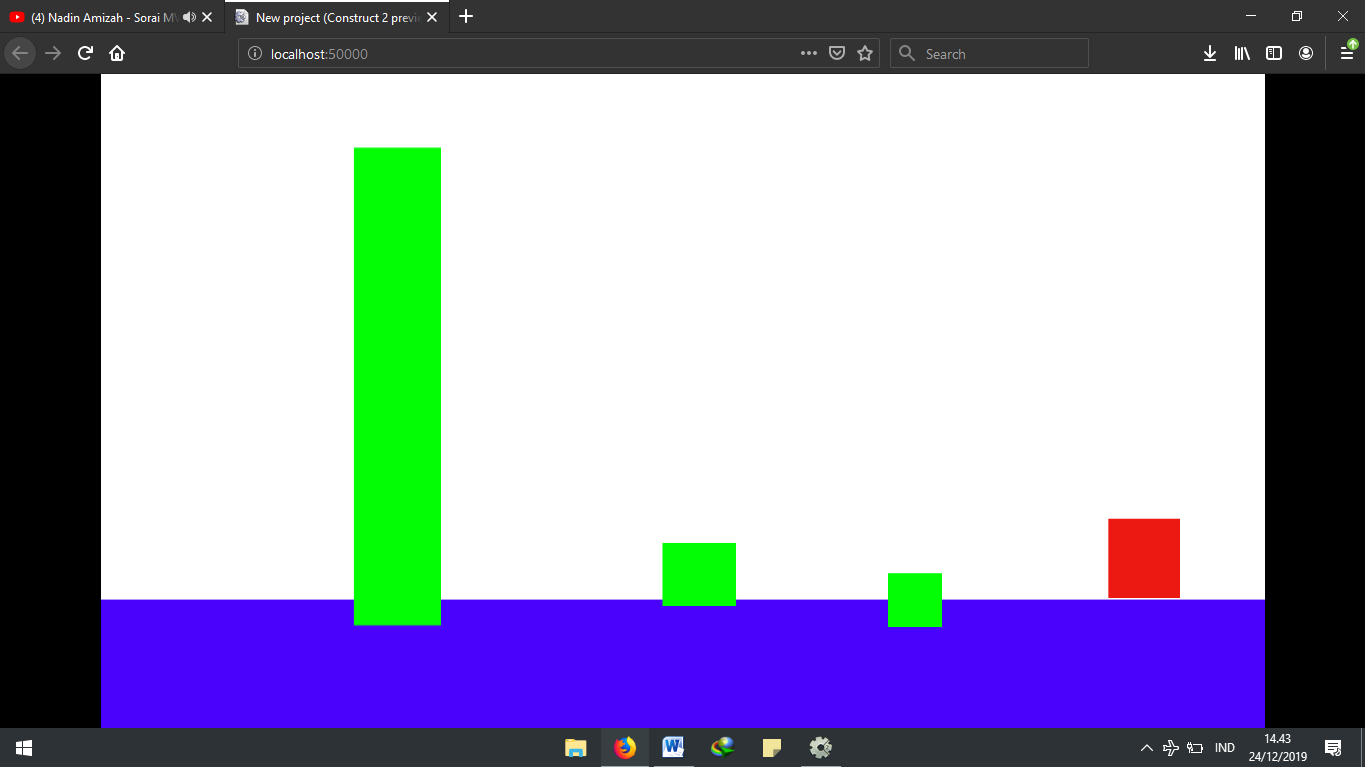


1. Set action destroy



Hasil :





Jika player mengenai object coin maka coin akan hilang