

Contract

SmartPy

Types

Deploy Michelson Contract

×

New contract: **KT1Tez0000zz...**

Balance: 0.000000 

Storage:

Bot_manager	Coordinate_x	Coordinate_y	Is_alive
tz1Syu3KacZ8...	<input type="text" value="0"/>	<input type="text" value="0"/>	True

Code:

import smartpy as sp

class Contract(sp.Contract):

 def __init__(self):

```

        self.init_type(sp.TRecord(bot_manager = sp.TAddress, coordinate_x = sp.TNat,
                                     coordinate_y = sp.TNat, is_alive = sp.TBool,
                                     name = sp.TString, plasma_bullet_count = sp.TNat,
                                     record_alien_kills = sp.TMap(sp.TString, sp.TNat)))
        self.init(bot_manager = sp.address('tz1Syu3KacZ8cy4286a4vaCeoMtwqVKH'),
                   coordinate_x = 0,
                   coordinate_y = 0,
                   is_alive = True,
                   name = 'terminator',
                   plasma_bullet_count = 5,
                   record_alien_kills = {'boss_alien' : 0, 'simple_alien' : 0})

```

@sp.entry_point

def change_name(self, params):

```

    sp.verify(self.data.bot_manager == sp.sender, 'Error: non manager can change name')
    self.data.name = params

```

@sp.entry_point

def move_horizontally(self, params):

```

    sp.verify(self.data.bot_manager == sp.sender, 'Error: non manager can move')
    self.data.coordinate_x += params

```

@sp.entry_point

def move_vertically(self, params):

```

    sp.verify(self.data.bot_manager == sp.sender, 'Error: non manager can move')
    self.data.coordinate_y += params

```

@sp.entry_point

def shoot_alien(self, params):

```

    sp.verify(self.data.bot_manager == sp.sender, 'Error: non manager can shoot')
    sp.if self.data.plasma_bullet_count >= 1:
        self.data.plasma_bullet_count -= 1
        self.data.record_alien_kills[params] += 1
    sp.else:
        sp.failwith('Error: you ran out of bullets! Please buy more!')

```

sp.add_compilation_target("test", Contract())

(line 78)

Transaction

Summary

Michelson

X

Transaction [OK] by [tz1Syu3KacZ8...] at time [timestamp(0)] to KT1Tez0000zz...

Change_name 'punky terminator'

Balance: 0.000000 

Operations:

Storage:

Bot_manager	Coordinate_x	Coordinate_y	Is_aliv
tz1Syu3KacZ8...	0	0	True

(line 80)

Transaction

Summary

Michelson

X

Transaction [OK] by [tz1Syu3KacZ8...] at time [timestamp(0)] to KT1Tez0000zz...

Move_horizontally 2

Balance: 0.000000 

Operations:

Storage:

Bot_manager	Coordinate_x	Coordinate_y	Is_aliv
tz1Syu3KacZ8...	2	0	True

(line 84)

Transaction

Summary

Michelson

X

Transaction [OK] by [tz1Syu3KacZ8...] at time [timestamp(0)] to KT1Tez0000zz...

Move_vertically 1

Balance: 0.000000 

Operations:

Storage:

Bot_manager	Coordinate_x	Coordinate_y	Is_aliv
tz1Syu3KacZ8...	2	1	True

(line 86)

Transaction

Summary

Michelson

X

Transaction [OK] by [tz1Syu3KacZ8...] at time [timestamp(0)] to KT1Tez0000zz...

Shoot_alien 'simple_alien'

Balance: 0.000000 

Operations:

Storage:

Bot_manager	Coordinate_x	Coordinate_y	Is_aliv
tz1Syu3KacZ8...	2	1	True

(line 88)

Transaction

Summary

Michelson

X

Transaction [OK] by [tz1Syu3KacZ8...] at time [timestamp(0)] to KT1Tez0000zz...

Shoot_alien 'boss_alien'

Balance: 0.000000 

Operations:

Storage:

Bot_manager	Coordinate_x	Coordinate_y	Is_aliv
tz1Syu3KacZ8...	2	1	True

(line 90)			