



Power Bracelet [Items, Conditional Branches] Recommended: Create the Boulder Pass

Design a classic game mechanic to push “boulders” that block our path once we’ve obtained the magic item “Power Bracelet”.

A classic RPG item is the Strength Booster. Usually, this item has no real effect on your character’s actual Attack score or anything else in the game, but it does allow you to push movement blocking events out of your way. In our case, we will use the Power Bracelet to push a Boulder out of the way. Start by creating the Item and Event:

Create: Item					Create: Map Event		
	Name	Power Bracelet	Type	Key Item		Name	Boulder
145	Consum.	No	Scope	None		Priority	Same As Player
	Occasion	Never	Effect	None		Trigger	Action Button

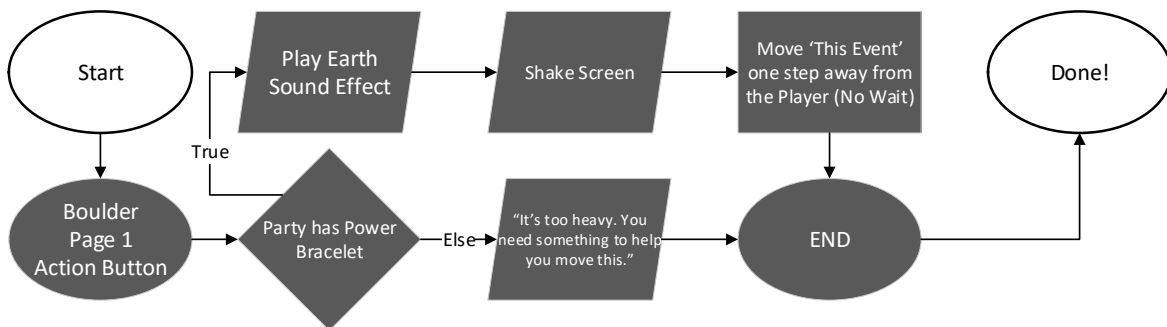


If this is your first time using a Decision Step (Diamond), be sure to explore the “Conditional Branch” command event in its entirety. You do not need to edit the Event’s “Conditions” section.

When complete, you can copy/paste the boulder event around your game.

Image		Autonomous Movement	
		Type:	Fixed
		Speed:	3: x2 Slower
		Freq:	3: Normal
Options		Priority	
<input checked="" type="checkbox"/> Walking		Same as characters	
<input type="checkbox"/> Stepping			
<input type="checkbox"/> Direction Fix		Trigger	
<input type="checkbox"/> Through		Action Button	

Then follow the flow chart below to complete the challenge. This boulder will walk/move one step away from wherever the Player is standing when they use the Action button while possessing the Power Bracelet. Do not remove, teleport, or move the boulder in a fixed direction.



Bonus Challenge: Once you have this challenge complete, can you edit doors in your game to play an effect and **explode** when you try to open them? The Power Bracelet must be giving you **too** much power.

Testing: Does the boulder move AWAY from the player, towards whatever direction the player is facing? If you push the boulder against a wall or a corner where it can’t move, does it freeze the game? Can the player push the boulder with no input after the initial Action Button press?