

# POOP BOY

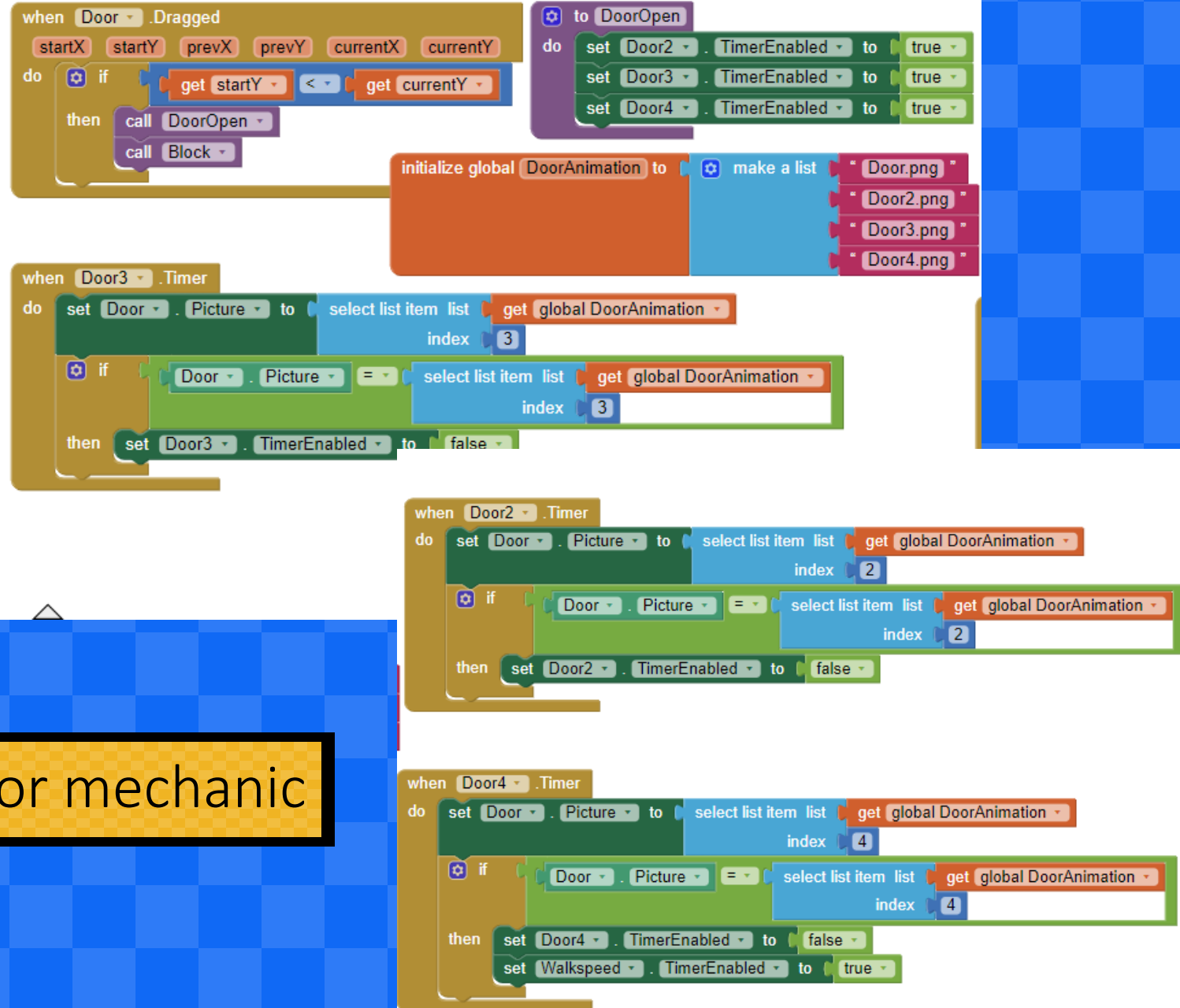
A game made by Bradley Johnson



# Gameplay

- Swipe the door left in order to open the door
- Your character will walk into the door and you will gain one door opened
- Achieve Tier thresholds to get upgrades
  - Door open speed
  - Character speed
  - Screen fade speed
- Reach Max Tier at 250 doors opened

## door mechanic



# TinyDB

- Upon typing your name in the textbox, it sets the text as your global name, and makes it your tag
- The TinyDB stores the tag, and also stores the global score under the tag [global name]
- While playing the game, saving quickly updates your global score to the tag of your global name
- A List Picker is displayed to allow players to choose a tag from the TinyDB to start where they left off
  - The tag displayed is the global name of the save data

## Confirm Button

```

when Confirm Click
do
  if Is empty TextBox1 Text
  then
    call Notifier1 ShowAlert
    notice "Please enter your name."
    call BadBlip Play
  else
    set Man Z to Door Z + 1
    set global name to TextBox1 Text
    set Wait_to_setup TimerEnabled to true
    call Screen1 HideKeyboard
    call CanvasResize
    call GreenGreensMusic Start
    call MenuMusic Stop
    call HappyBlip Play
    set DoorsDONT_DELETE Visible to true
    set CONTAINER Visible to true
    set Interactable Visible to true
    set JoinGame Visible to false
    set Intro Visible to false

```

## List Picker

```

when ListPicker1 AfterPicking
do
  set global name to call NameDB GetValue
  tag ListPicker1 Selection
  valselfTagNotThere "error"
  set global score to call ScoreDB GetValue
  tag ListPicker1 Selection
  valselfTagNotThere "7"
  set global LastPlayed to
  call Notifier1 ShowAlert
  notice join "Your progress has been restored,"
  get global name
  if
  then
    set Man Z to Door Z + 1
    call UpdateScore
    set Wait_to_setup TimerEnabled to true
    call Screen1 HideKeyboard
    call CanvasResize
    call GreenGreensMusic Start
    call MenuMusic Stop
    call HappyBlip Play
    set DoorsDONT_DELETE Visible to true
    set CONTAINER Visible to true
    set Interactable Visible to true
    set JoinGame Visible to false
    set Intro Visible to false

```

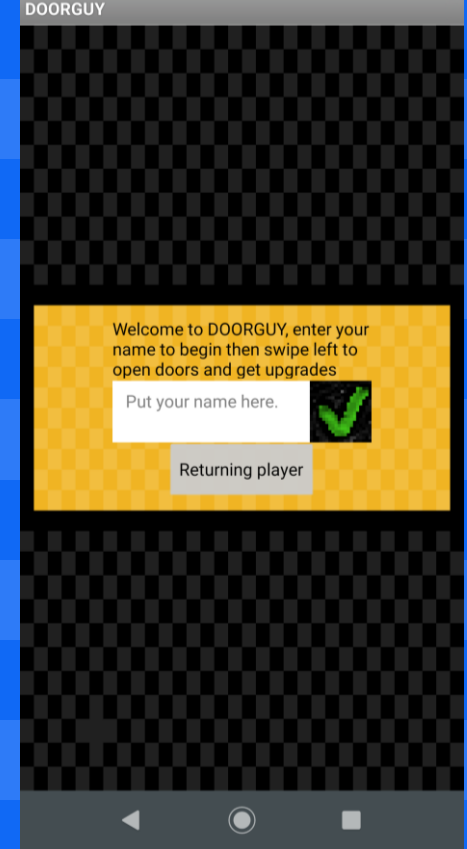
```

when ListPicker1 BeforePicking
do
  set ListPicker1 Enabled to true
  set ListPicker1 Elements to call NameDB GetTags

when SaveButton Click
do
  call Notifier1 ShowAlert
  notice "Saved"
  call SaveSound Play
  call NameDB StoreValue
  tag get global name
  valueToStore get global name
  call ScoreDB StoreValue
  tag get global name
  valueToStore get global score

```

## Save Button



# Game Set-Up & Player HUD

- Sprites are oriented according to the screen size set by the canvas size
  - Player Sprite
  - Grass Sprite
  - Door Sprite
- Scrollable Menu with unique icons
- Door counter is top right

## Setting up sprites

```
to Grass
do
  set Grass . X to [Interactable . Width - [Interactable . Width + 1]]
  set Grass . Y to [Man . Y - [Man . Height + 40]]
  if Grass . Visible = false
  then set Grass . Visible to true

to ManEnter
do
  set Man . X to [Interactable . Width - 600]
  set Man . Y to [Interactable . Height - 200]
  set Man . Z to [Door . Z + 1]
  if Man . Visible = false
  then set Man . Visible to true
```

```
to DoorSpawn
do
  if Door . Visible = false
  then set Door . Visible to true
  if Door . Z > Man . Z
  then set Door . Z to [Man . Z - 2]
  set Door . Picture to [select list item list get global DoorAnimation index 1]
  set Door . Z to 100
  set Door . X to [Interactable . Width - 200]
  set Door . Y to [Interactable . Height - 230]
```

## Player HUD



# Upgrade & Tier System

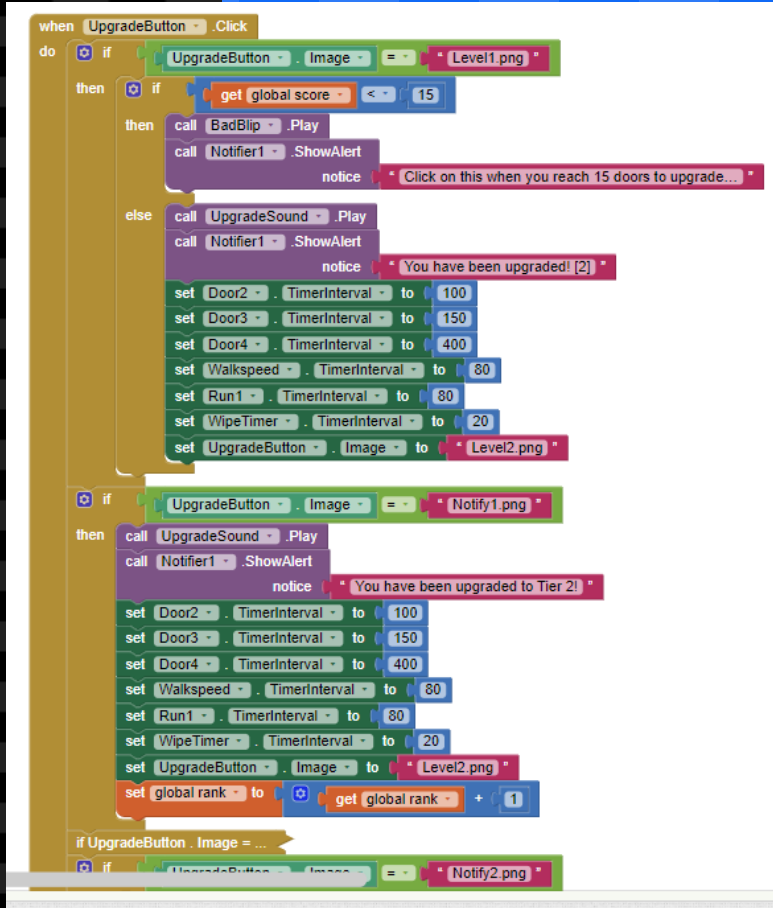
- Each few doors unlock the next tier
- Tiers cap out at Tier 7

Tier	# of Doors Unlocked	Door Open Speed	Walk Speed	Wipe Speed
1 (beginning)	0	100/150/400	80	20
2	15	70/110/300	60	15
3	40	50/100/270	50	13
4	80	40/90/245	40	10
5	125	30/80/210	30	8
6	175	20/60/180	20	6
7 (max)	250	15/50/160	18	5

Tier menu icons



Code for Tier 1



# Art & Music

- I made the art on Piskel.com
  - The character sprite was inspired by Mega Man, and the logo by DOOM
- Music was selected from old video games
  - Kirby Adventure 2 (GBA)
  - Sonic The Hedgehog 2 (SEGA Genesis)

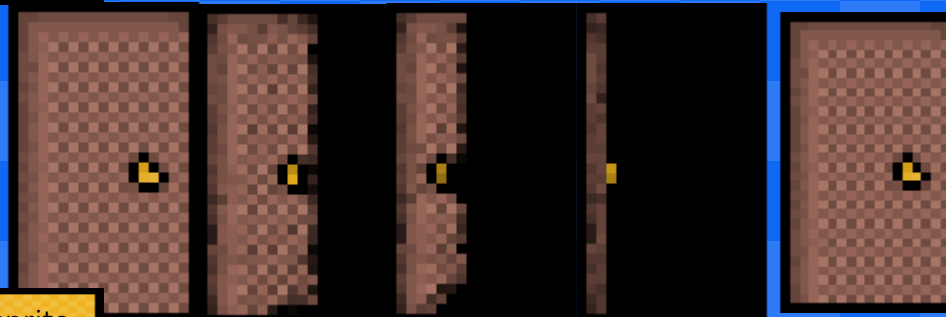
Tier menu icons



Menu icons



Door sprites



Character sprite



Boss mode unlocked at 250 doors opened



# OFFIGHT BOY



# MASTERKEY

- The first boss is a simple clicking thing, which lowers the width of the health bar, located at the top of the screen
- This boss sprite was only to be a placeholder, but it grew on me

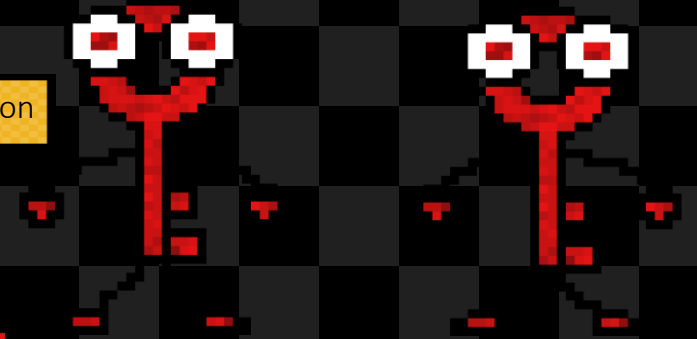


In-game view



Custom Explosion

Old boss model  
(scrapped because bad visibility)



Door Idle (closed)



Door opening



Revised Boss Sprite





# MASTERKEY – Code

- Clicking reduces the width of the red bar sprite, and once it reaches a low value, it triggers an end screen
- There is no way for the player to fail this boss fight

## Boss Animation Code

```

when BossTimer .Timer
do
  set ExplosionImage .Picture to "MASTERKEYANI2.png"
  if ExplosionImage .Picture = "MASTERKEYANI2.png"
  then
    set BossTimer .TimerEnabled to false
    set FIGHT_Timer .TimerEnabled to true
    set Door .Visible to false

when BossAnimation .Timer
do
  if ExplosionImage .Picture = "MASTERKEYANI1.png"
  then
    set ExplosionImage .Picture to "MASTERKEYANI2.png"

when BossAnimation2 .Timer
do
  if ExplosionImage .Picture = "MASTERKEYANI2.png"
  then
    set ExplosionImage .Picture to "MASTERKEYANI1.png"
  
```

## Adjusting Health Bar Width

```

to UpdateHealth
do
  set HealthBar .Width to Interactable .Width - get global damageValue
  
```

## Health Bar HUD Set-up

```

to HealthBarPlacement2
do
  set HealthBar .X to Interactable .Width / 2
  set HealthBar .Y to Grass .Y - Interactable .Height + -50
  set HealthBar .Width to Interactable .Width
  set BlackBars .X to Interactable .Width / 2
  set BlackBars .Y to Grass .Y - Interactable .Height + -50
  set BlackBars .Width to Interactable .Width
  set ManHealthBar .X to Interactable .Width / 2
  set ManHealthBar .Y to HealthBar .Y + HealthBar .Height
  set ManHealthBar .Width to Interactable .Width
  set BlackBarsMan .X to Interactable .Width / 2
  set BlackBarsMan .Y to HealthBar .Y + HealthBar .Height
  set BlackBarsMan .Width to Interactable .Width
  set ManIcon .X to 1
  set ManIcon .Y to ManHealthBar .Y
  set BossIcon .X to 1
  set BossIcon .Y to HealthBar .Y
  
```

## Updating and notifying when the boss is touched

```

when ExplosionImage .Touched
do
  set global damageValue to get global damageValue + 1
  call UpdateHealth
  call Damage .Play
  if HealthBar .Width = Interactable .Width / 2
  then
    set BossAnimation .TimerInterval to 200
    set BossAnimation2 .TimerInterval to 400
    call Health_Notif .ShowAlert
    notice "MASTERKEY is at 50%"
  if HealthBar .Width = Interactable .Width / 4
  then
    set BossAnimation .TimerInterval to 150
    set BossAnimation2 .TimerInterval to 300
    call Health_Notif .ShowAlert
    notice "MASTERKEY is nearly defeated"
  if HealthBar .Width = 9
  then
    call Health_Notif .ShowAlert
    notice "MASTERKEY has been defeated"
    set Interactable .Visible to false
    set BossBeatScreen .Visible to true
    call BossMusic .Stop
    call VictoryScreen .Start
  set AnimateManAttack .TimerEnabled to true
  
```

# DOORKNOB OGRE

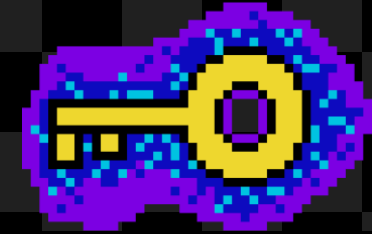
- This is presented to the player as a hidden mode, unlocked at 500 doors
- This uses very similar code to the MASTERKEY; however it has more health and the player can fail
- Based off a true story:



In-game view



Key Projection



Dylan made the  
DOORKNOB OGRE  
sprite!



Door Idle (closed)



Door opening



# DOORKNOB OGRE— Code

- Clicking on the projection projectiles, they will turn 180 degrees and disappear
- If the projection reaches the player, the player will take a set amount of damage

BOSS2

In-game view

Projections being called at certain widths

Projection movement

Projection Disappearing

ProjectionMovement - .Timer

Projection detonation

Explosion and damage

Blocking projections

```

to Projection
do
  set Projection . Speed to 6
  call Projection . MoveTo
  x random integer from 1 to Interactable . Width
  y ExplosionImage . Y + -400
  call Projection . PointInDirection
  x Man . X + 50
  y Man . Y + 60
  set Projection . Visible to true
  set ProjectionMovement . TimerEnabled to true

when ManBoom . Timer
do
  if ExplosionImageMan . Visible
  then
    set ExplosionImageMan . Visible to false
    set ManBoom . TimerEnabled to false
    set global heroHealth to get global heroHealth + 30
    call HeroDamage . Play
    call UpdateHealth
  
```

```

ProjectionMovement . Timer
do
  if Projection . Y >
  then
    call Ba_Boom . Play
    set ExplosionImageMan . Visible to true
    set Projection . Visible to false
    set ExplosionImageMan . X to Man . X + -30
    set ExplosionImageMan . Y to Man . Y + -30
    set ExplosionImageMan . Z to Man . Z + 1
    set ExplosionImageMan . Width to ExplosionImage . Width + -50
    set ExplosionImageMan . Height to ExplosionImage . Height + -50
    set ProjectionMovement . TimerEnabled to false
    set ManBoom . TimerEnabled to true

when Projection . Touched
do
  if Projection . Speed = 6
  then
    set Projection . Speed to 12
    set Projection . Heading to Projection . Heading + 180
    set ProjectionTurn1 . TimerEnabled to true
  
```

```

if HealthBar . Width = Interactable . Width - 25
then
  call Projection2
  call Projection

if HealthBar . Width = Interactable . Width / 1.5
then
  set ConstantProjection2 . TimerEnabled to true
  call Projection

if HealthBar . Width = Interactable . Width / 1.7
then
  set ConstantProjection2 . TimerEnabled to true
  call Projection

if HealthBar . Width = Interactable . Width / 2
then
  set BossAnimation . TimerInterval to 200
  set BossAnimation2 . TimerInterval to 400
  call Health_Notif . ShowAlert
  notice "The DOORKNOB OGRE is at 50%"
  set ConstantProjection . TimerEnabled to true
  call Projection
  call Projection3
  call Projection2

if HealthBar . Width = Interactable . Width / 2.2
then
  call Projection2

if HealthBar . Width = Interactable . Width / 2.4
then
  call Projection
  call Projection2
  call Projection3

if HealthBar . Width = Interactable . Width / 3
  
```

O DOOR  
X BOY

X

O FIGHT  
X BOY

Thank you!

