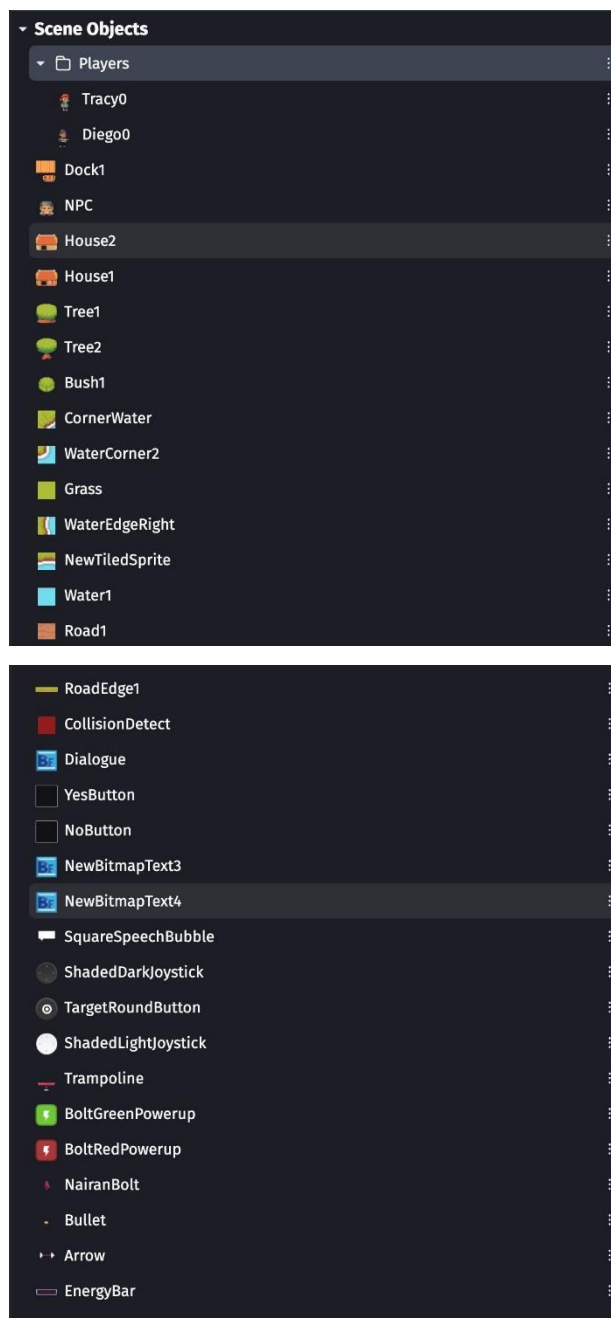Jash Popat and Nishtha Agarwaal
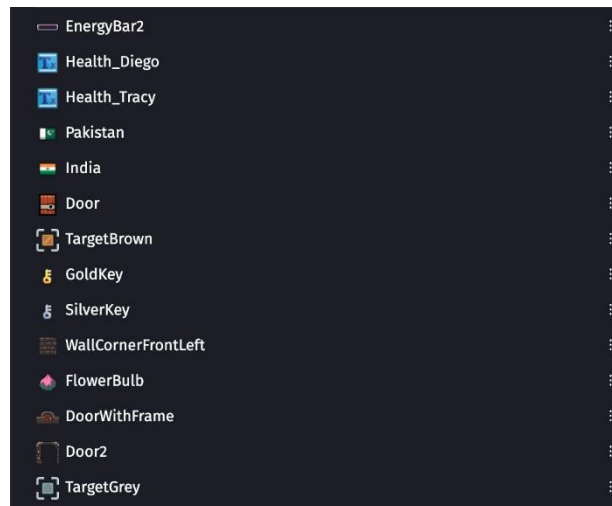
CSIT302 – Gamification Final

30th November, 2023

Code Repository

- Use the following assets to create the scene as you wish.

EnergyBar2

Health_Diego

Health_Tracy

Pakistan

India

Door

TargetBrown

GoldKey

SilverKey

WallCornerFrontLeft

FlowerBulb

DoorWithFrame

Door2

TargetGrey

- Use the following commands in the events tab to add functionalities to your players and to create shooting, power-ups, maze, key-door locks, collision, camera controls, and scene change.
- You can create multiple scenes as levels as you desire and connect all of them by adding the condition, "If player collides with a certain end object", and then adding the action, "Change to scene _____".

At the beginning of the scene
Add condition

Change camera zoom to 3 (layer: Base layer, camera:)
Change the z-order of PhysicalObject: set to PhysicalObject.Y()
Change camera zoom to 1.5 (layer: "Transition", camera:)
Hide layer "Collision"
Change the animation of Tracy0: set to "Idle1"
Change the animation of Diego0: set to "Idle"
Activate behavior PathfindingObstacle of DoorWithFrame: no
Add action

Add condition

Move Tracy0 away from CollisionDetect (only Tracy0 will move)
Move Tracy0 away from Diego0 (only Tracy0 will move)
Move Diego0 away from CollisionDetect (only Diego0 will move)
Move Diego0 away from Tracy0 (only Diego0 will move)
Move Diego0 away from WallCornerFrontLeft (only Diego0 will move)
Move Tracy0 away from WallCornerFrontLeft (only Tracy0 will move)
Change the z-order of Tracy0: set to Tracy0.Y()
Change the z-order of Diego0: set to Diego0.Y()
Center camera on Tracy0 (layer: Base layer)
Add action

Space key is pressed
Add condition

Center camera on Diego0 (layer: Base layer)
Add action

Player Collision and Camera

Tracy0 is in collision with Diego0
Add condition

Move Tracy0 away from Diego0 (only Tracy0 will move)
Add action

Diego0 is in collision with Tracy0
Add condition

Move Diego0 away from Tracy0 (only Diego0 will move)
Add action

PowerUp

Tracy0 is in collision with BoltGreenPowerup
Add condition

Change the max. speed of Tracy0: set to 150
Add action

Tracy0 is in collision with BoltRedPowerup
Add condition

Change the max. speed of Tracy0: set to 50
Add action

Diego0 is in collision with BoltGreenPowerup
Add condition

Change the max. speed of Diego0: set to 150
Add action

Diego0 is in collision with BoltRedPowerup
Add condition

Change the max. speed of Diego0: set to 50
Add action

Shooting

🅰 **Comma** key is pressed Add condition	👁 Change the animation of ⚡ **Tracy0**: set to "Aerial crossbow back" ↟ Fire ↟↟ **Arrow** from ⚡ **Tracy0**, at position Tracy0.X() - 20; Tracy0.Y() - 14, toward angle **180** and speed **300** px/s Add action
🅰 **Period** key is pressed Add condition	👁 Change the animation of ⚡ **Tracy0**: set to "StandingCrossbowShot" ↟ Fire ↟↟ **Arrow** from ⚡ **Tracy0**, at position Tracy0.X() + 20; Tracy0.Y() + 14, toward angle **0** and speed **300** px/s Add action
🅰 **z** key is pressed Add condition	👁 Change the [Diego0] on of ⚡ **Diego0**: set to "shooting left" ↟ Fire · **Bullet** from ⚡ **Diego0**, at position Diego0.X() - 20; Diego0.Y() - 10, toward angle **180** and speed **300** px/s Add action
🅰 **x** key is pressed Add condition	👁 Change the animation of ⚡ **Diego0**: set to "Shooting while running" ↟ Fire · **Bullet** from ⚡ **Diego0**, at position Diego0.X() + 20; Diego0.Y() + 14, toward angle **0** and speed **300** px/s Add action
⚡ **Tracy0** is in collision with · **Bullet** Add condition	❤ Apply 5 points of damage to ⚡ **Tracy0** (Damage can be reduced by Shield: yes, Armor: yes) ⊤x Change the text of 🔳 **Health_Tracy**: set to "Health: " + LargeNumberToString(Tracy0.Health::Health()) ✕ Delete · **Bullet** Add action
⚡ **Diego0** is in collision with ↟↟ **Arrow** Add condition	❤ Apply 5 points of damage to ⚡ **Diego0** (Damage can be reduced by Shield: yes, Armor: yes) ⊤x Change the text of 🔳 **Health_Diego**: set to "Health: " + LargeNumberToString(Diego0.Health::Health()) ✕ Delete ↟↟ **Arrow** Add action
💔 ⚡ **Tracy0** is dead Add condition	✕ Delete ⚡ **Tracy0** Add action
💔 ⚡ **Diego0** is dead Add condition	✕ Delete ⚡ **Diego0** Add action

Maze

⚡ **Tracy0** is in collision with 🗝 **GoldKey** ⚡ **Diego0** is in collision with 🗝 **SilverKey** Add condition	✕ Delete 🚪 **Door** ✕ Delete 🗝 **SilverKey** ✕ Delete 🗝 **GoldKey** Add action
⚡ **Diego0** is in collision with 🗝 **GoldKey** ⚡ **Tracy0** is in collision with 🗝 **SilverKey** Add condition	✕ Delete 🚪 **Door** ✕ Delete 🗝 **SilverKey** ✕ Delete 🗝 **GoldKey** Add action [Diego0]
⚡ **Tracy0** is in collision with 🚪 **Door** Add condition	⬛ Move ⚡ **Tracy0** away from 🚪 **Door** (only ⚡ **Tracy0** will move) Add action
⚡ **Diego0** is in collision with 🚪 **Door** Add condition	⬛ Move ⚡ **Diego0** away from 🚪 **Door** (only ⚡ **Diego0** will move) Add action
⚡ **Tracy0** is in collision with ⬛ **TargetBrown** Add condition	👁 Change the animation of ⬚ **DoorWithFrame**: set to "Open" Add action
⚡ **Diego0** is in collision with ⬛ **TargetBrown** Add condition	👁 Change the animation of ⬚ **DoorWithFrame**: set to "Open" Add action
⚡ **Tracy0** is in collision with ⬛ **TargetGrey** Add condition	👁 Change the animation of ⬚ **DoorWithFrame**: set to "Closed" ✕ Delete ⬛ **TargetBrown** ✕ Delete ⬛ **TargetGrey** Add action
⚡ **Tracy0** is in collision with ⬛ **TargetGrey** Add condition	👁 Change the animation of ⬚ **DoorWithFrame**: set to "Closed" ✕ Delete ⬛ **TargetBrown** ✕ Delete ⬛ **TargetGrey** Add action
⚡ **Tracy0** is in collision with ━ **RoadEdge1** Add condition	⬛ Move ⚡ **Tracy0** away from ⬚ **DoorWithFrame** (only ⚡ **Tracy0** will move) Add action
⚡ **Diego0** is in collision with ━ **RoadEdge1** Add condition	⬛ Move ⚡ **Diego0** away from ⬚ **DoorWithFrame** (only ⚡ **Diego0** will move) Add action