

Twitter Dojo- Frogger Iteration 2

I. Create a Lives Indicator

A. Create a Heart Sprite

B. Create a “gamestate” object

1. Uncheck “visible”
2. On “create”, go to the “score” menu and add a “Set Lives” action
3. On “draw” add “draw lives as image”
 - a) find your Heart sprite, and set x and y to 1 and 1.

II. Change the Car Collision Event

A. Add a “Set Lives” Action

1. New Lives should equal “-1”
2. Check the “Relative” box

B. Delete the “Restart Game” action

C. Add a “Destroy the Instance” action

1. Set to “other”- this destroys poor Frogger

D. Add “Create a new instance”

1. Set to “other”
2. set x = 250, y = 448. That’s Frogger’s starting place.

III. Add the “gamestate” object to your room.

1. Add a “step” even
2. Under the “control menu” add an “execute code” action.
3. I’ll show you the code on-screen so you can copy it yourself.

IV. Make the other cars inherit this behavior

A. Edit Car 2 and set the “parent” to Car 1