Diccionario de datos

Pacmanx

Lenguaje: GMS (game maker studio 2)

Desarrollador: Oscar Duvan Zapata Caro

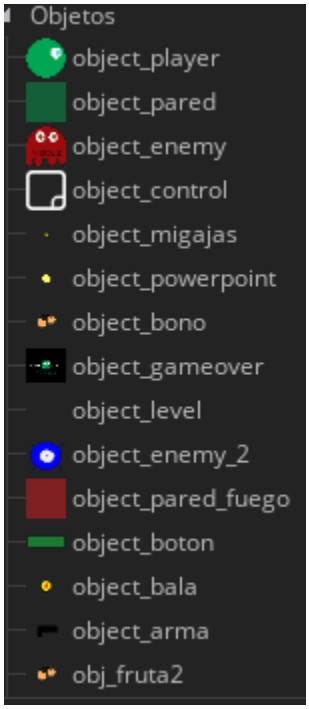
Resolución: 64 pixeles

Formato: pc

Sprites

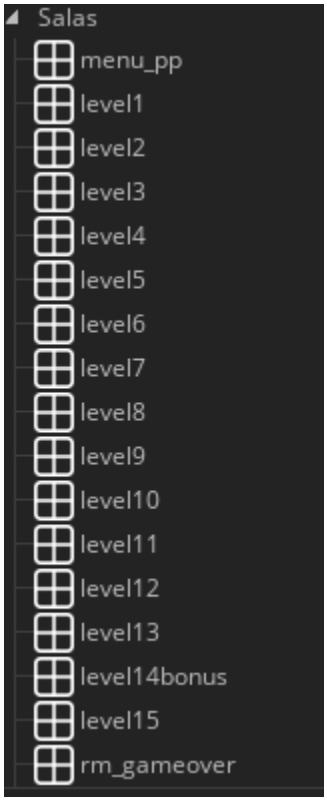
Sprites
spr_player_right
spr_player_left
spr_player_up
spr_player_down
spr_dead
spr_enemy
spr_enemy_scared
spr_point
spr_megapunto
spr_fruta1
spr_paredes
spr_pared
spr_pared_fuego
sprite12
sprite13
spr_level
spr_enemy_2
spr_enemy_scared2
spr_boton
sprite19
spr_bala
spr_arma

Objetos

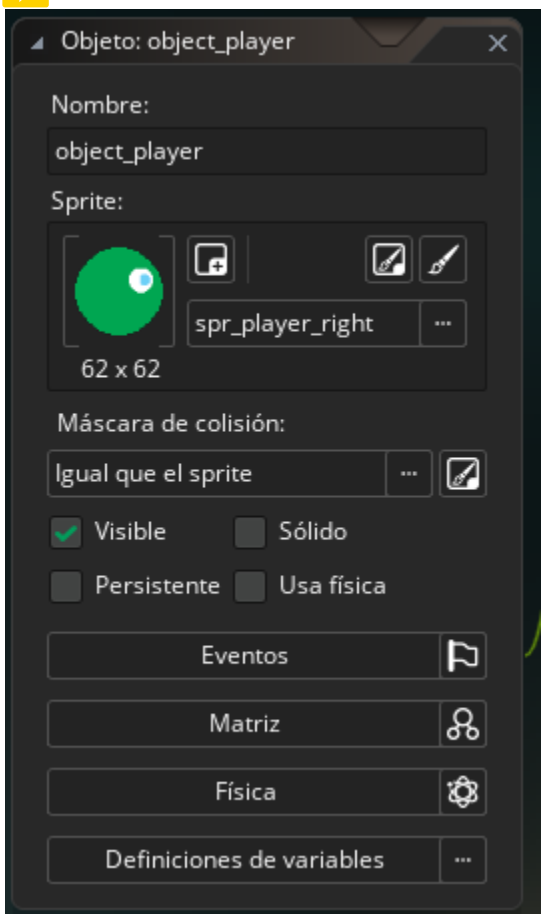


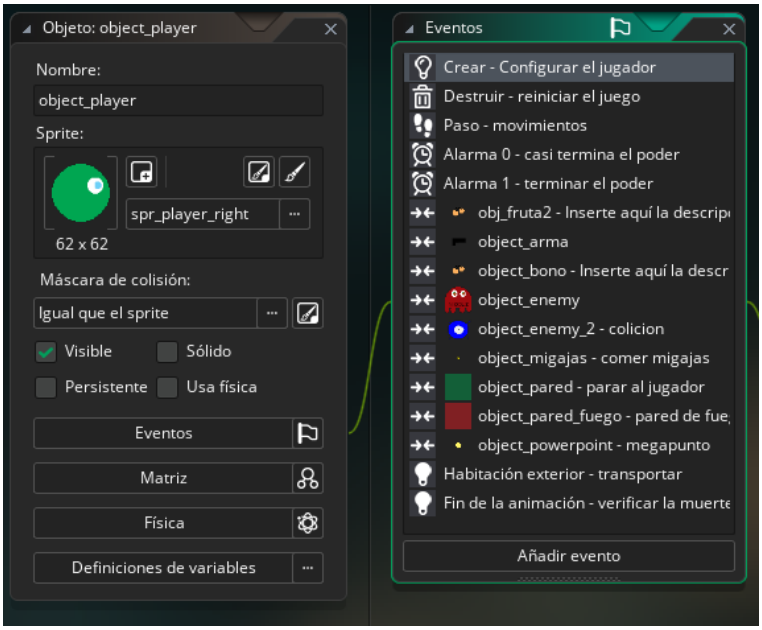
Sonidos

Levels

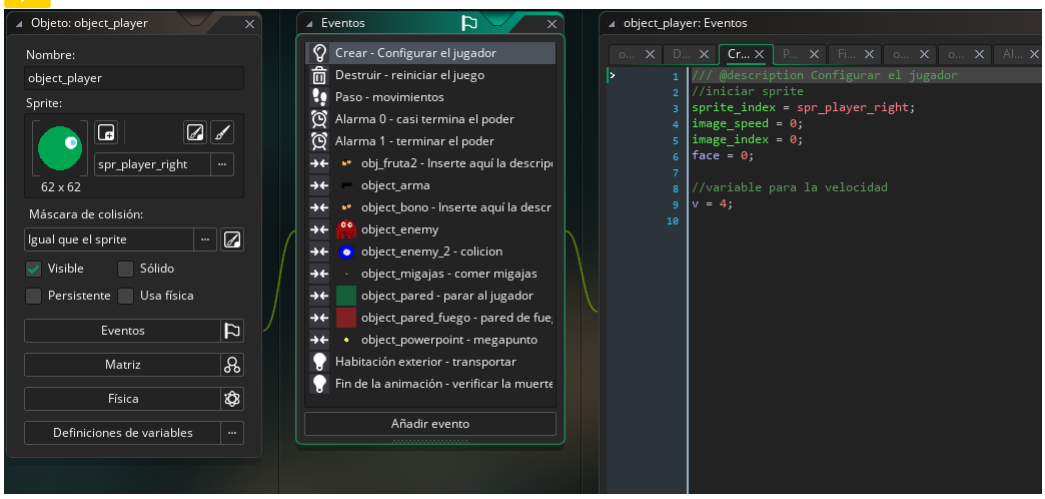

Salas
menu_pp
level1
level2
level3
level4
level5
level6
level7
level8
level9
level10
level11
level12
level13
level14bonus
level15
rm_gameover

Objeto Player

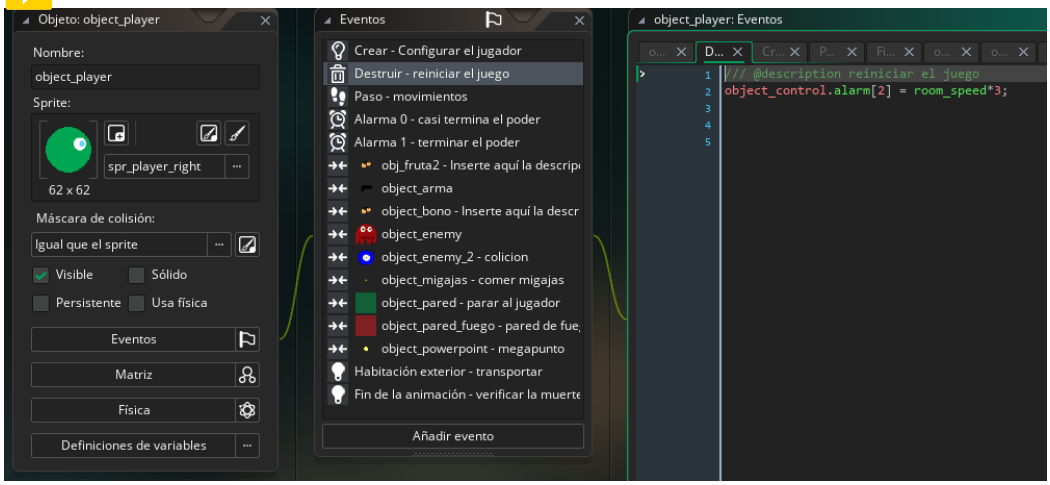




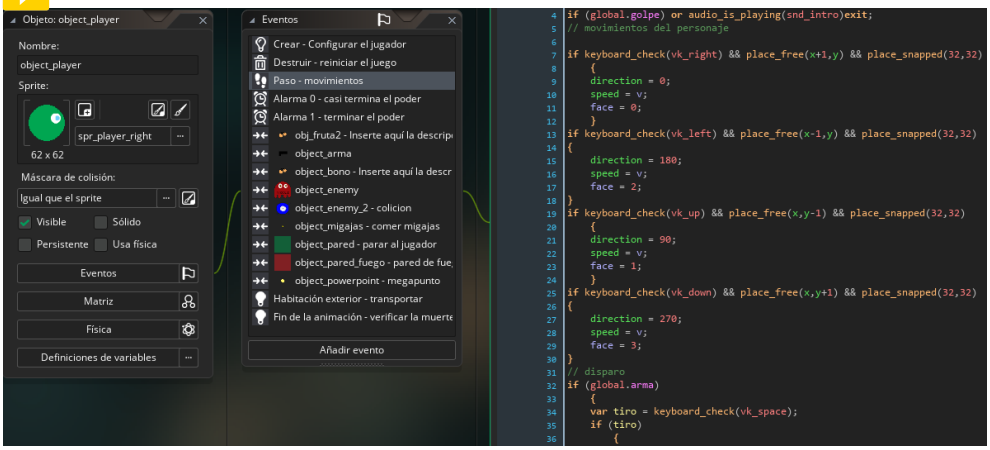
Evento Crear



Evento Destruir

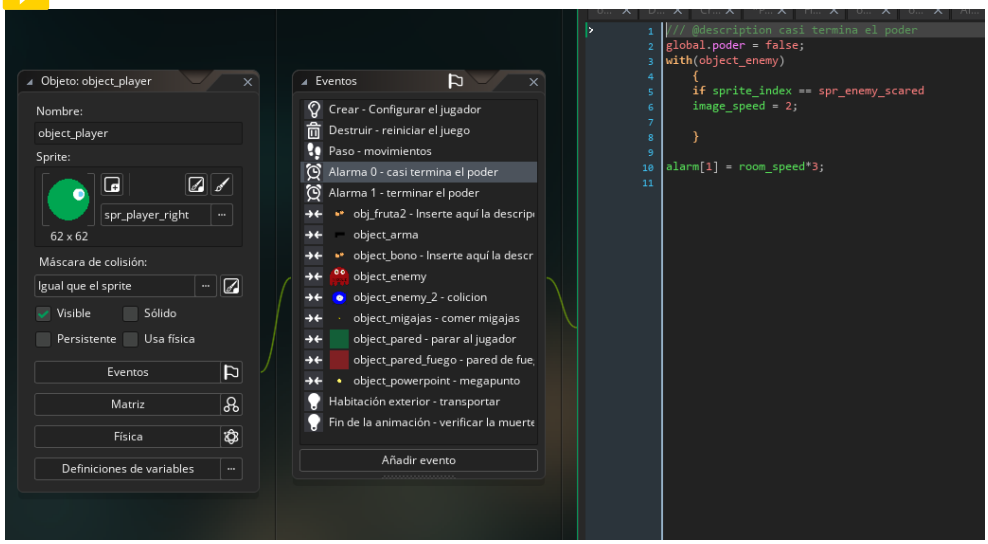


Evento Paso

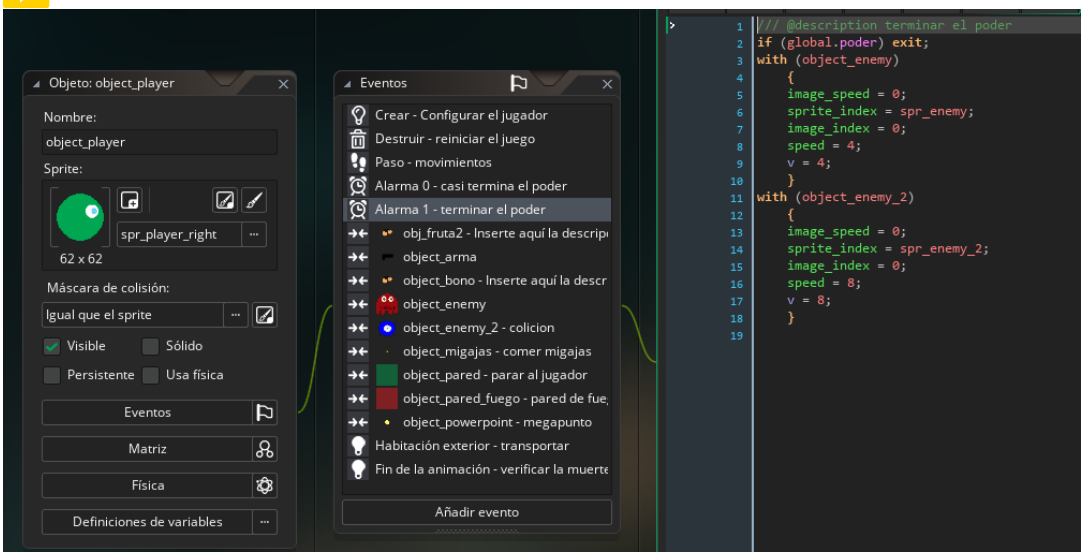


```
// disparo
if (global.arma)
    {
    var tiro = keyboard_check(vk_space);
    if (tiro)
        {
        var t = instance_create_layer(x+30,y+30,layer,object_bala);
        t.speed = 7;

        t.direction = 90 * face;
        }
    }


//verificar direccion y velocidad para cambiar el sprite

if speed > 0
    {
    image_speed = 1;
    }
else
    {
    image_speed = 0;
    image_index = 0;
    }

switch(direction)
    {
    case 0:
    sprite_index = spr_player_right;
    break;
    case 90:
    sprite_index = spr_player_up;
    break;
    case 180:
    sprite_index = spr_player_left;
    break;
    case 270:
    sprite_index = spr_player_down;
    break;
    }
```

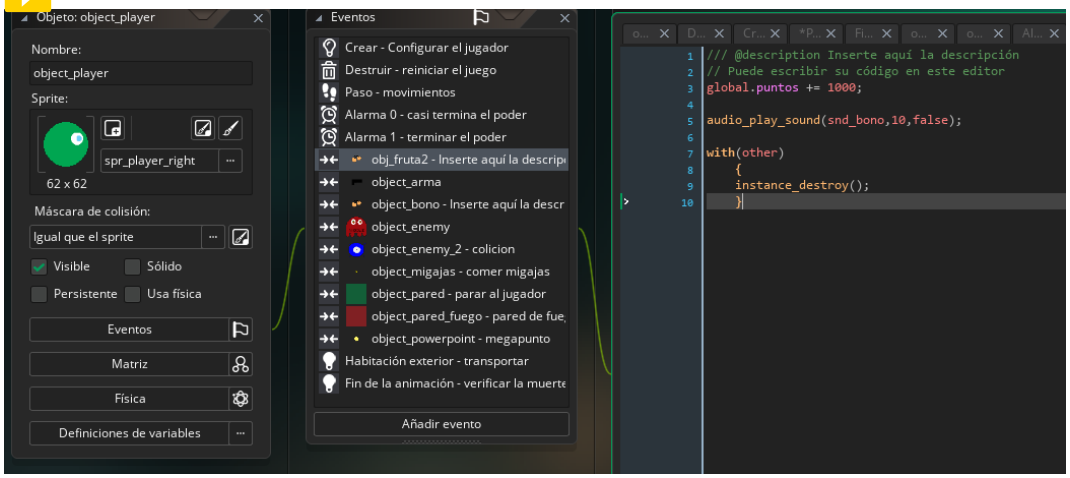
Evento Alarma 0



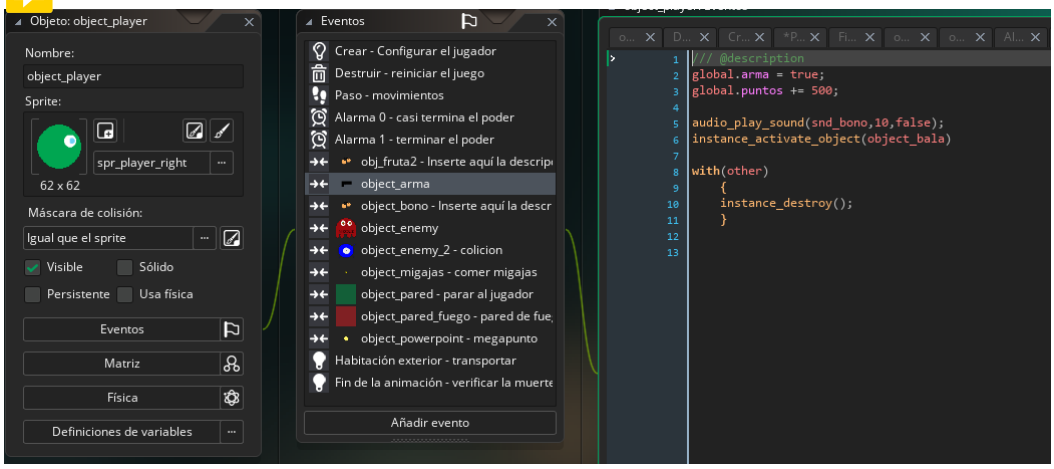
Evento Alarma 1



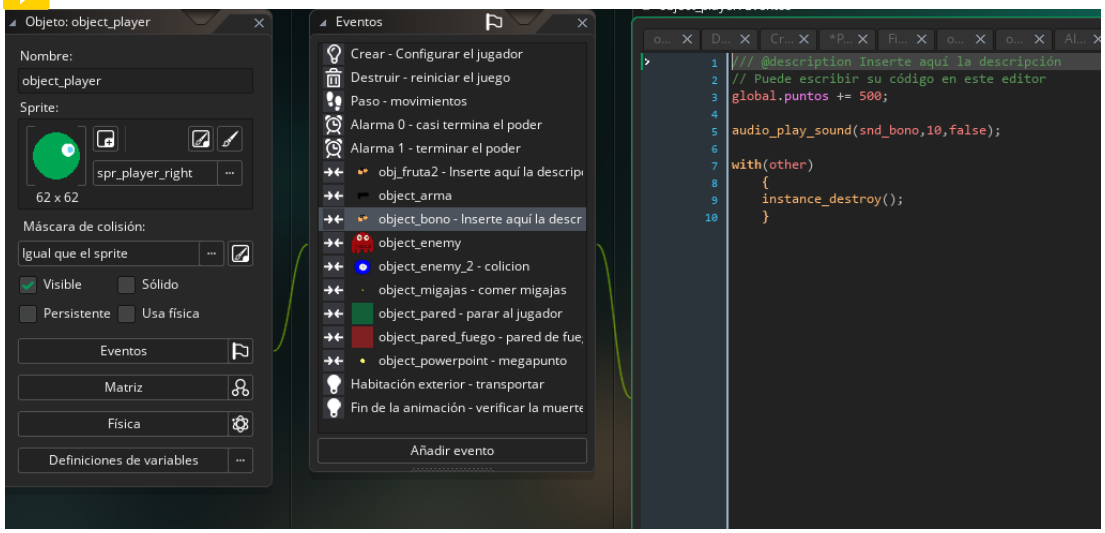
Colisión Fruta 2



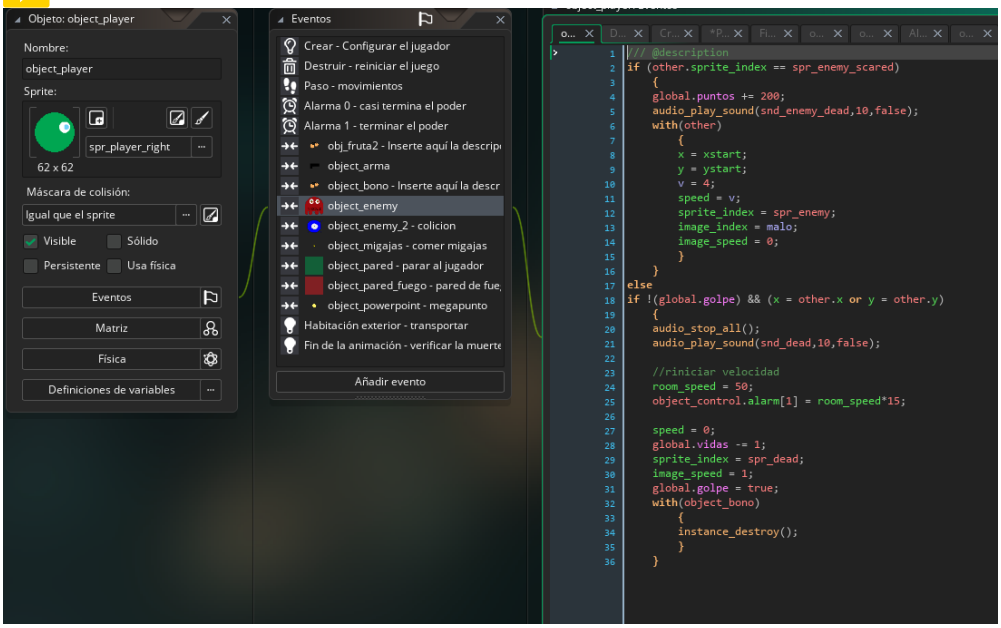
Colisión Arma



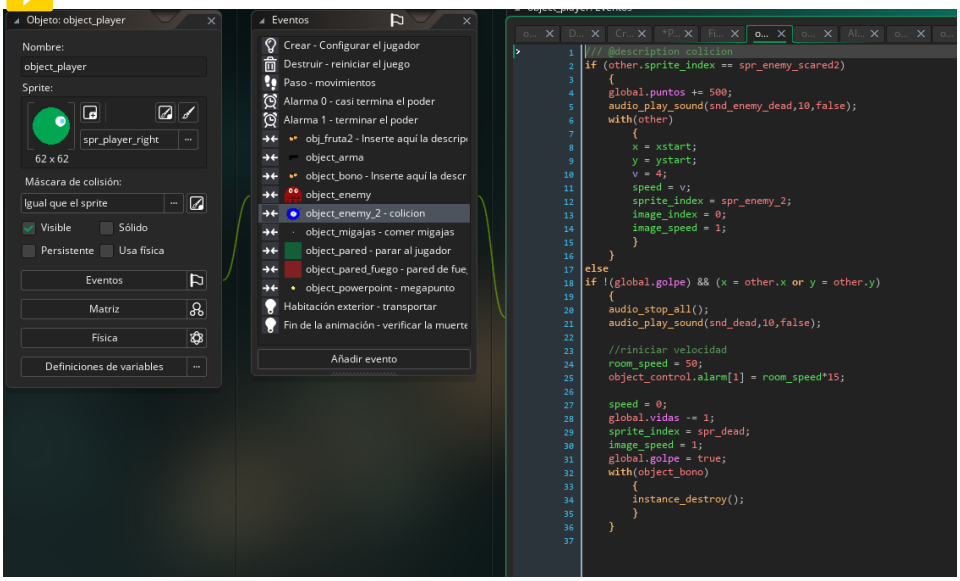
Colisión Fruta 1



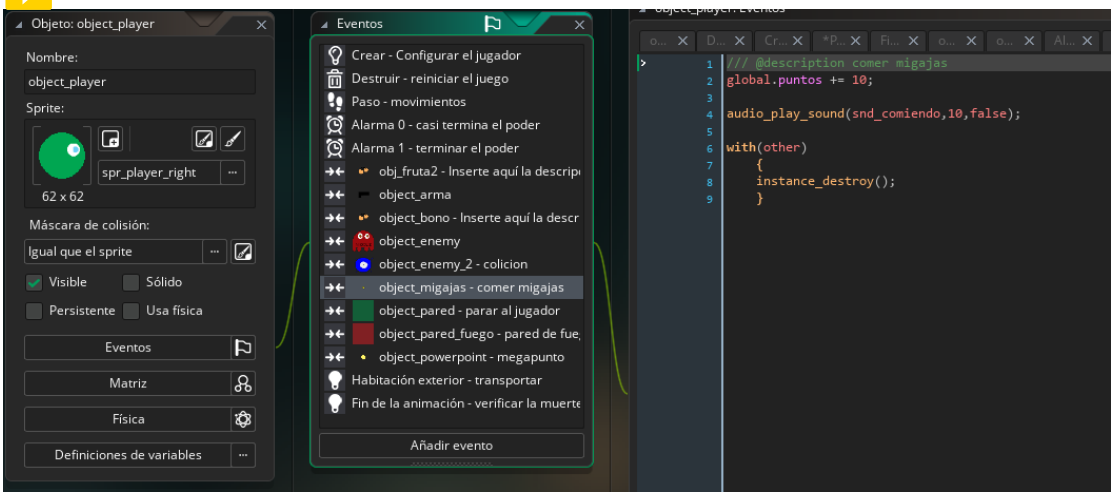
Colisión enemy



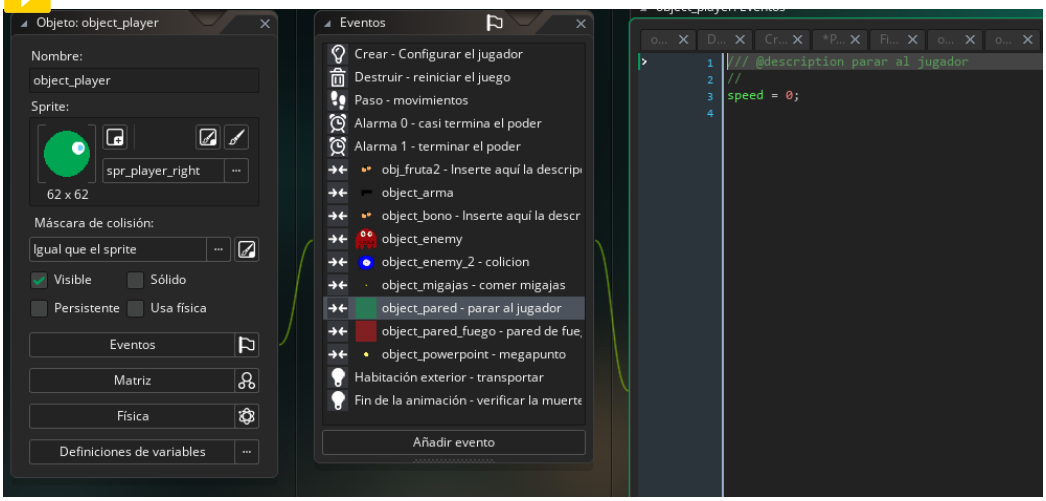
Colisión enemy 2



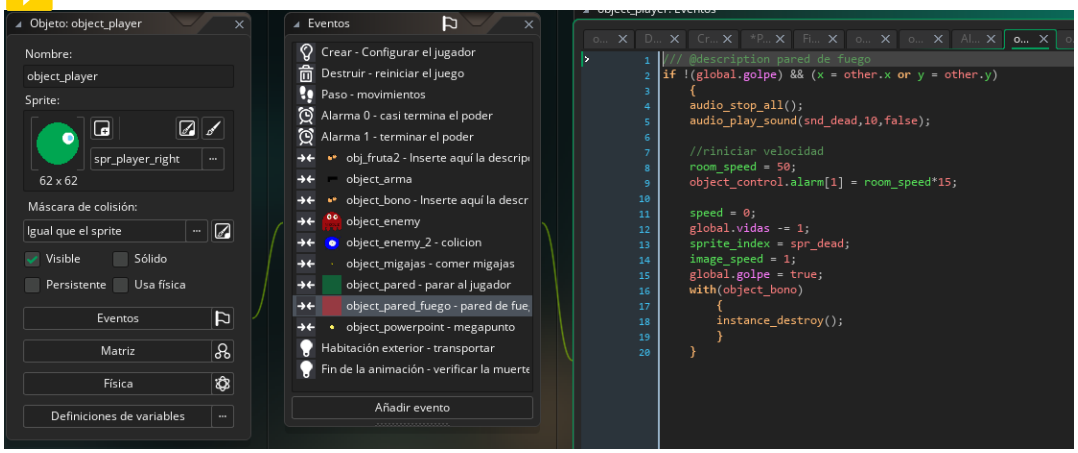
Colisión Migajas



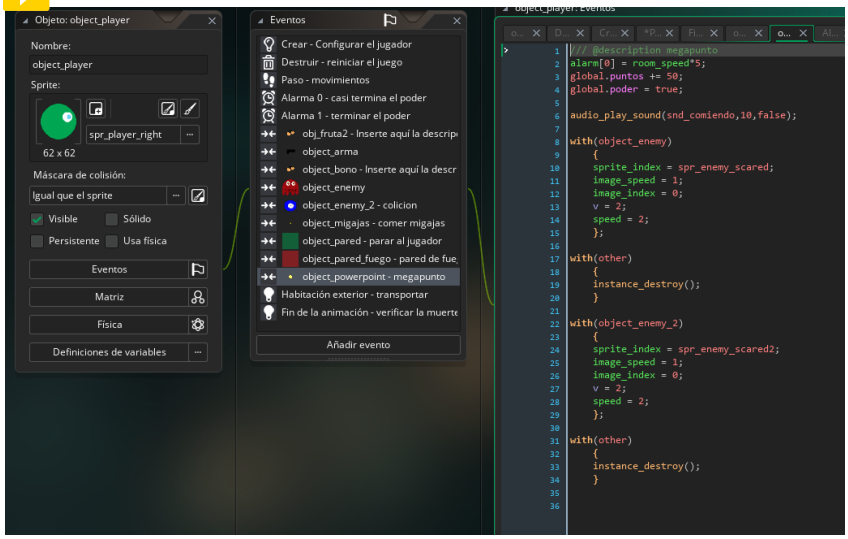
Colisión Pared



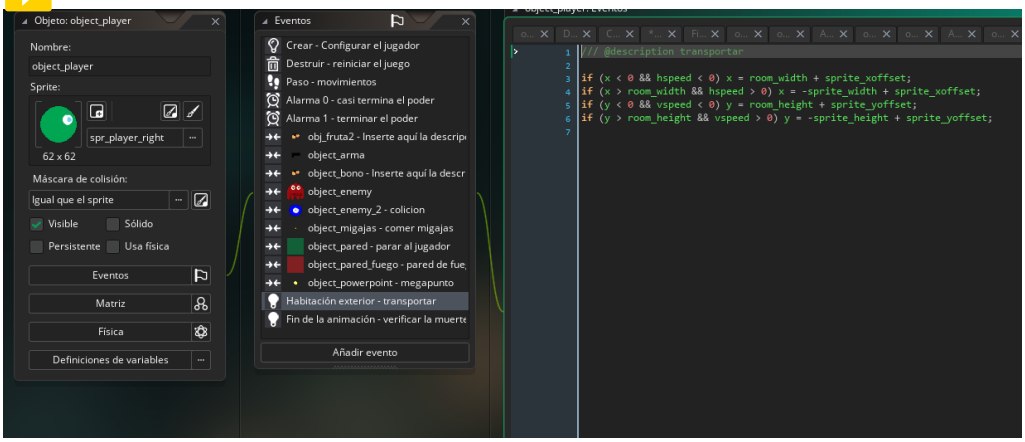
Colisión Pared De Fuego



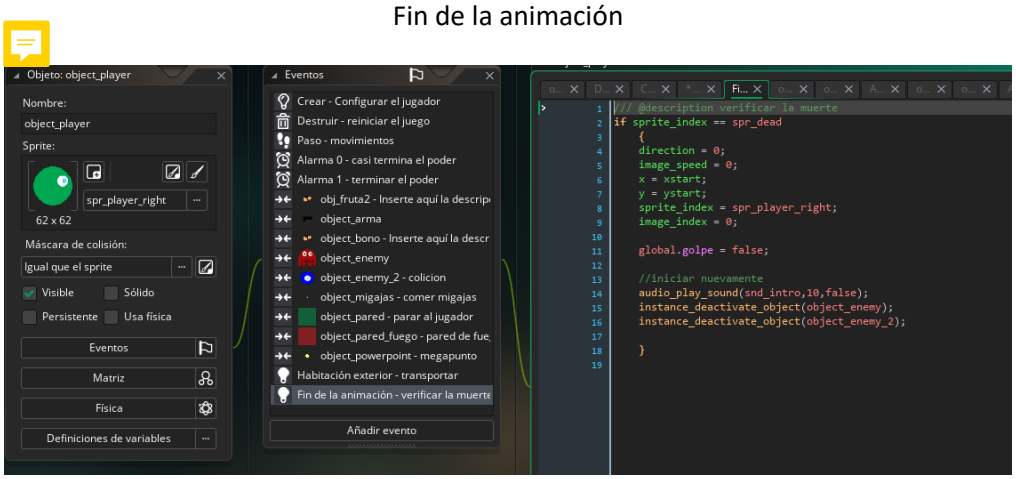
Colisión PowerPoint



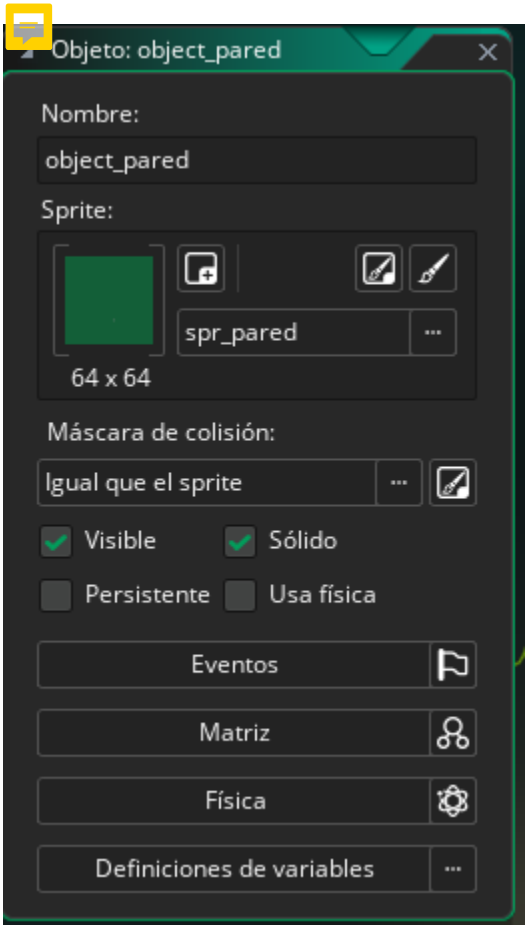
Habitación exterior



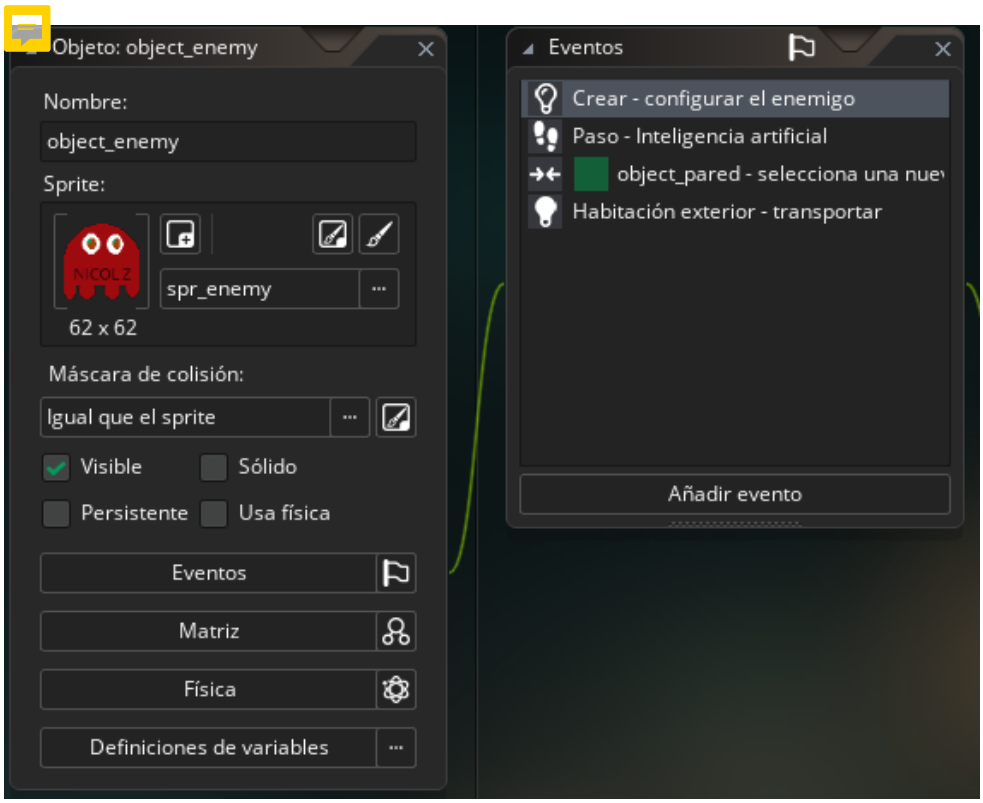
Fin de la animación



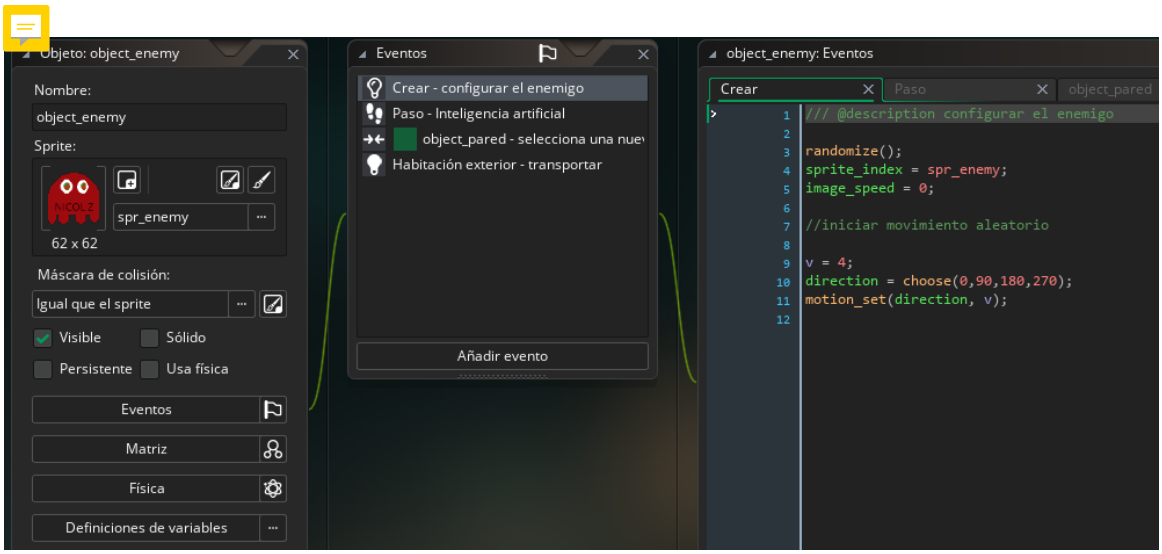
Objeto Pared



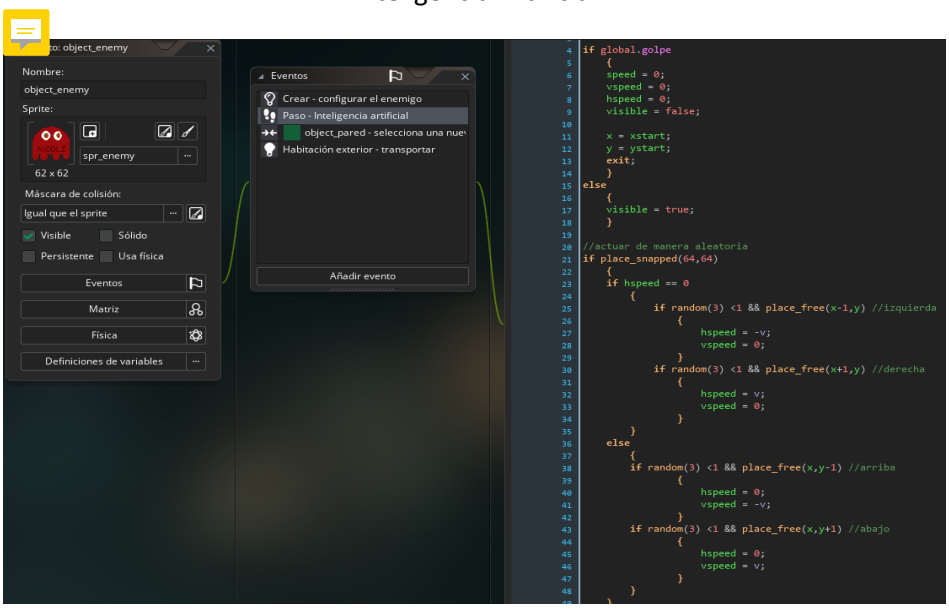
Objeto Enemy



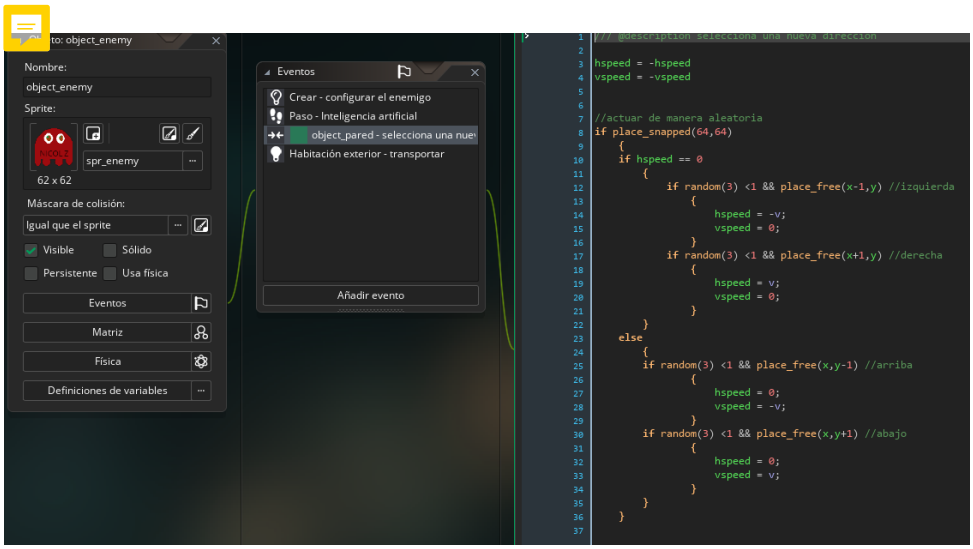
Evento Crear



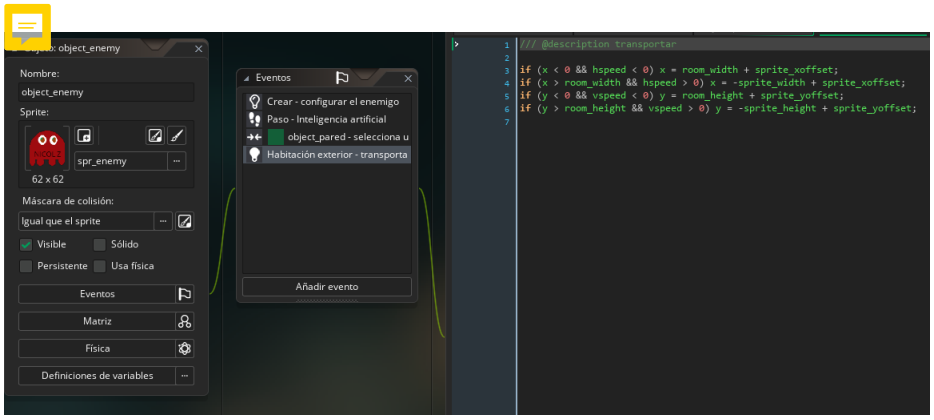
Inteligencia Artificial



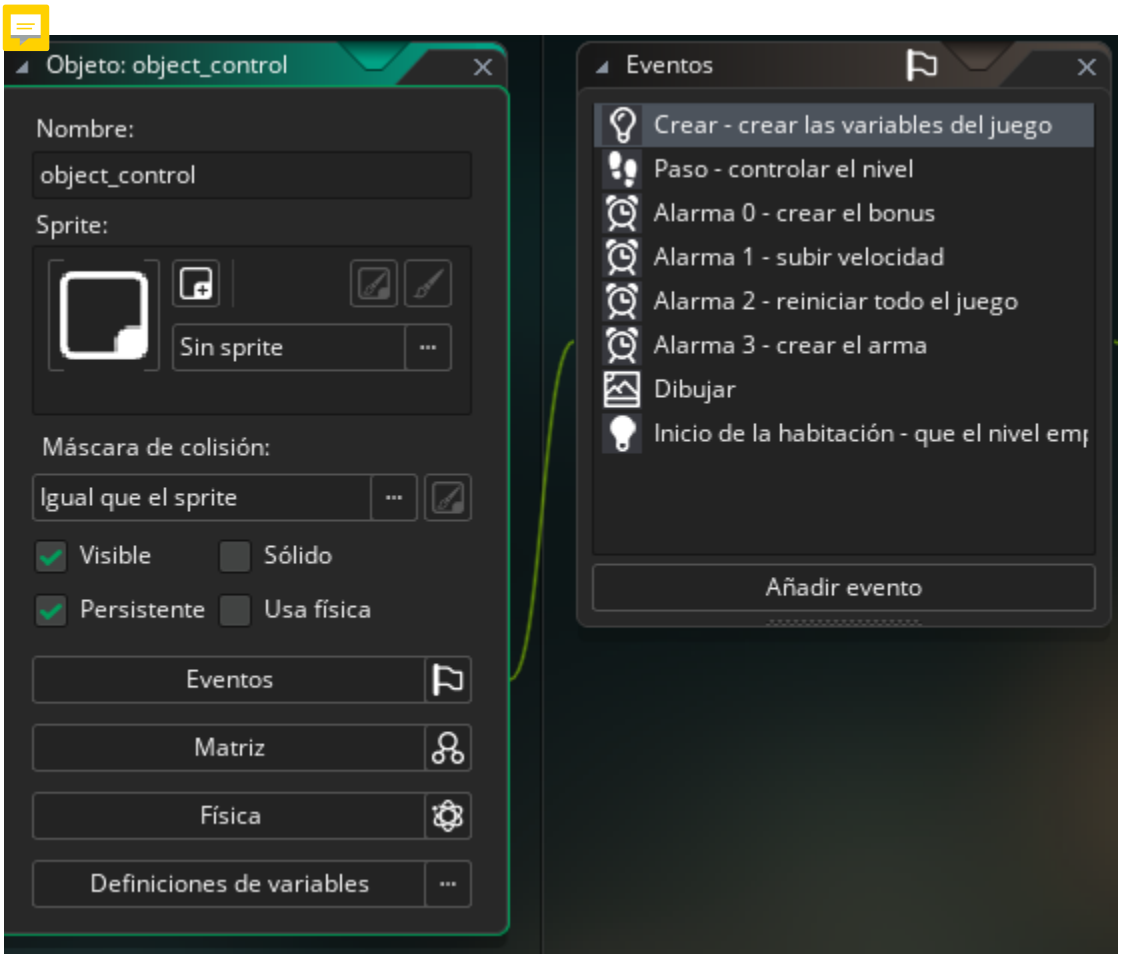
Colisión Pared



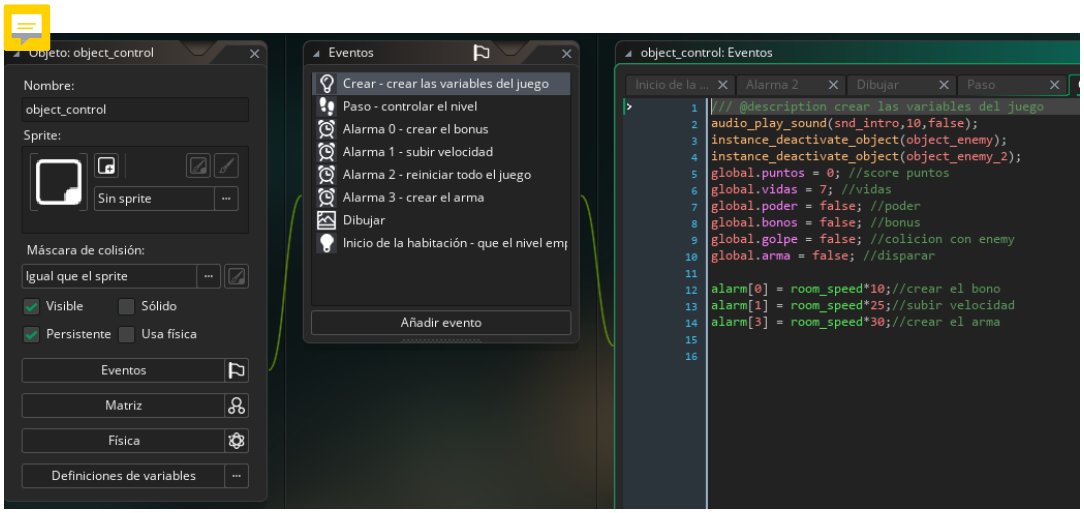
Habitación Exterior



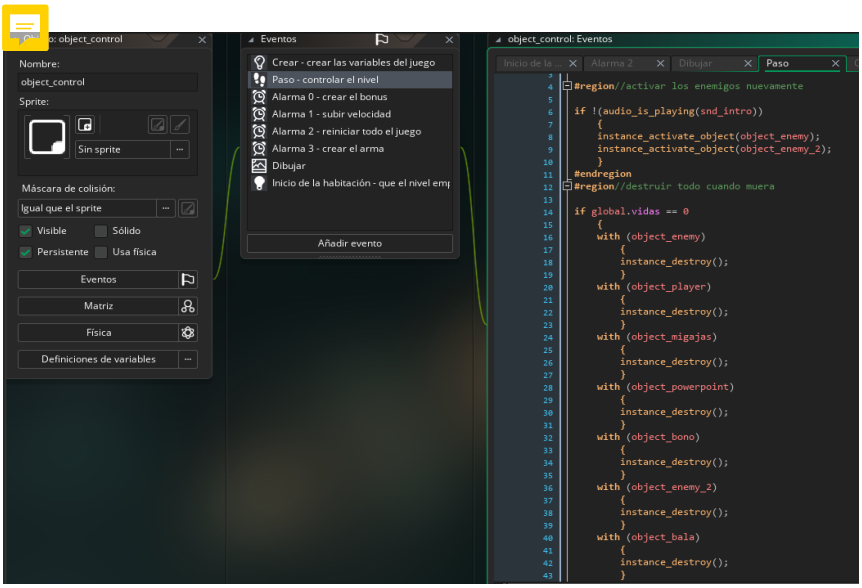
Objeto Control

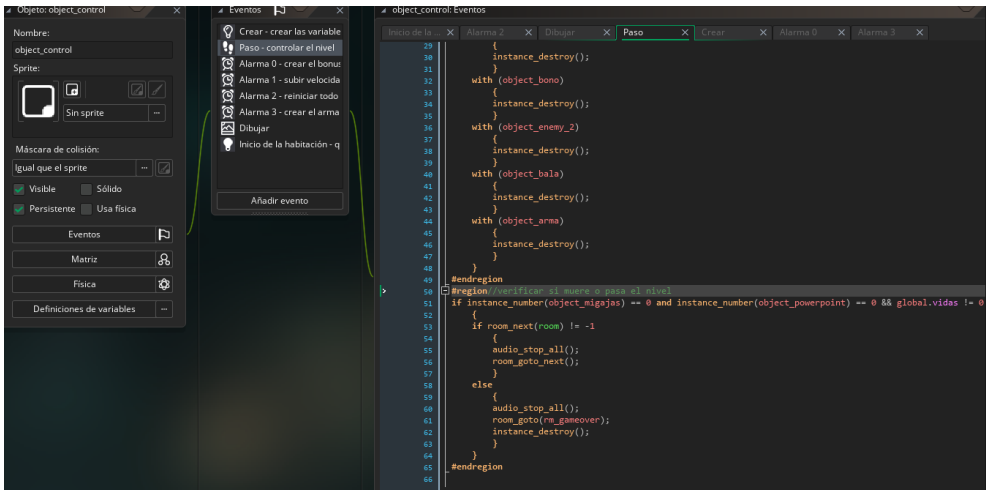


Evento Crear Variables Globales

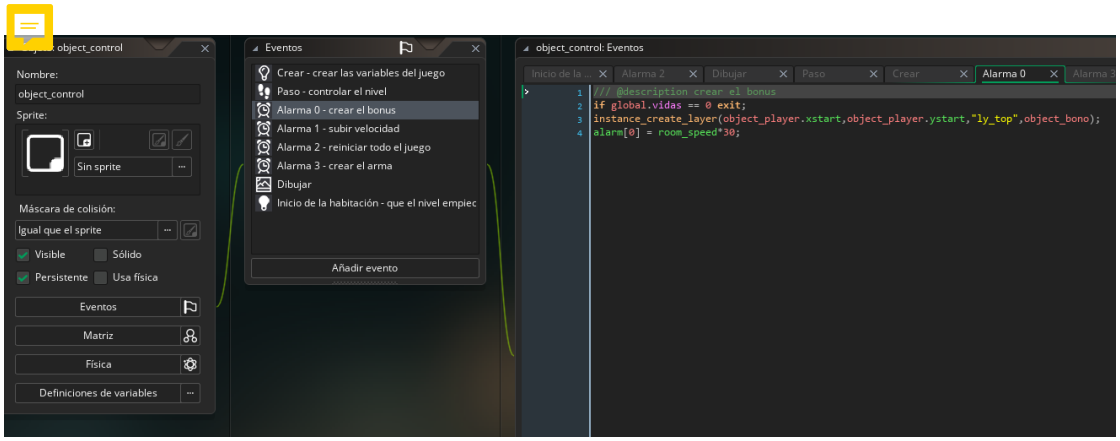


Evento Pasos

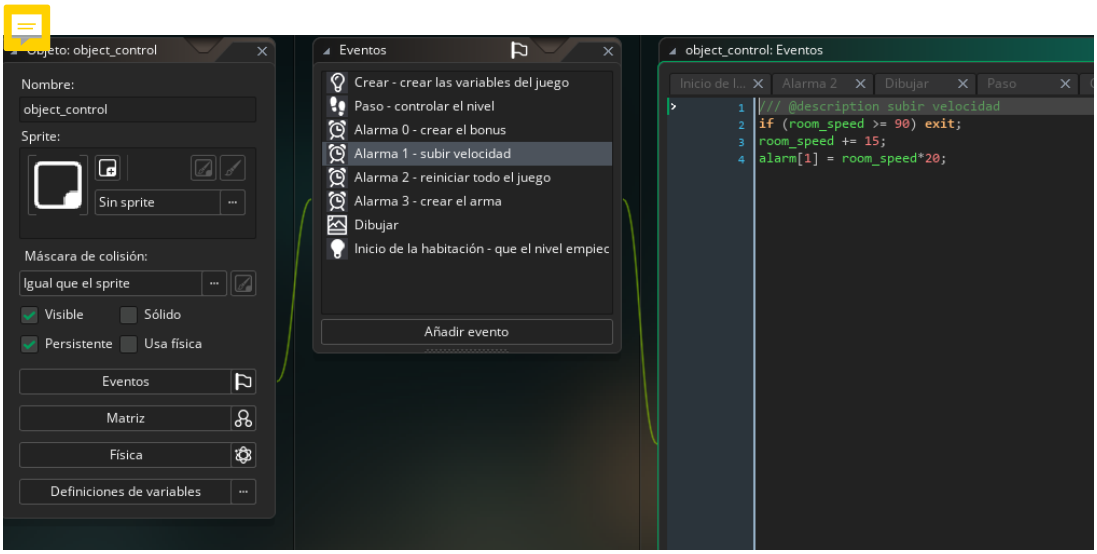




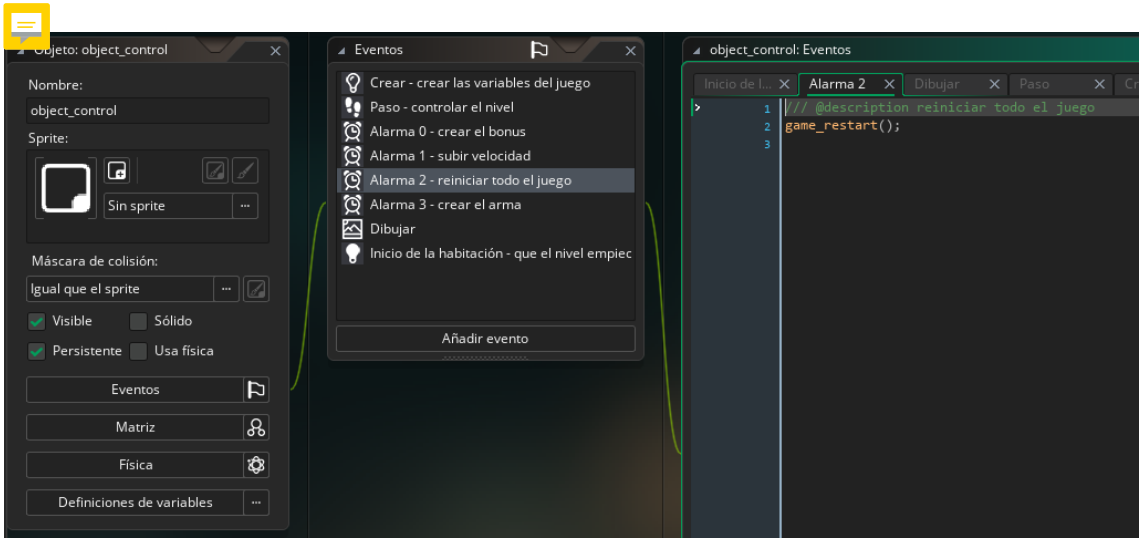
Alarma 0 crear Bonus



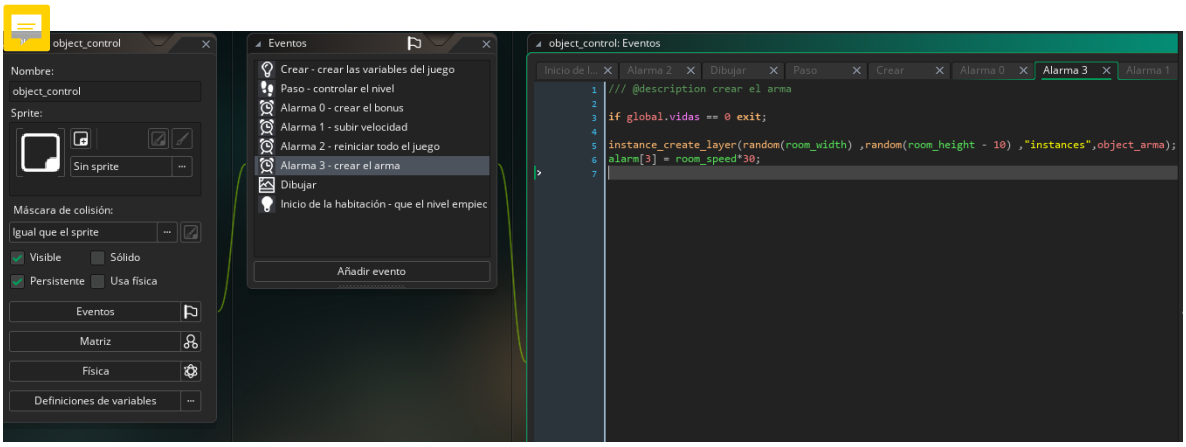
Alarma 1 Subir Velocidad



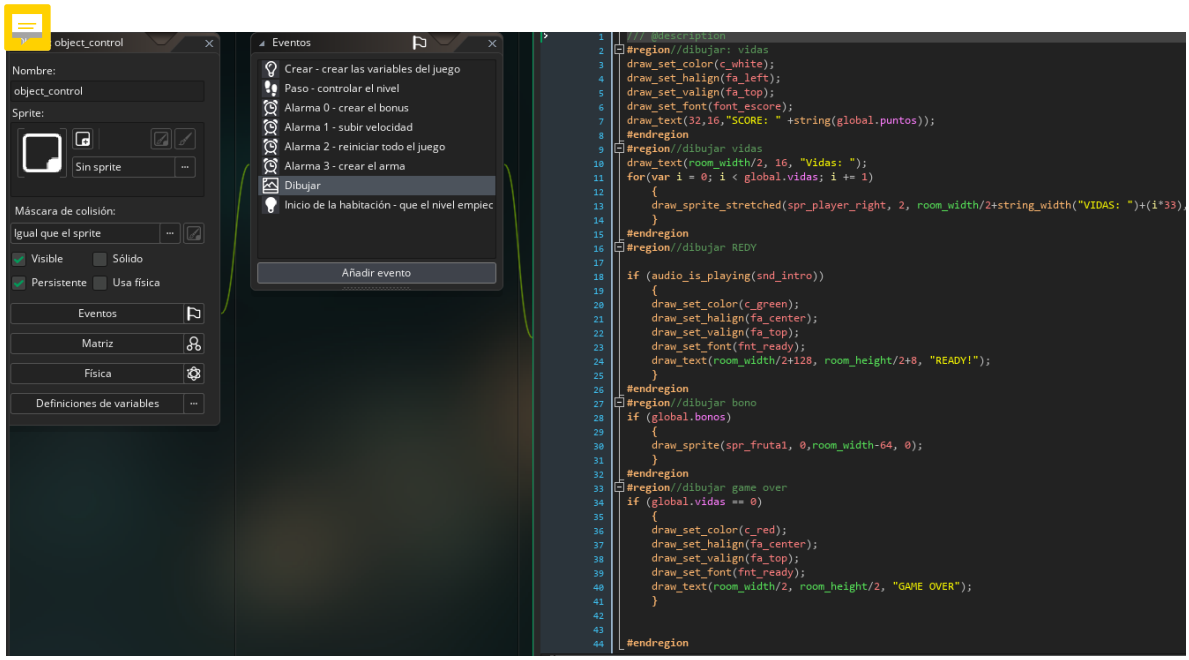
Alarma 2 Reiniciar Juego



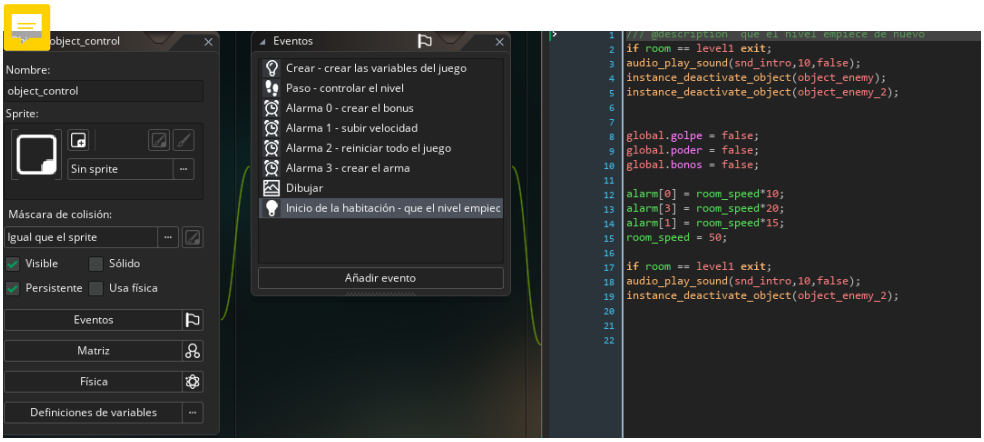
Alarma 3 Crear el arma



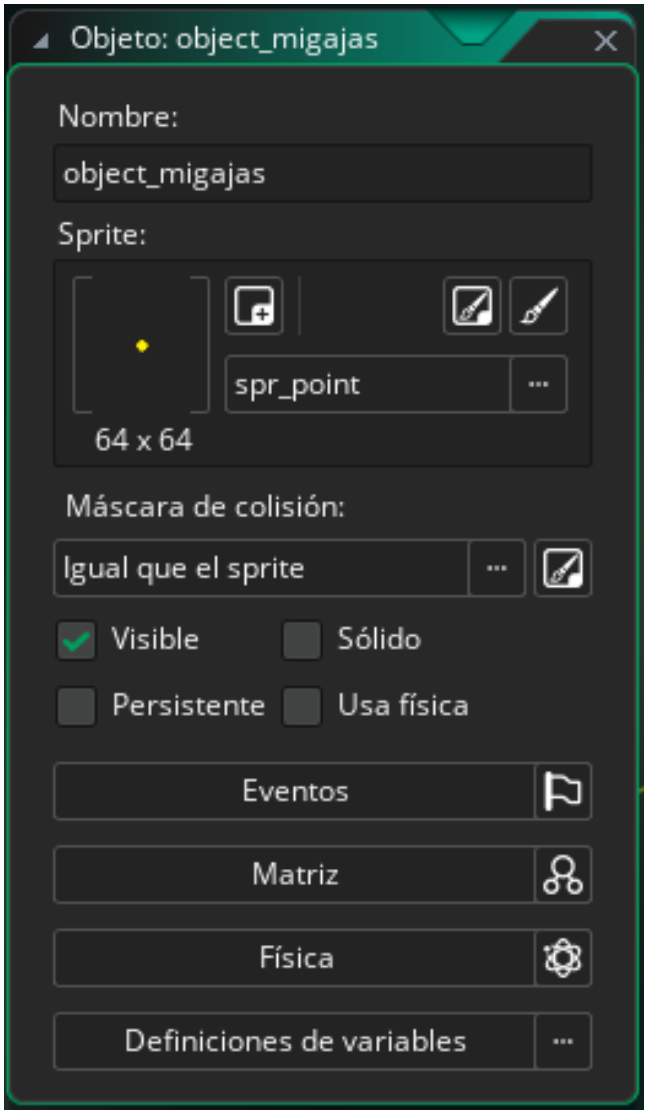
Dibujar



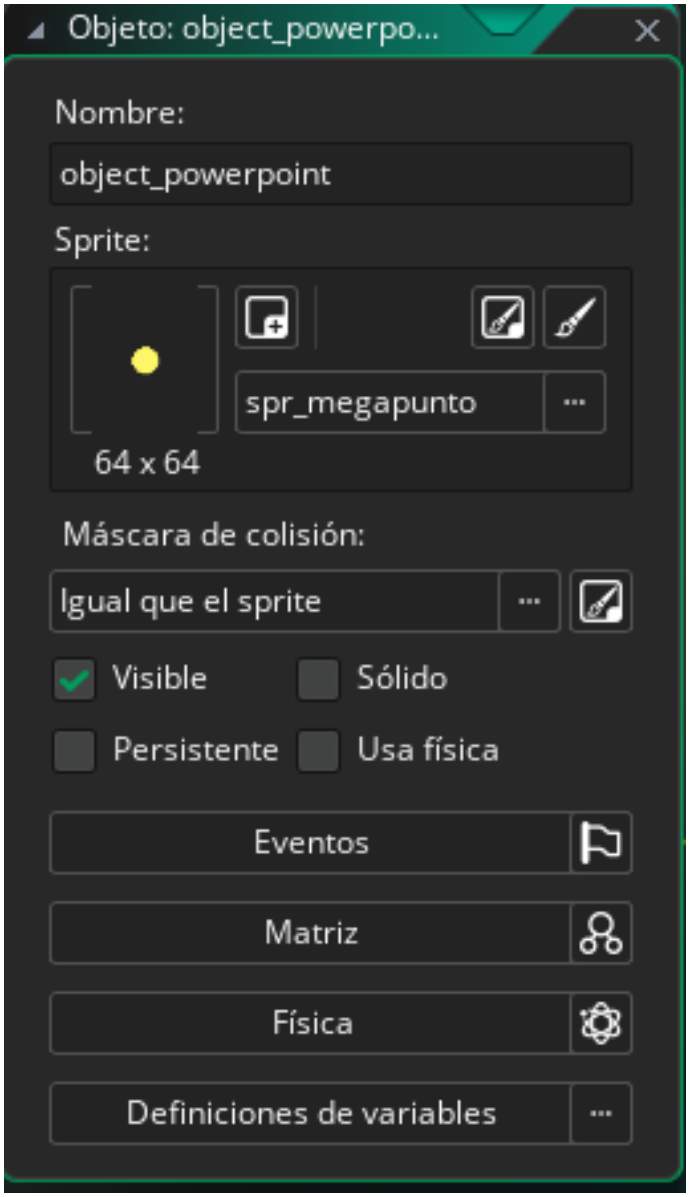
Inicio de la habitación



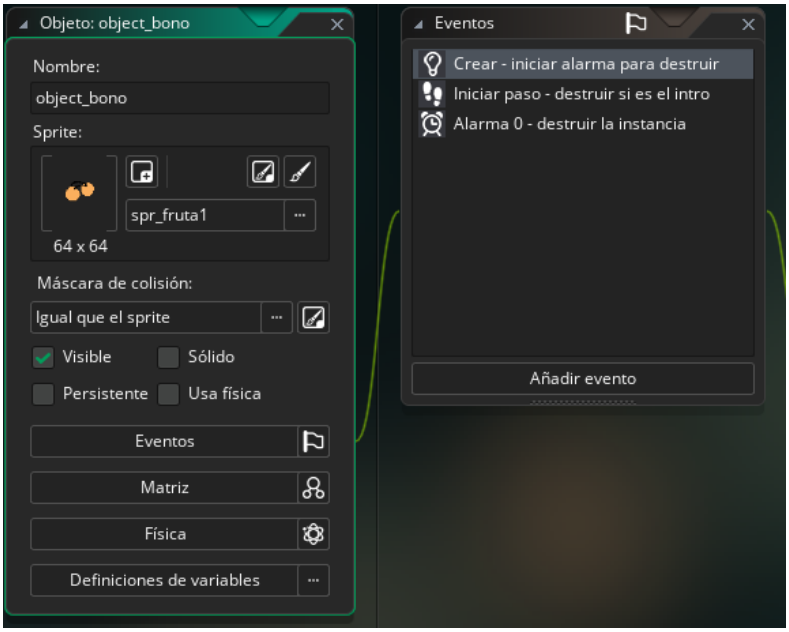
Objeto Migajas



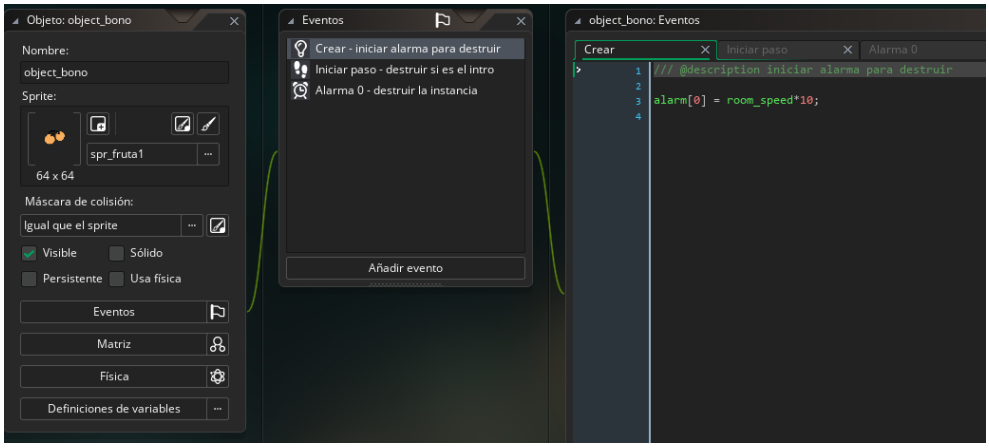
Objeto PowerPoint



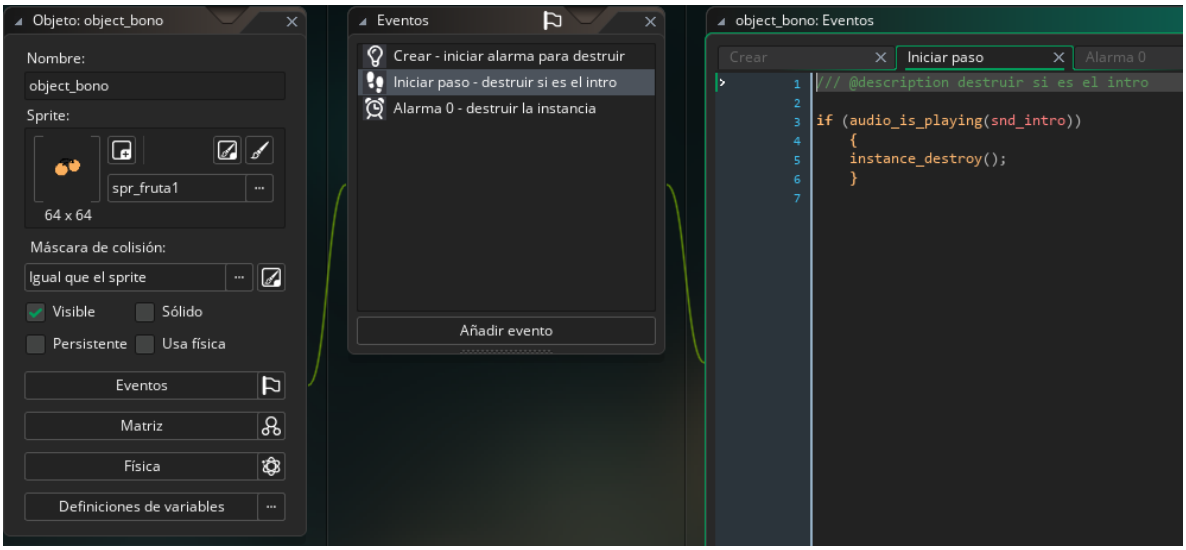
Objeto Bonus



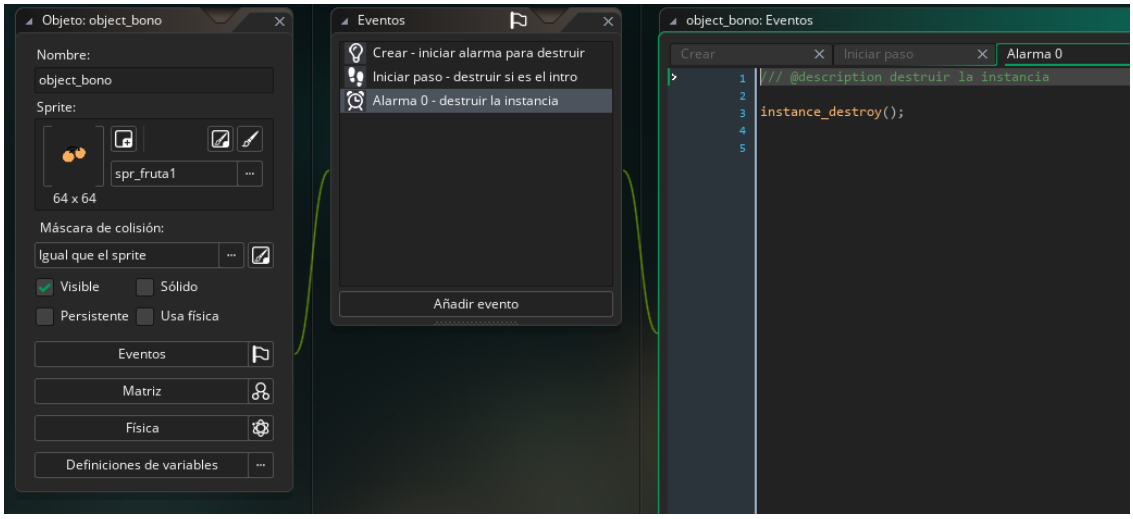
Evento Crear



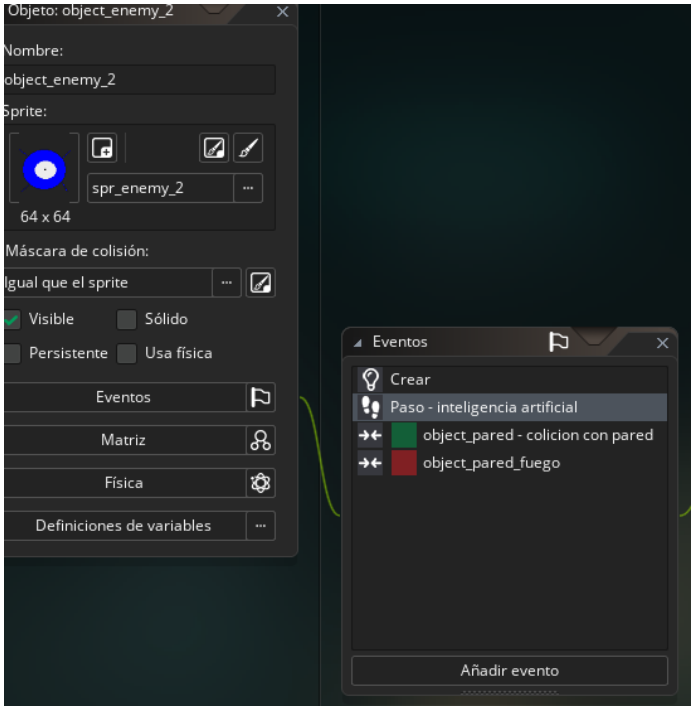
Evento Pasos



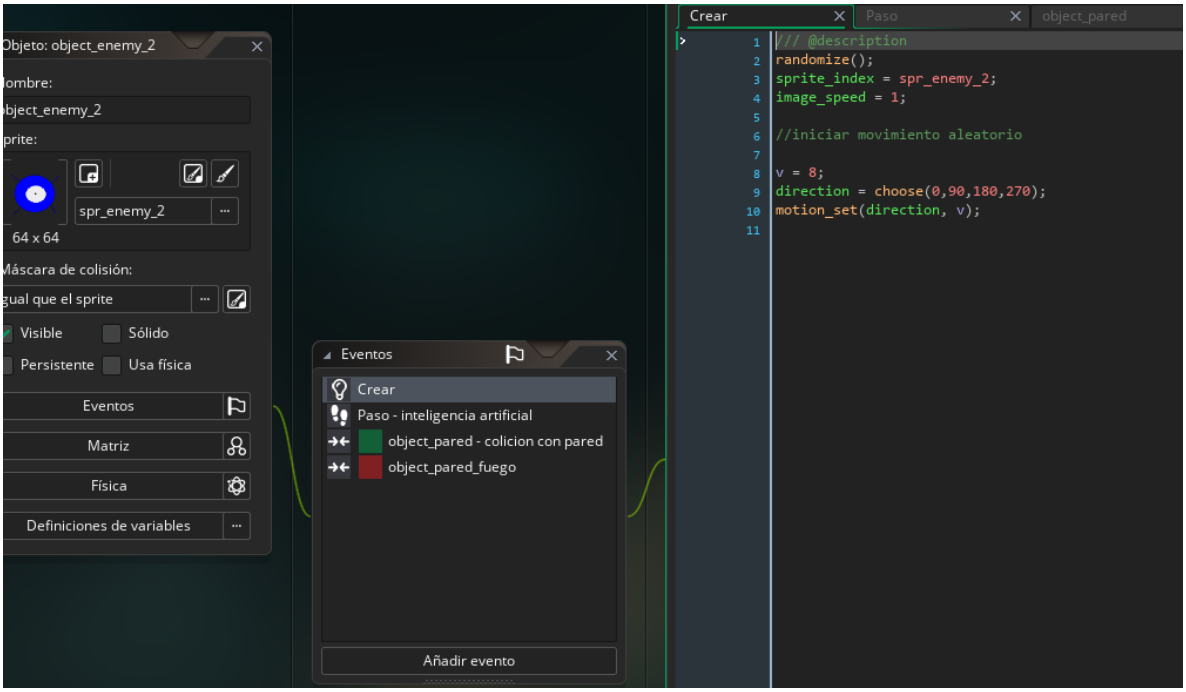
Alarma 0



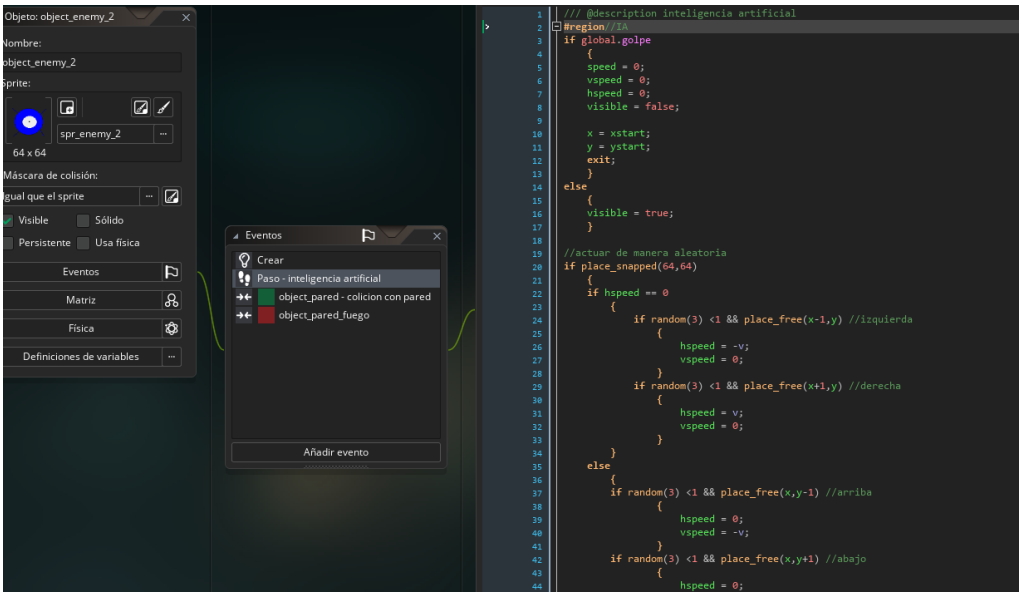
Objeto Enemy 2



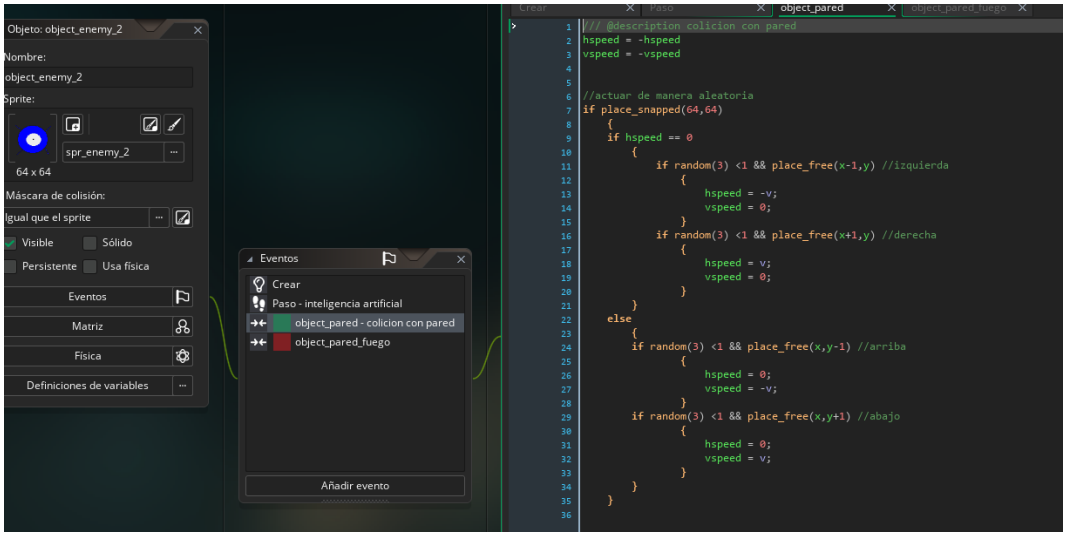
Evento Crear



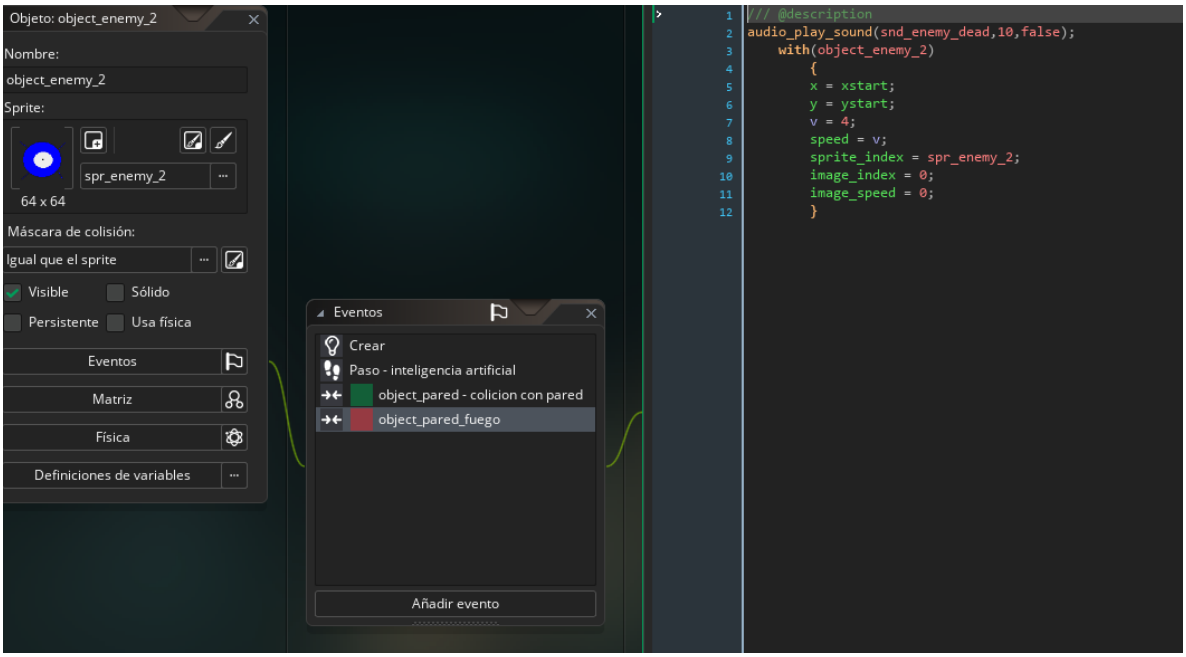
Evento Pasos (Inteligencia Artificial)



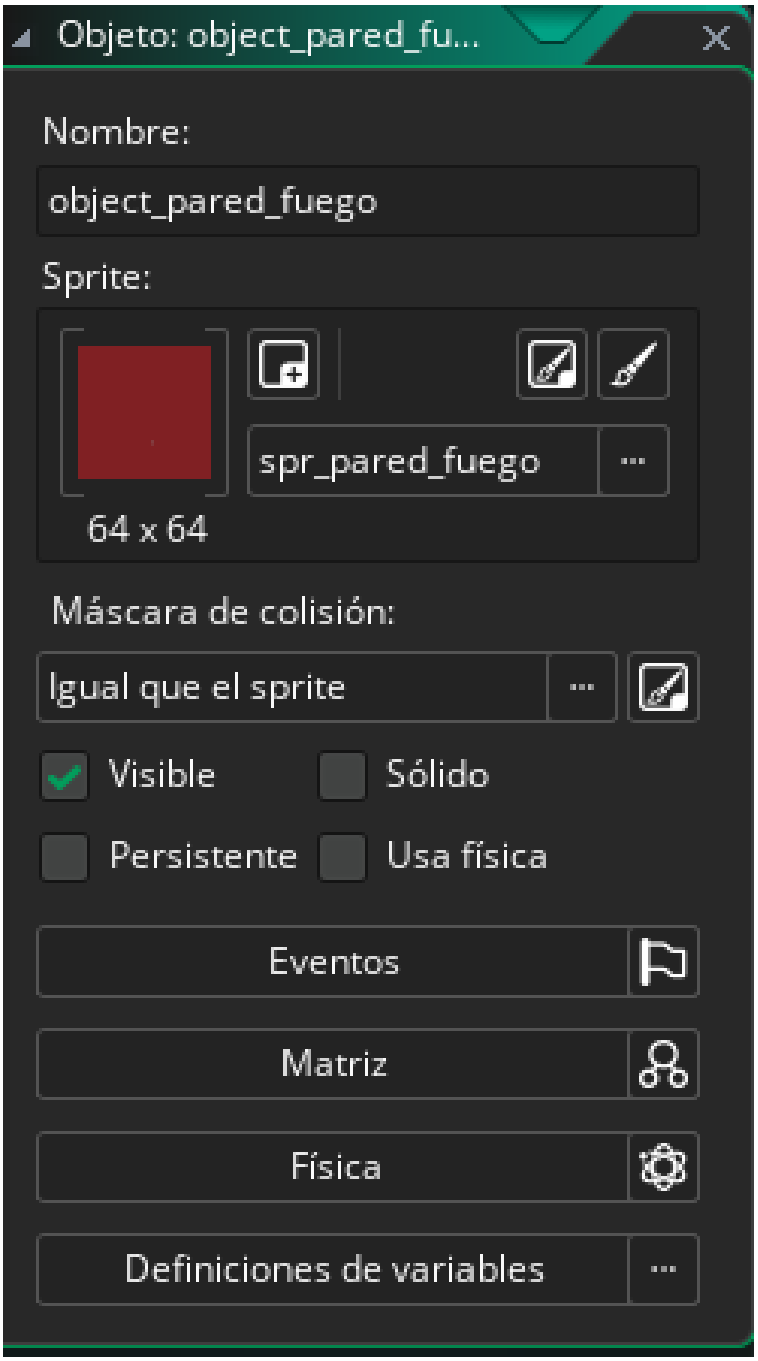
Colisión Pared



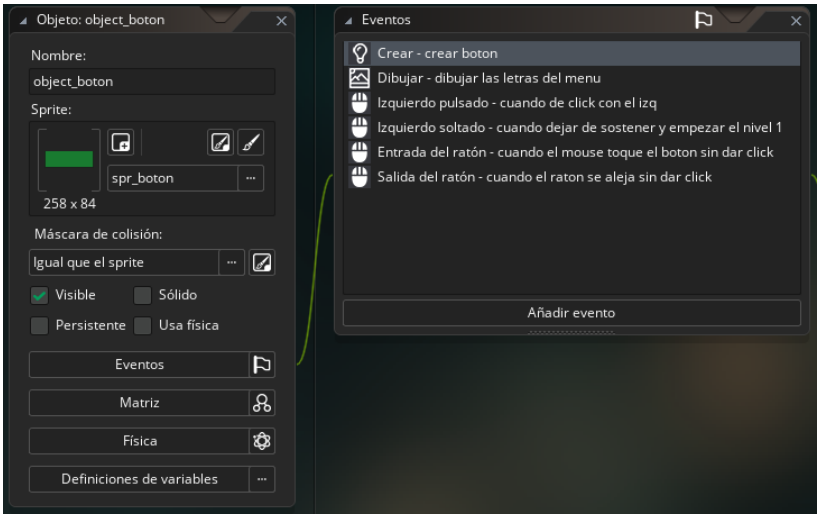
Colisión Pared de Fuego



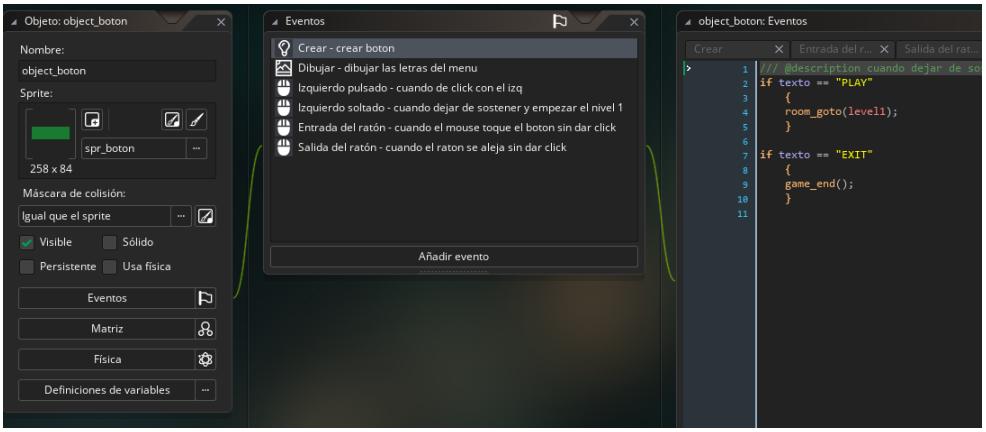
Objeto Pared De Fuego



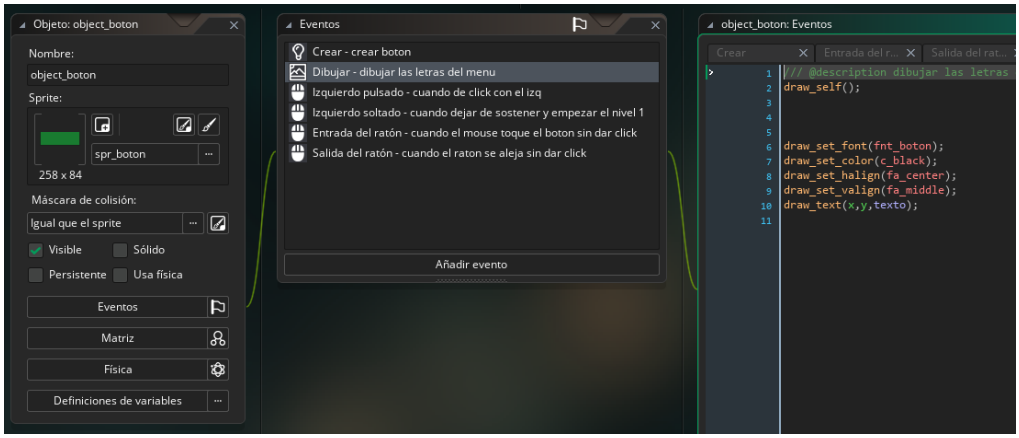
Objeto Botón



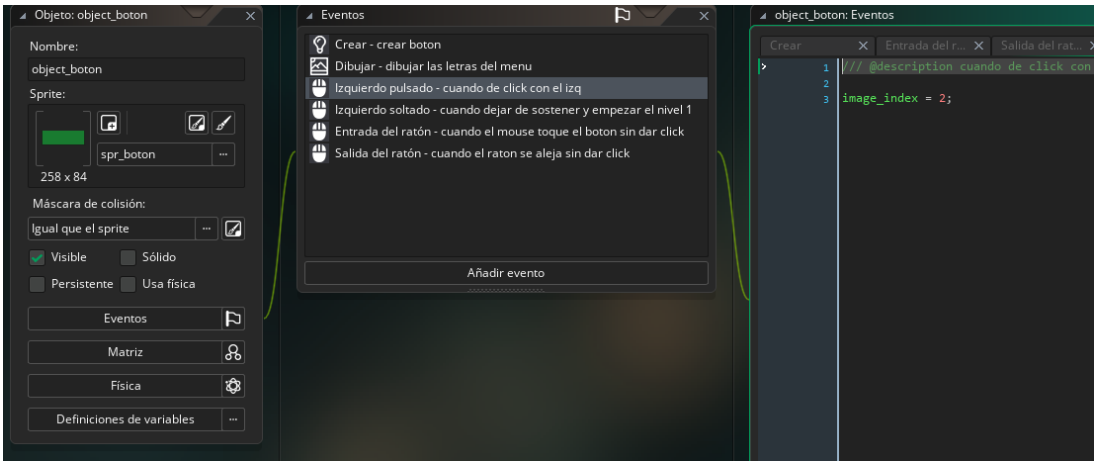
Evento Crear



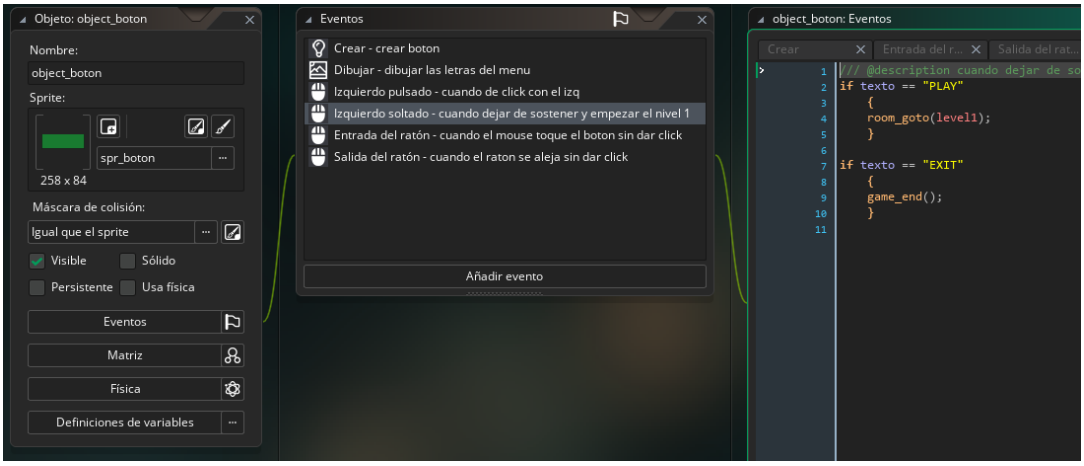
Evento Dibujar



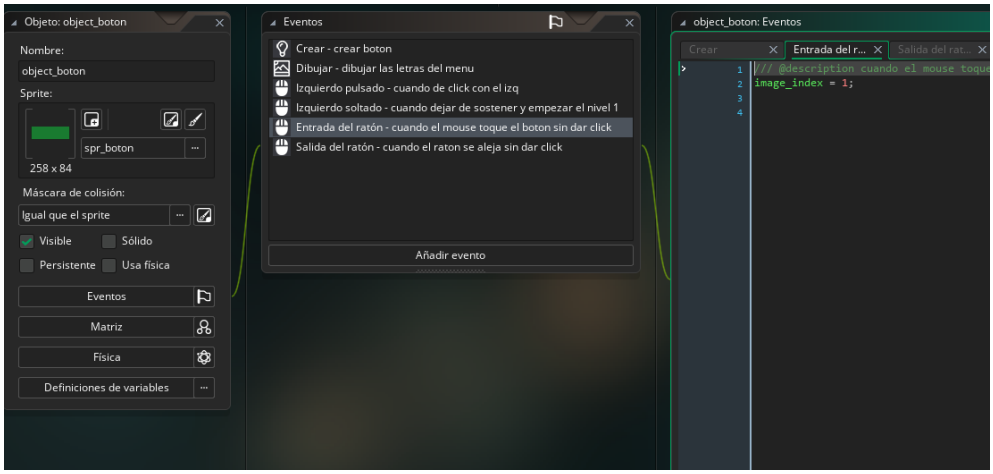
Click Izquierdo pulsado



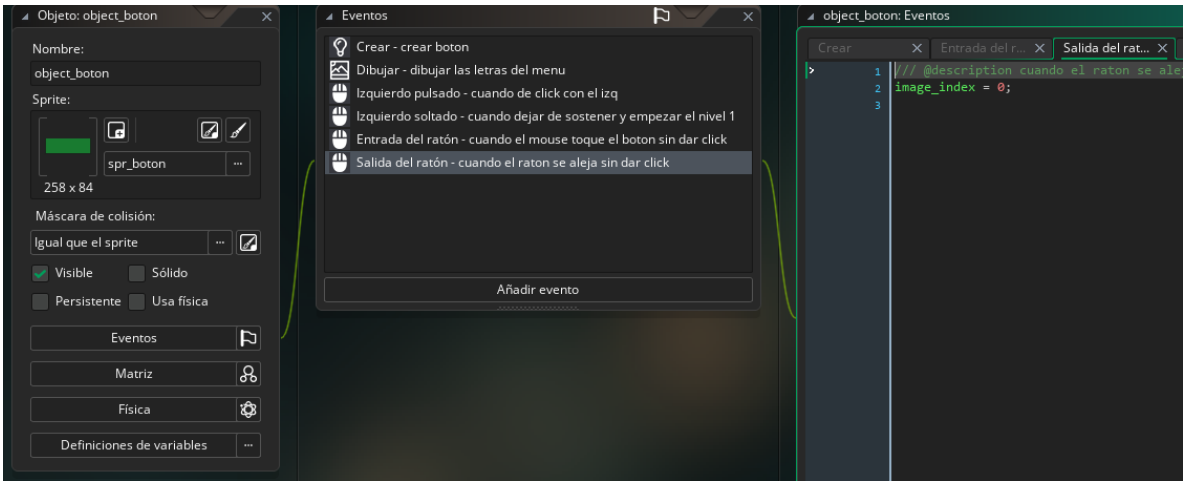
Click Izquierdo Suelto



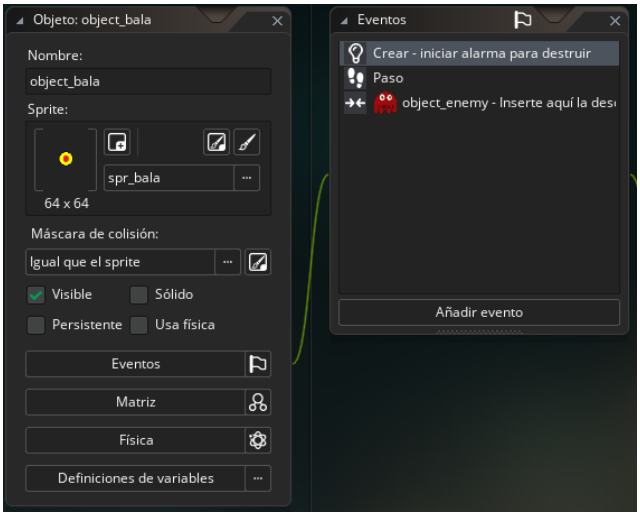
Entrada del Ratón



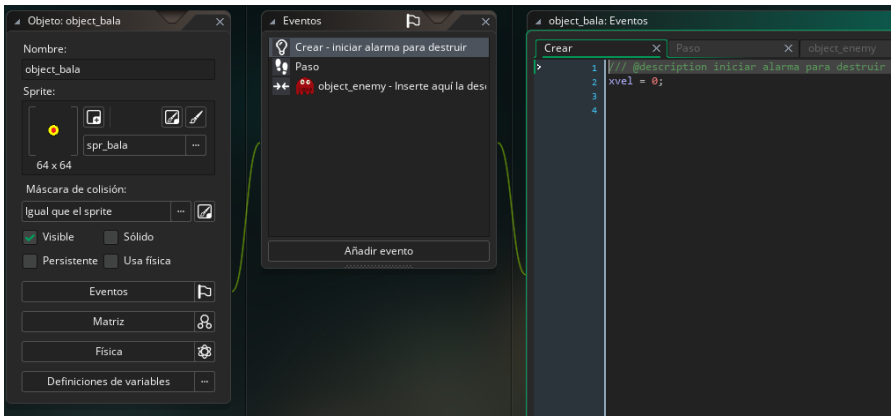
Salida del Ratón



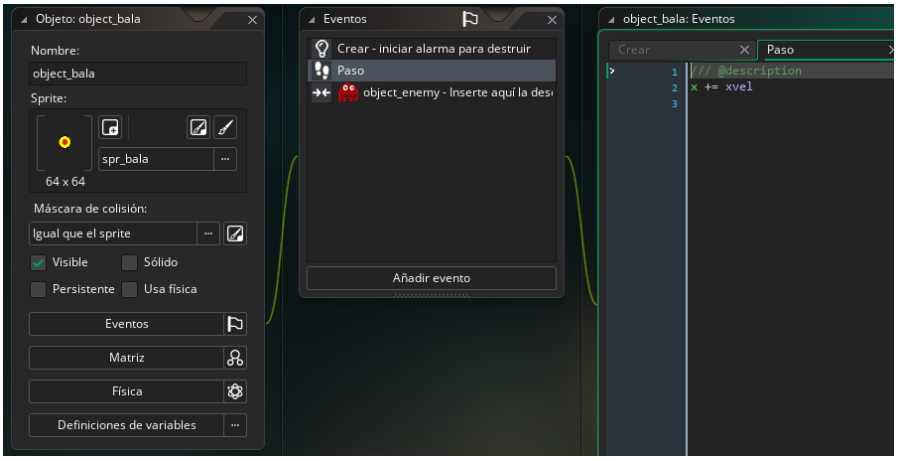
Objeto bala



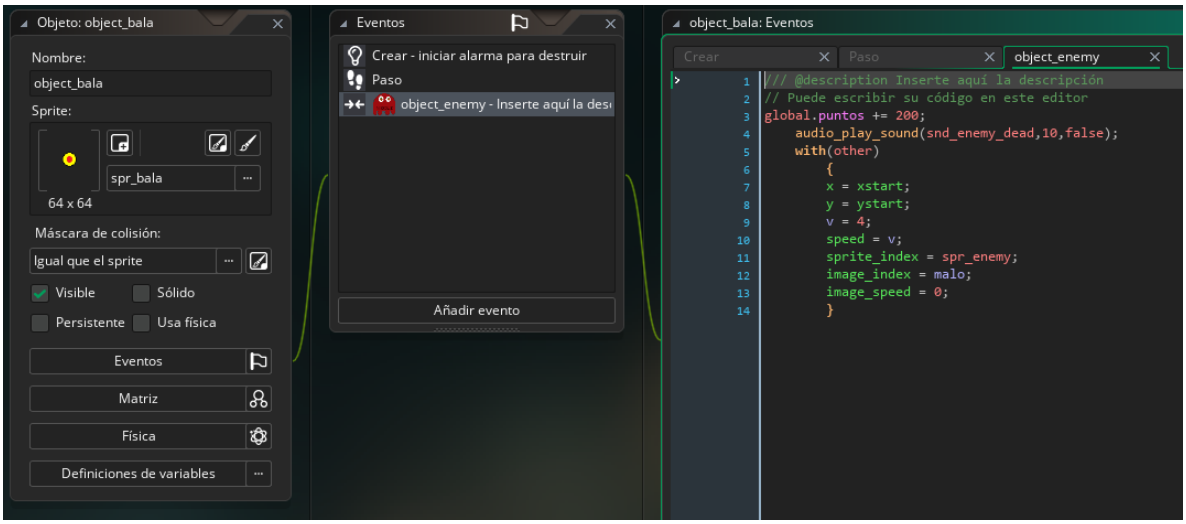
Evento Crear



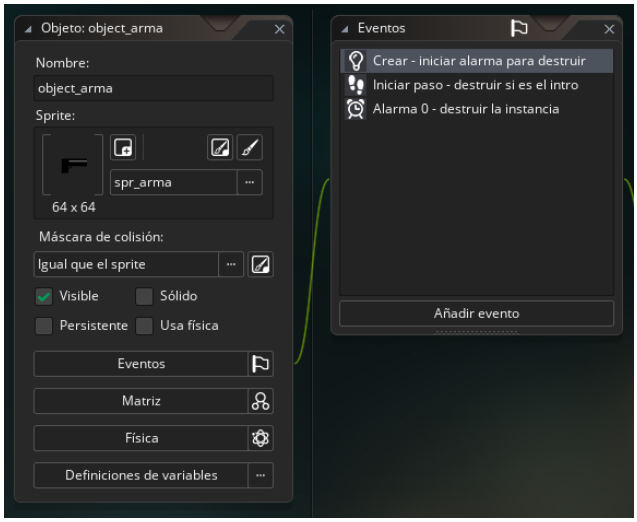
Evento Pasos



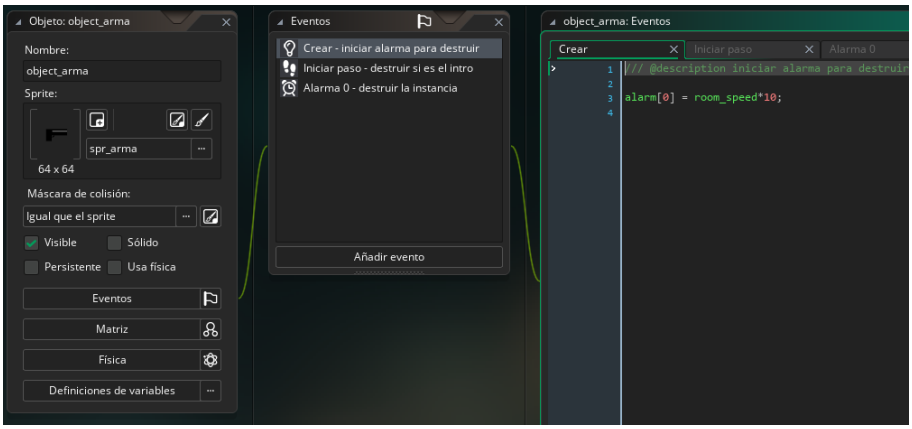
Colisión Enemy



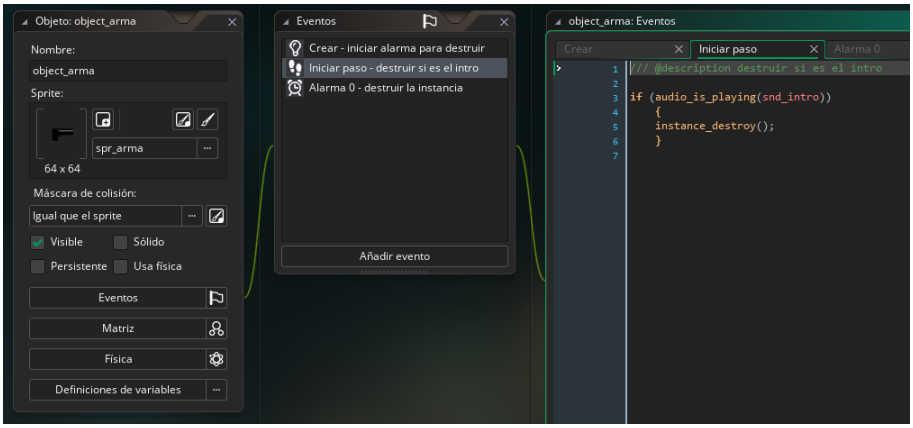
Objeto Arma



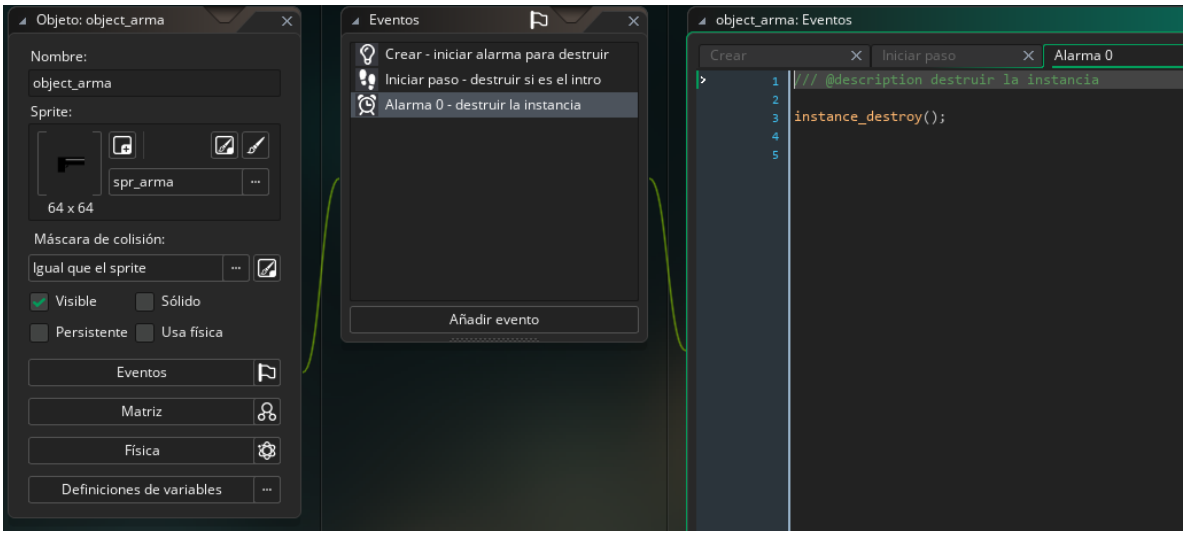
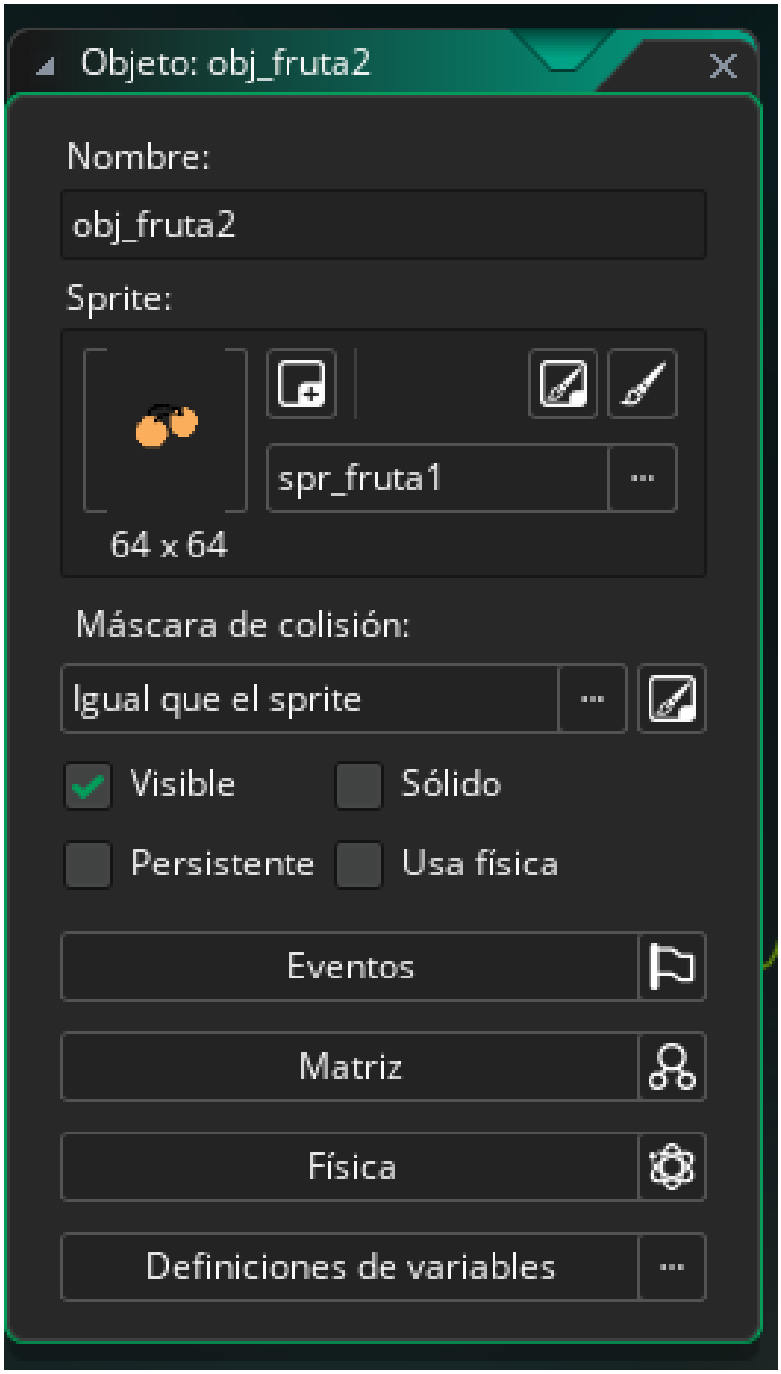
Evento Crear



Evento Pasos



Alarma 0 Destruir



Objeto Fruta 2