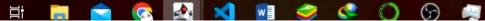
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             } else {
                 showText("You Win!", getWidth() / 2, getHeight() / 2);
                 Greenfoot.stop();
     public void prepare() {
         addObject(new Character(), getRandomX(), getRandomY());
         addObject(new ObjectSpecial(), getRandomX(), getRandomYAvoidEnemies());
         addObject(new Enemy(), getRandomX(), getRandomYAvoidEnemies());
     public void nextLevel() {
         removeObjects(getObjects(ObjectSpecial.class));
         removeObjects(getObjects(LevelComplete.class));
         prepareNextLevel();
     public void decreaseLives() {
         lives--;
         if (lives <= 0) {
             showText("Game Over - You Lose!", getWidth() / 2, getHeight() / 2);
             Greenfoot.stop();
```



























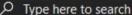




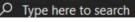








MyWorld - tugas Class Edit Tools Options MyWorld X Cut Сору Find... Close Source Code Paste public int getRandomX() { return Greenfoot.getRandomNumber(getWidth()); public int getRandomY() { return Greenfoot.getRandomNumber(getHeight()); public int getRandomYAvoidEnemies() { int newY; do { newY = getRandomY(); } while (isTooCloseToEnemies(newY)); return newY; public boolean isTooCloseToEnemies(int newY) { List<Enemy> enemies = getObjects(Enemy.class); for (Enemy enemy : enemies) { if (Math.abs(newY - enemy.getY()) < 50) { return true; // Jarak terlalu dekat return false; // Jarak aman

























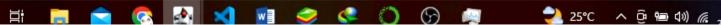
















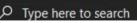
```
lives--;
    if (lives <= 0) {
        showText("Game Over - You Lose!", getWidth() / 2, getHeight() / 2);
        Greenfoot.stop();
public int getLives() {
    return lives;
public void increaseScore() {
    score += 10;
    showText("Score: " + score, 50, 25);
public void prepareNextLevel() {
    addObject(new ObjectSpecial(), getRandomX(), getRandomYAvoidEnemies());
    addObject(new Enemy(), getRandomX(), getRandomYAvoidEnemies());
public int getRandomX() {
    return Greenfoot.getRandomNumber(getWidth());
```

MyWorld - tugas Edit Tools Options Class MyWorld X Compile Close Source Code Cut Copy Paste Find... Total II of cell toot. ge than a omit amber (ge that a cirt / / , public int getRandomY() { return Greenfoot.getRandomNumber(getHeight()); public int getRandomYAvoidEnemies() { int newY; do { newY = getRandomY(); } while (isTooCloseToEnemies(newY)); return newY; public boolean isTooCloseToEnemies(int newY) { List<Enemy> enemies = getObjects(Enemy.class); for (Enemy enemy : enemies) { if (Math.abs(newY - enemy.getY()) < 50) { return true; // Jarak terlalu dekat return false; // Jarak aman

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Character - tugas Class Edit Tools Options MyWorld X Character X Find... Close Source Code Compile Cut Copy Paste import greenfoot.*; public class Character extends Actor { private GreenfootImage characterImage; private int speed = 5; // Kecepatan karakter private int lives = 3; // Jumlah nyawa karakter public Character() { characterImage = new GreenfootImage("character.png"); setImage(characterImage); public void act() { checkForCollision(); handleKeyPress(); addParticles(); // Panggil metode untuk menambahkan partikel public void checkForCollision() { Actor object = getOneIntersectingObject(ObjectSpecial.class); if (object != null) { increaseScore(); getWorld().removeObject(object);



































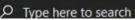




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```
// Musuh menjadi diam dan mengakibatkan karakter kehilangan nyawa saat bersentuhan
    Actor enemy = getOneIntersectingObject(Enemy.class);
    if (enemy != null) {
       takeDamage();
public void increaseScore() {
    ((MyWorld) getWorld()).increaseScore();
public void handleKeyPress() {
    if (Greenfoot.isKeyDown("left")) {
        setLocation(getX() - speed, getY());
        setRotation(180); // Menghadap ke kiri
    if (Greenfoot.isKeyDown("right")) {
        setLocation(getX() + speed, getY());
        setRotation(0); // Menghadap ke kanan
   if (Greenfoot.isKeyDown("up")) {
        setLocation(getX(), getY() - speed);
        setRotation(270); // Menghadap ke atas
```

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             setLocation(getX() + speed, getY());
             setRotation(0); // Menghadap ke kanan
         if (Greenfoot.isKeyDown("up")) {
             setLocation(getX(), getY() - speed);
             setRotation(270); // Menghadap ke atas
         if (Greenfoot.isKeyDown("down")) {
             setLocation(getX(), getY() + speed);
             setRotation(90); // Menghadap ke bawah
     public void addParticles() {
         // Tambahkan partikel saat karakter bergerak
         if (Greenfoot.isKeyDown("left") || Greenfoot.isKeyDown("right") || Greenfoot.isKeyDown("up") || Greenfoot.isKeyDown("down")) {
             World world = getWorld();
             if (world != null) {
                 int particleX = getX() + Greenfoot.getRandomNumber(20) - 10;
                 int particleY = getY() + Greenfoot.getRandomNumber(20) - 10;
                 world.addObject(new Particle(), particleX, particleY);
```







































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Character - tugas
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     public void addParticles() {
         // Tambahkan partikel saat karakter bergerak
         if (Greenfoot.isKeyDown("left") || Greenfoot.isKeyDown("right") || Greenfoot.isKeyDown("up") || Greenfoot.isKeyDown("down")) {
             World world = getWorld();
             if (world != null) {
                 int particleX = getX() + Greenfoot.getRandomNumber(20) - 10;
                 int particleY = getY() + Greenfoot.getRandomNumber(20) - 10;
                 world.addObject(new Particle(), particleX, particleY);
    // Metode untuk mengurangi nyawa karakter
     public void takeDamage() {
         lives--;
         if (lives <= 0) {
             World world = getWorld();
             if (world != null) {
                 world.showText("Game Over - You Lose!", world.getWidth() / 2, world.getHeight() / 2);
                 Greenfoot.stop();
```

```
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                                                                                                                                  Source Code
import greenfoot.*;
public class Enemy extends Actor {
    private int moveDistance = 5; // Jarak pergerakan musuh
    private int moveDirection = 1; // 1 berarti bergerak ke kanan, -1 berarti bergerak ke kiri
    public Enemy() {
        setImage("enemy.png");
    public void act() {
        moveVertically();
        moveHorizontally();
        checkEdge();
    public void moveVertically() {
        setLocation(getX() + (moveDirection * moveDistance), getY());
    public void moveHorizontally() {
        setLocation(getX() + (moveDirection * moveDistance), getY());
   public void checkEdge() {
       (· C /· L·FI //) /
```













































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         setImage("enemy.png");
     public void act() {
         moveVertically();
         moveHorizontally();
         checkEdge();
     public void moveVertically() {
         setLocation(getX() + (moveDirection * moveDistance), getY());
     public void moveHorizontally() {
         setLocation(getX() + (moveDirection * moveDistance), getY());
     public void checkEdge() {
         if (isAtEdge()) {
             // Jika musuh mencapai tepi layar, balik arahnya
             moveDirection *= -1;
```





























```
public class LevelComplete extends Actor {
   public LevelComplete(int level) {
      setImage(new GreenfootImage("Level " + level + " Complete", 36, Color.WHITE, null));
   }

public void act() {
   getWorld().removeObject(this);
}
```

```
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                                                                                                                               Source Code
import greenfoot.*;
public class ObjectSpecial extends Actor {
     private GreenfootSound collectSound = new GreenfootSound("collect.mp3"); // Ganti dengan nama file suara Anda
     public ObjectSpecial() {
         setImage("object.png");
     public void act() {
         checkForCollision();
    public void checkForCollision() {
        Actor character = getOneIntersectingObject(Character.class);
        if (character != null) {
             ((Character) character).increaseScore();
            getWorld().removeObject(this);
             playCollectSound(); // Memainkan efek suara
    public void playCollectSound() {
        collectSound.play();
```

```
import greenfoot.*;

public class Particle extends Actor {
    public Particle() {
        GreenfootImage particleImage = new GreenfootImage(5, 5);
        particleImage.setColor(Color.YELLOW); // Ubah warna partikel sesuai keinginan
        particleImage.fillOval(0, 0, 5, 5);
        setImage(particleImage);
    }

public void act() {
        if (getImage().getTransparency() > 5) {
            getImage().setTransparency(getImage().getTransparency() - 5);
        } else {
            getWorld().removeObject(this);
        }
}
```

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import greenfoot.*;
import java.util.List;
public class MyWorld extends World {
    private int currentLevel = 1;
    private int score = 0;
    private int lives = 3;
    private int requiredSpecialObjects = 10;
     public MyWorld() {
         super(800, 600, 1);
         prepare();
    public void act() {
         if (getObjects(ObjectSpecial.class).isEmpty()) {
             if (currentLevel < 3) {
                 currentLevel++;
                 requiredSpecialObjects += 5;
                 addObject(new LevelComplete(currentLevel), getWidth() / 2, getHeight() / 2);
                 Greenfoot.delay(100);
                 nextLevel();
             } else {
                 showText("You Win!", getWidth() / 2, getHeight() / 2);
                 Greenfoot.stop();
```











































