Catch the Clown

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Changes:

In this Catch the Clown games, I made several changes to make it a more interesting game. One of changes includes, increasing the points earned from 10 points to 100 points when a player clicks on the clown. However, I have also added a second "evil" clown to the game. Whenever the player accidentally clicks on an evil clown, the player will lose 200 points. Therefore, the goal of this game is to click on the good clown to earn as much points as possible and avoid the evil clown.

In addition, I have created a new clown sprite from the old clown sprite that was in the resource folder. I created a new clown sprite by editing it and making it look evil by giving it red eyes and an unhappy face (picture 1).
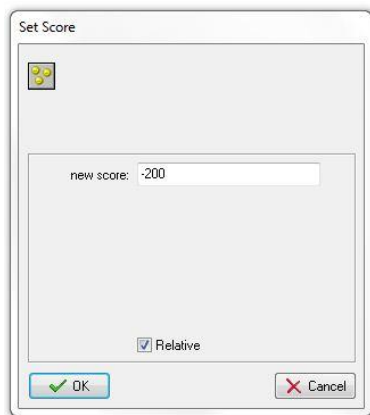

Picture 1: Evil clown sprite

Problems Encountered:

I wanted to create an evil clown that would deduct points from the total score if the player clicked on it. At first, I only edited the clown to have an angry face but during game play, the two clowns were too indistinguishable. Therefore, I decided to give the evil clown red eyes and erased his bright red mouth and added a frown to it.

The second problem I encountered was how to deduct points when the player clicked on the evil clown. I could not find a button to subtract scores. However, after experimenting around with the application, I found that you only need to put in a minus sign on the set score menu to deduct points instead of giving points when the sprite is clicked on in the game (picture 2).
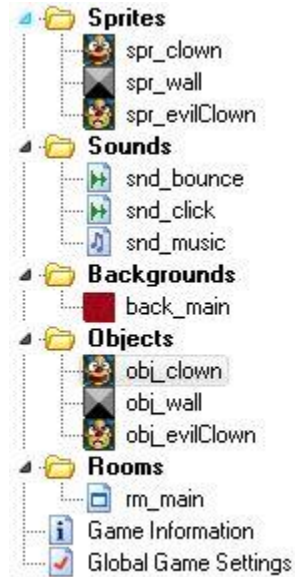

Picture 2: How to deduct scores.

Building the Game:

Resources

- The three sprites are labeled: spr_clown, spr_evilClown, and spr_wall (picture 3). The spr_evilClown was created by editing the original clown sprite from the tutorial resources folder.

Picture 3: Resources menu.

- There are also three sounds added to the resource menu labeled: snd_bounce, snd_click, and snd_music (picture 3). The sounds were added from the tutorial resources folder.

Object Events and Actions

- A red background was also added from the tutorial resource folder and labeled: back_main (picture 3).
- Three objects were created from the sprites and labled: obj_clown, obj_wall, and obj_evilClown (picture 3).
- One room was created from using the red background (back_main) with obj_wall objects surrounding it. This room was labeled rm_main (picture 3). Inside the room are also two clown objects: obj_clown and obj_evilClown (picture 4).

Picture 4: main room with two clowns and walls.

Obj_clown
- Clown object will move around in random direction and upon collision with a wall, it will bounce against it.
- Every time the clown collide with the wall the snd_bounce sound will play.
- When the clown is clicked on using the left-mouse button, the score will increase by 100 and the snd_click sound will play.
- Once the clown is clicked on, it will jump to a random location and its speed will increase by 0.5 relative to the current speed.

Obj_evilClown
- Evil clown object will move around in a random direction.
- It will bounce against the wall upon collision and the snd_bounce sound will play.
- Left-mouse click will result in a loss of 200 points and the snd_sound will play.
- It will jump to a random location and increase in speed by 0.5 relative to the current speed once it is clicked on.

Obj_wall
- No event. This is a solid object that surrounds the playing field.

Instructions:
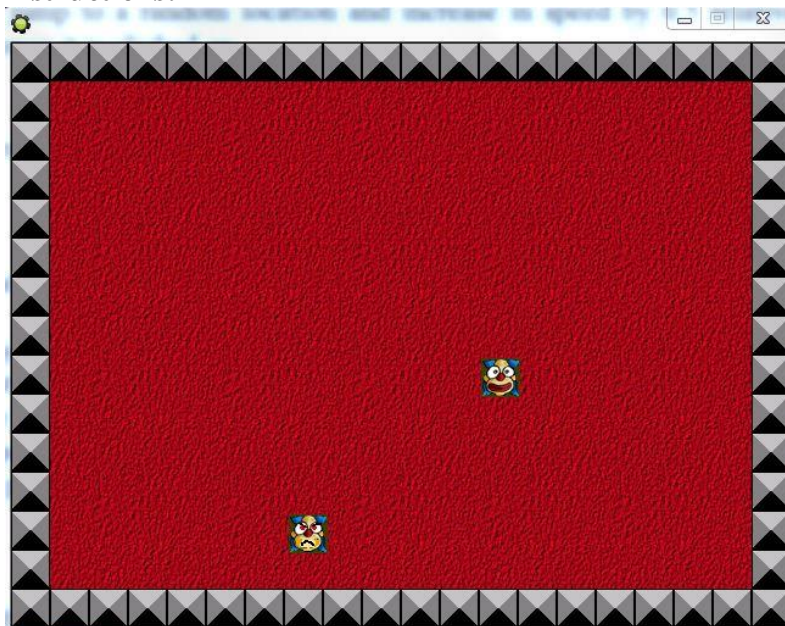
Picture 5: Catch the Clown game play.

Game Information

The objective of this game is to earn points by catching the clown (picture 5). To catch the clown, the player must click on the clown. Every time the player manage to click on the moving clown, it will increase the points by 10. However, if the player accidentally click on the evil clown, a penalty of 10 points will be taken away from the total score. The clown will progressively move faster as more points are earned so be careful!

Controls:

<Esc> to exit the game
<left mouse> click to catch the clown and earn points (clicking on the evil clown will deduct points)
<F1> Help page
<F5> Start game
<F9> Takes a screenshot of the game