

A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light greenish-blue. They are positioned diagonally, with the blue one partially covering the green one.

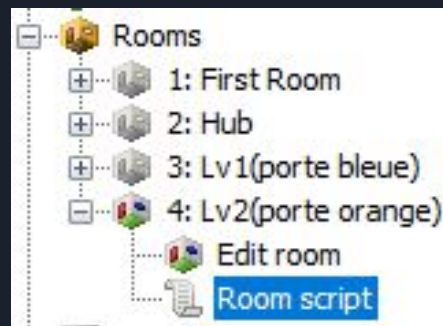
Game Development : **Cave Trap**

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First Room - Starting :

```
function room_FirstLoad()  
{  
    Display("Oh... My Head..."  
    Display("This is so dark")  
}
```

1.



2.



3.

```
function oKey_Interact()  
{  
    player.WalkStraight(747,411);  
    oKey.Visible = false;  
    player.AddInventory(iKey); //The key  
    Display("You can now open a door.");  
}
```

First Room - Hotspots :



```
function hdoor_room1_Interact()  
{  
    if (player.HasInventory(iKey))  
    {  
        player.FaceLocation(1062, 269);  
        Display("The door opens with a creaking.");  
        player.ChangeRoom(2, 216, 290, eDirectionDown);  
    }  
    else  
    {  
        player.FaceLocation(1062, 269);  
        Display("The door is locked.");  
    }  
}
```

Second Room (Hub) - Hotspots :

```
function hDoor_Lvl1_Interact()  
{  
    player.FaceDirection(eDirectionUp);  
    if (player.HasInventory(iKey2)) //KEY FOR ATLAS  
    {  
        Display("You open the door.");  
        player.ChangeRoom(3, 418, 346, eDirectionDown);  
    }  
    else  
    {  
        Display("The door is lock.");  
    }  
}
```

```
function hDoor_Lv2_Interact()  
{  
    player.FaceDirection(eDirectionUp);  
    if (player.HasInventory(iKey3)) //THE KEY OF SWIM  
    {  
        Display("The door is open now.");  
        player.ChangeRoom(4, 1128, 415, eDirectionDown);  
    }  
    else  
    {  
        Display("The door is lock.");  
    }  
}
```



Second Room (Hub) - Go to the next level :

1.

```
function hChessPieces_Interact()
{
    Display("Is this ... a key ?! You found a key!");
    player.AddInventory(iChessKey);
}
```

2.

```
function hGlobe2_Interact()
{
    if (player.HasInventory(iChessKey))
    {
        player.Walk(1451, 398);
        player.FaceLocation(1451, 398);
        Display("HOOOOO, THE GLOBE OPENS!");
        player.AddInventory(iPassword);
    }

    else //if he miss the ChessKey
    {
        player.Walk(1451, 398);
        player.FaceLocation(1451, 398);
        DisplayAt(1451, 398, 100, "Maybe it's a key!");
    }
}
```

3.

```
function hComputer2_Interact()
{
    if (player.HasInventory(iPassword)) //if he has the Password
    {
        player.Walk(643, 290);
        player.FaceLocation(643, 290);
        DisplayAt(643, 290, 100, "I typed the Password!");
        Display("I heard a 'clang'...");
        player.AddInventory(iKey2);
    }

    else //if he miss the Password
    {
        player.Walk(643, 290);
        player.FaceLocation(643, 290);
        DisplayAt(643, 290, 100, "There is no Password here!");
    }
}
```


Third Room (Atlas Room) - Objects :



oKey3 (Object; ID 0)	
BaselineOverridden	False
Clickable	False
ID	0
Locked	False
Name	oKey3
StartX	750
StartY	687
Visible	False



Keys	
1: iKey	
6: iKey2	
5: iKey3	
7: iKey4	
12: iChessKey	
13: iPassword	
2: iPoster	
3: iNeedle	
4: iNote	
8: iBranch	
9: iHook	
10: iRope	
11: ifishing_rod	

Third Room (Atlas Room) - Go to the next level :

2.

Events

Any click on hotspot

hBooknote3_AnyClick

3.

```
function hBooknote3_AnyClick()
{
    Display("There is a note on t
    Display("It is written : 'Bre
    player.FaceDirection(eDirecti
    player.AddInventory(iNote);
}
```

1.

4.

```
function hAtlasLamp3_Interact()
{
    if (player.HasInventory(iNote) == false)//has not the note
    {
        Display("The light is hot !");
    }
    if ((player.HasInventory(iNeedle) == false)&&(player.HasInventory(iNote) == true))
    {
        Display("You look inside and see the Key ! Unfortunately you need something to b
    }
    if ((player.HasInventory(iNeedle)== true)&&(player.HasInventory(iNote)==true)) //h
    {
        Display("You broke the glass and a key had fallen on the floor ! Victory !");
        oKey3.Visible = true;
        oKey3.Clickable = true;
    }
    player.Walk(763, 665);
}
```

6



Fourth Room (Swimming Pool) - Variables :

```
function hTree3_Interact()  
{  
    player.FaceLocation(790, 331);  
    player.Walk(833, 490);  
    if (swim == true)//after have 1  
    {  
        Display("Hey ! You can use a  
        player.AddInventory(iBranch);  
    }  
    if (swim == false)//need to loo  
    {  
        Display("Branches are too bre  
    }  
}
```

2.

```
1. function hPiscine_Look()  
{  
    Display("The swimming p  
    swim = true;  
}
```

3.





Fourth Room (Swimming Pool) - Go to the next level :

```
function hPiscine_Interact()
{
    if ((player.HasInventory(iRope)) && (player.HasInventory(iBranch)) && (player.HasInventory(iHook)))
    {
        Display("You craft quickly a primitiv fishing rod with components you've find.");
        player.AddInventory(iffishing_rod);
    }
    if (player.HasInventory(iffishing_rod))//after have crafted the fishing rod with the 3 objects
    {
        Display("Thanks to the fishing rod, you catch the key in the swimming pool !");
        player.AddInventory(iKey4); //THE KEY IN ORDER TO EXIT THE BUILDING
    }
    else //if you miss at least one object
    {
        Display("The swimming pool is full of some dangerous fishes, it seems unsafe to jump in... However");
        swim = true;
    }
}
```

Second Room (Hub) - Get out of here :

```
function hDoor_End_Interact()  
{  
    player.FaceDirection(eDirectionUp);  
    if (player.HasInventory(iKey4)) //if t  
    {  
        Display("HOURRAAA! THE DOOR OPENS!");  
        Display("You finaly managed to exit t  
        Display("Now you should exit or resta  
        gPanel.Visible = true;  
        gIconbar.Visible = false;  
        mouse.UseModeGraphic(eModePointer);  
    }  
  
    else //if he miss the last key iKey4  
    {  
        Display("The door is lock.");  
    }  
}
```



DAKUJEM !