Level 2 intellisense script

Zone 1:

Int: “Hey! There’s another VBot! Hmm… Something seems a little off about this one.. Can you hack into it for me?”

**Hand points to enemy**

**Post player click enemy:** Int: Ahh, now I can see what so odd about this enemy! His code contains a *Conditional Statement****.*** See that line there that starts with ‘if’? That’s the beginning of the conditional statement. You may notice that this ‘if’ is followed by a set of parenthesis containing a statement, followed by a set of brackets containing some code. You see, the code that resides within the brackets will not be executed, unless the statement within the parenthesis after ‘if’ is TRUE. It looks like this enemy will only change colors if you change the conditional statement to evaluate to true! Do that now!

**Post player changes conditional to evaluate to true:** Yeah , there you go! The statement you just altered is known as a *Boolean.* A *Boolean* statement can only be one of two values: either true or false. Now that you have changed this *Boolean* statement so that it evaluates to true, the *conditional statement* will execute the lines of code within the brackets and change the color of the enemy! Go ahead and terminate this noob!

Zone 2:

Int: “Ohh, boy. Now this looks tough. Do you see that little yellow striped zone behind this VBot here? That’s what’s known as an *Argument Field*. An *Argument Field* has a connection with an object: in this case, the object this field has a connection with is the door behind it. In order to open this door, the *Argument Field* needs to receive some kind of input. It looks like this unlucky VBot here is just the input the field is looking for. Hack into its code and let’s see what’s going on in there..

**Hand points to enemy**

**Post player click enemy:** “Ah, of course. Another Conditional statement. Makes you think that someone designed this area specifically to center around them or something.. Anyways! If we can somehow get this enemy to move using this conditional statement, we may be able to input this VBot into the *Argument Field*…

**(IF PLAYER KILLS ENEMY):** “No no no! Don’t terminate this Vbot! We need him to open the door! Luckily it appears that another one has been programmed into existence..

**Post player solves puzzles: “**It looks like that did it! You truly are becoming a hacker extraordinaire! Good luck with the rest of this zone!

**LEVEL TITLE APPEARS**