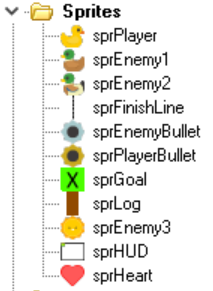
# Week 9: Scrolling

# Content

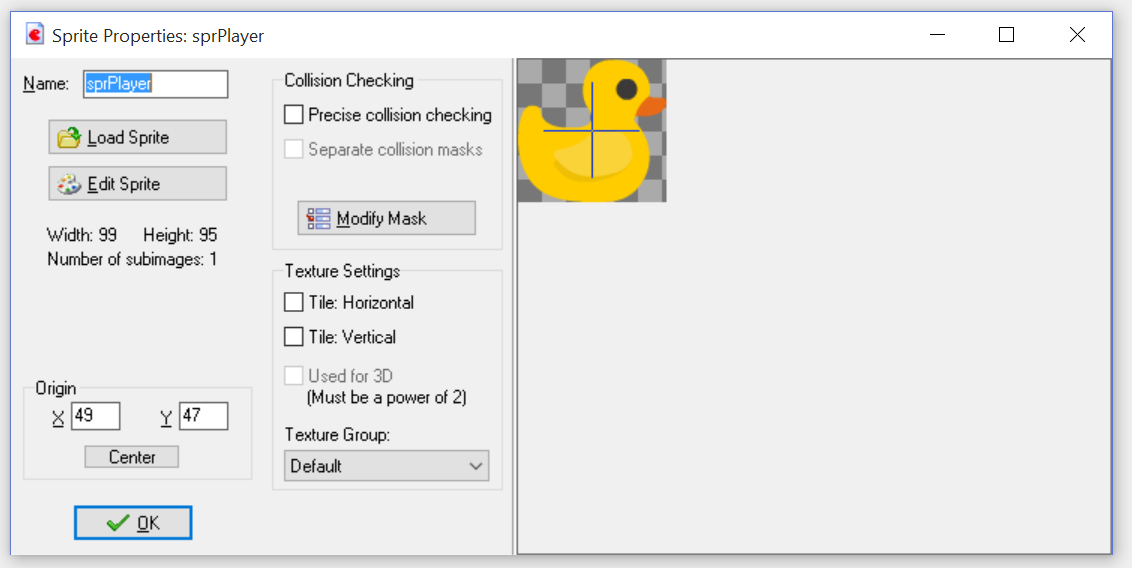
* Download the sprites found on Moodle
  + Week 10 Content



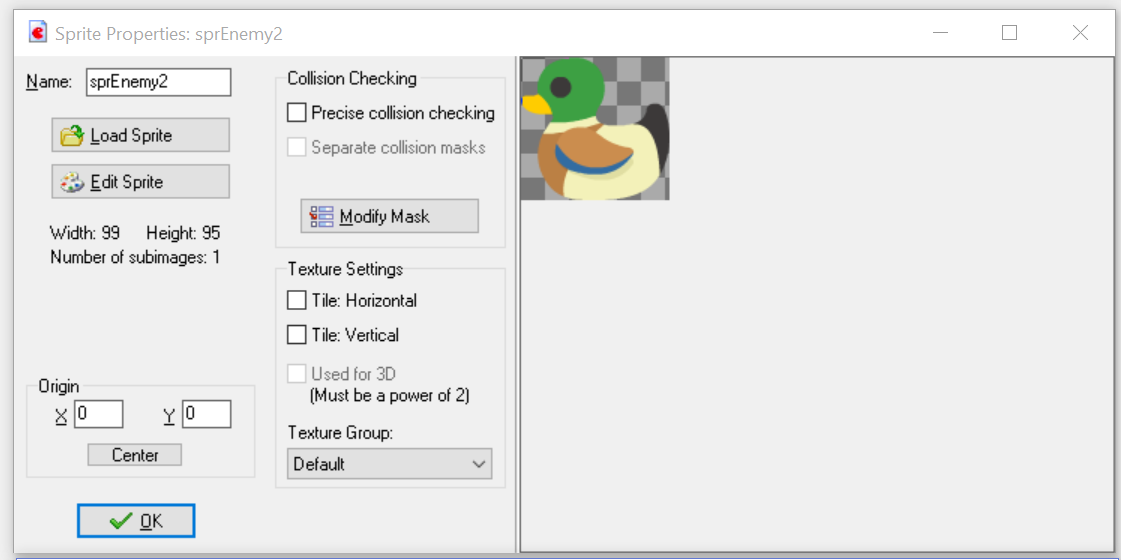
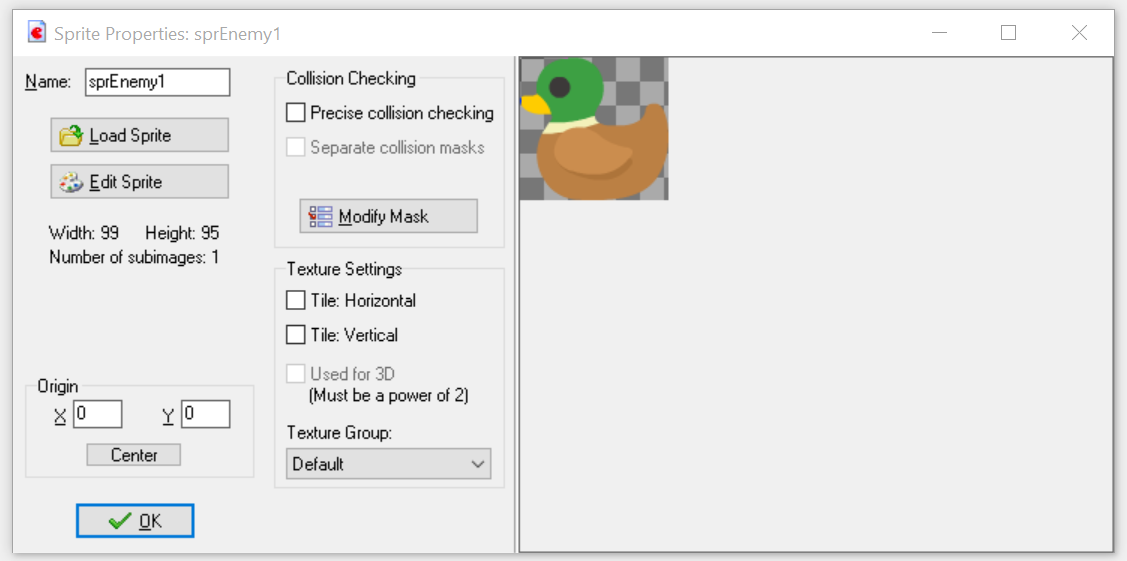
# Sprites



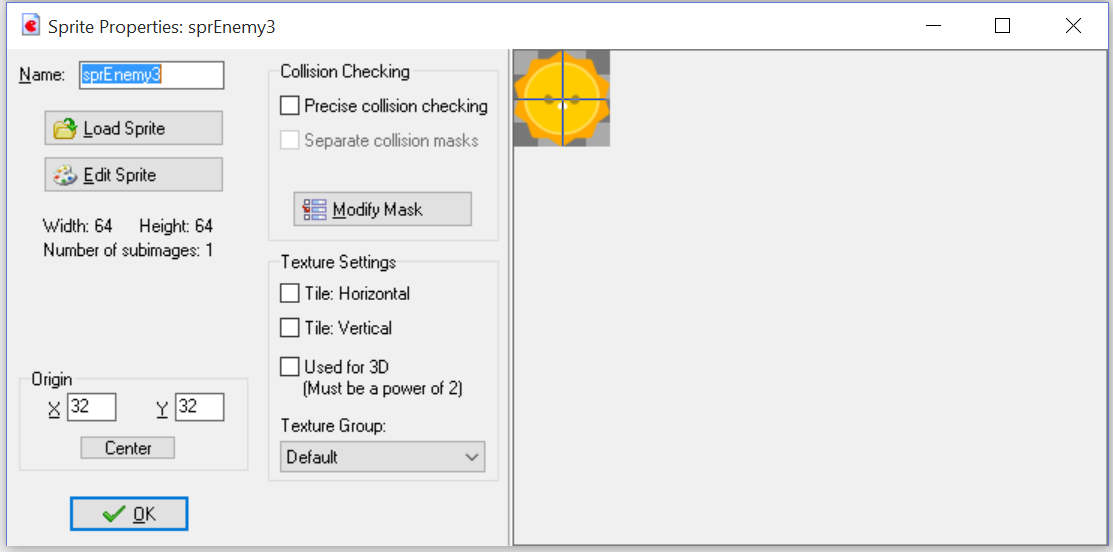
* sprPlayer
* Centered



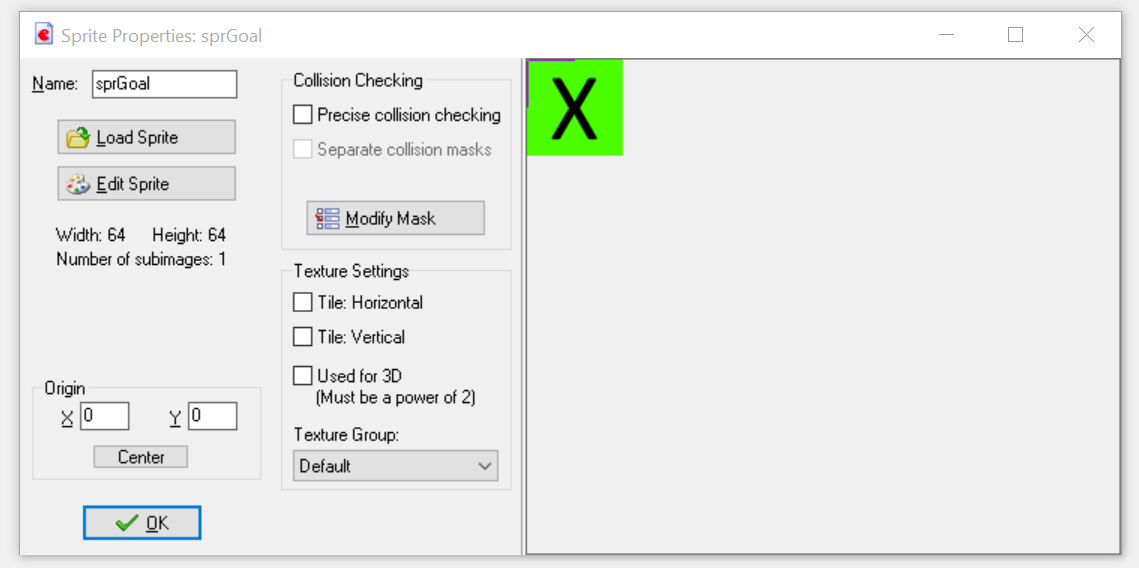
* sprEnemy1, sprEnemy2
* Not Centered



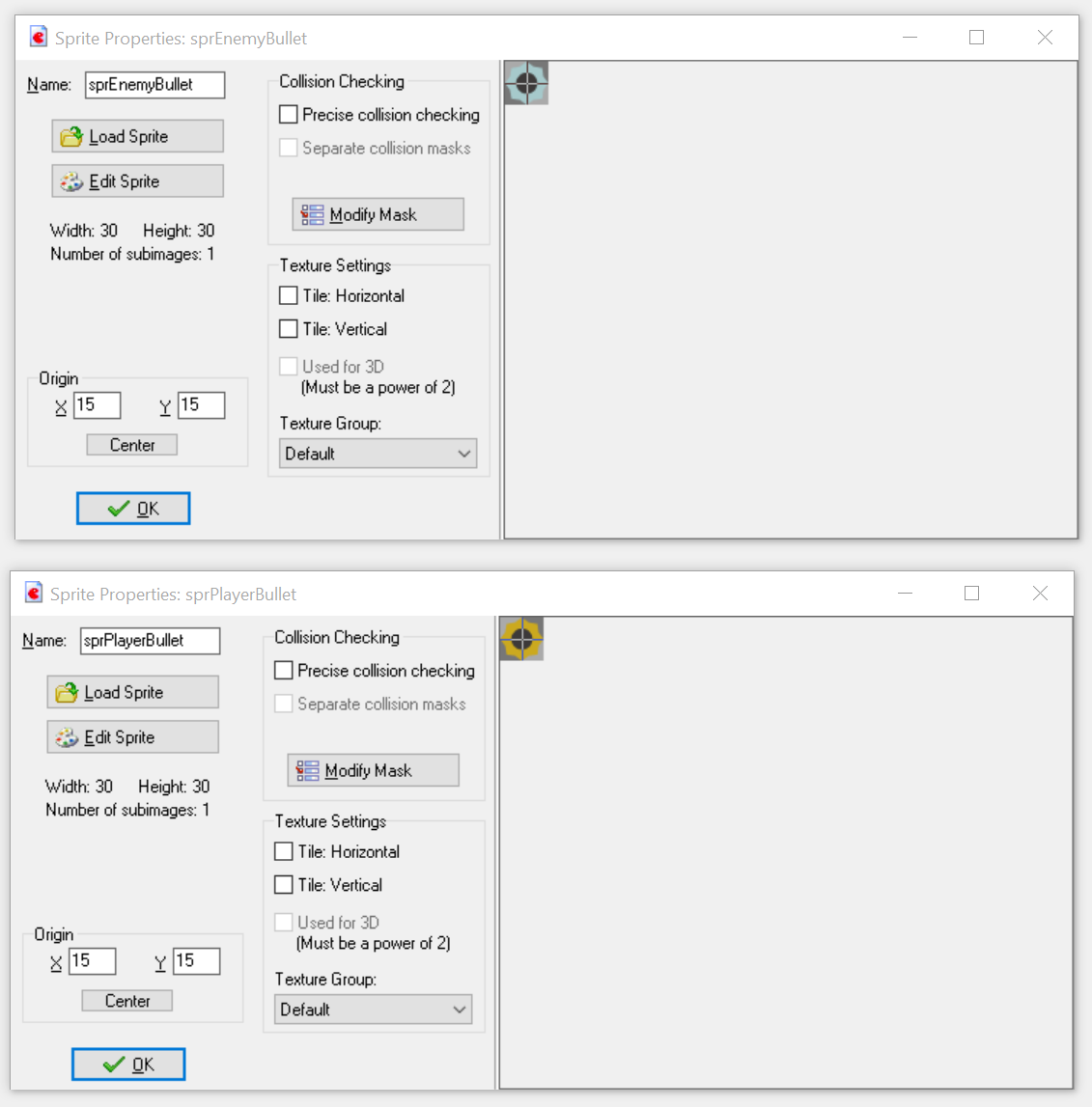
* sprEnemy3
* Centered



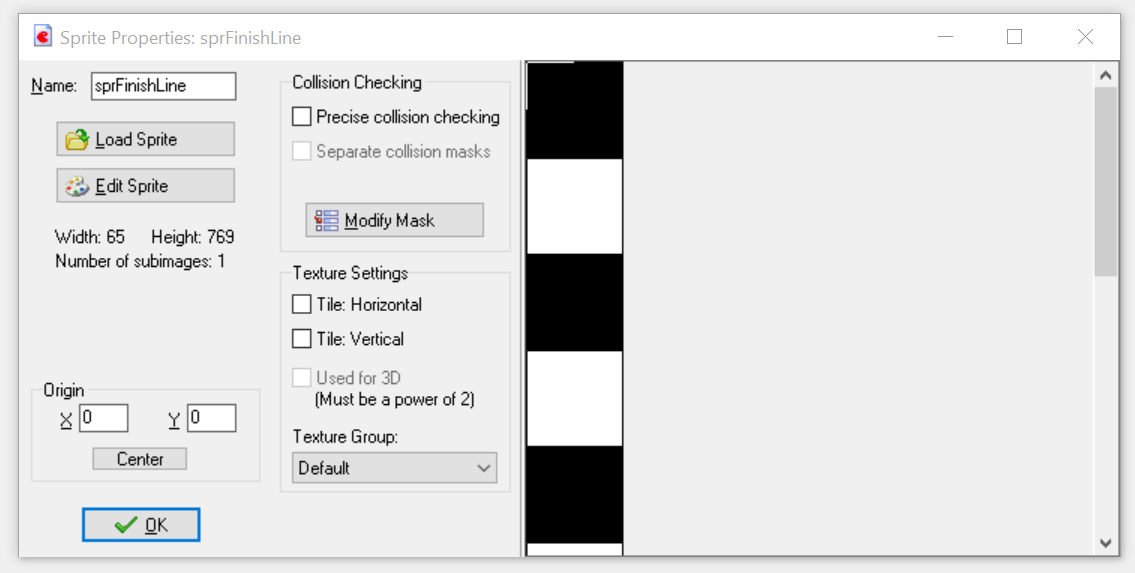
* sprGoal
* Not Centered



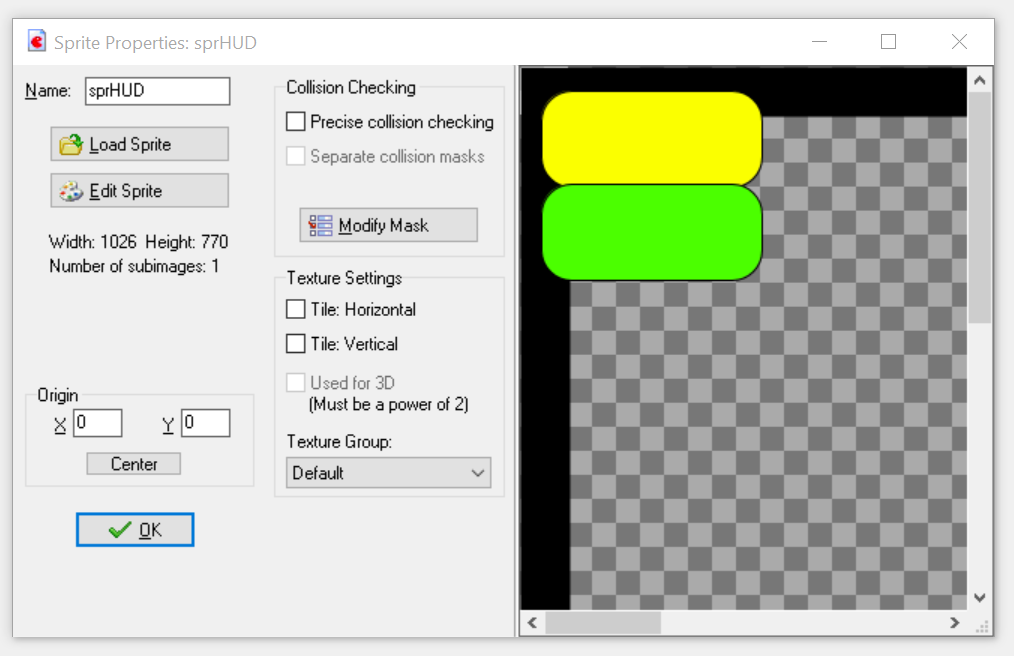
* sprPlayerBullet and sprEnemyBullet
* Centered



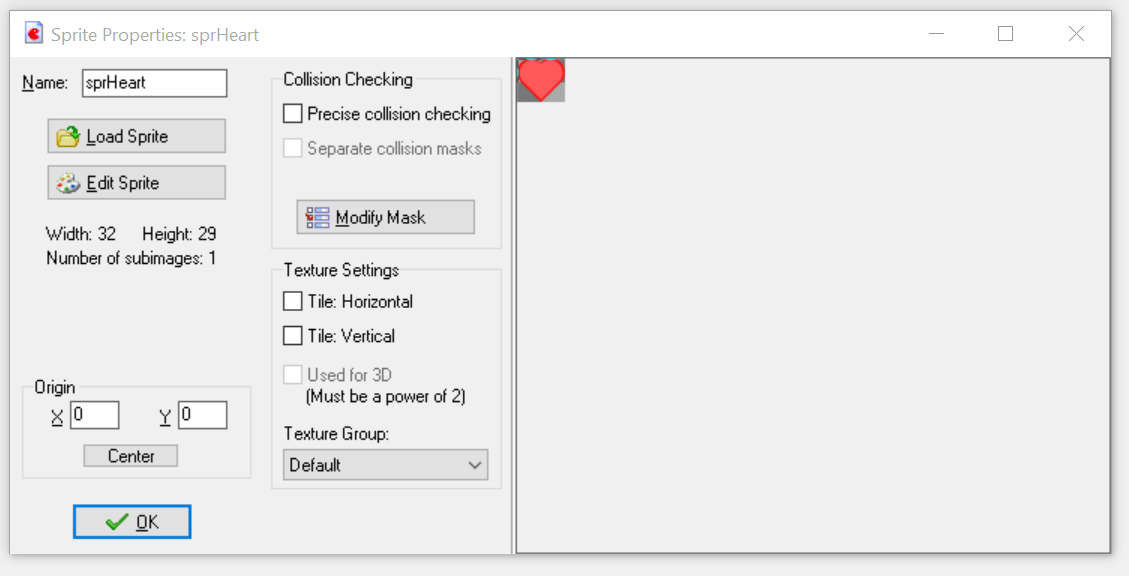
* sprFinishLine
* Not Centered



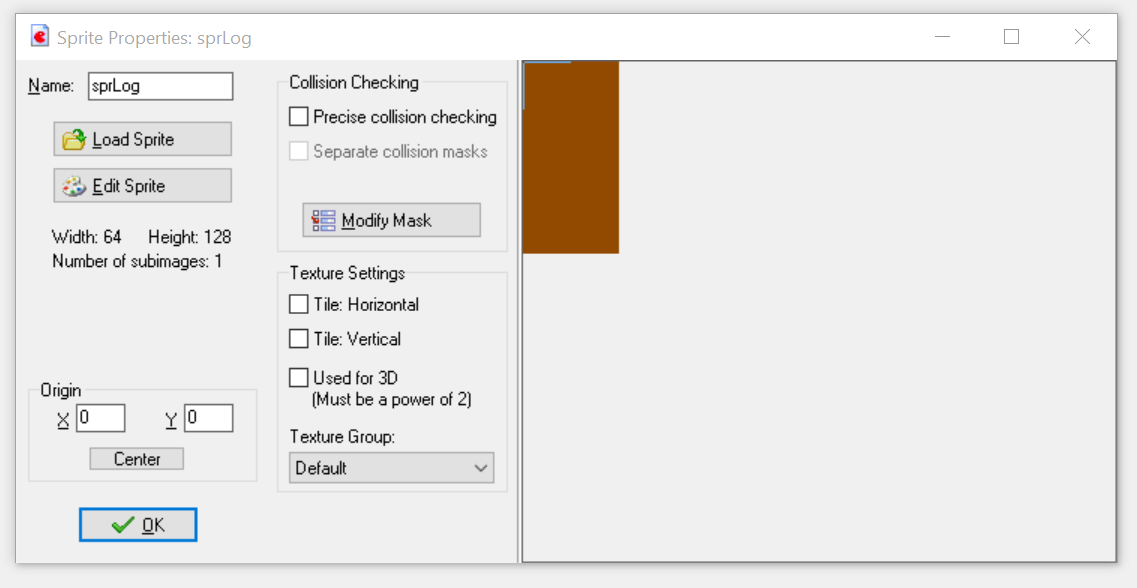
* sprHUD
* Not Centered



* sprHeart
* Not Centered



* sprLog
* Not Centered



# Sounds

* Download the audio files from Moodle
* Each has already been named
* Load in the sound and add snd to each the name of each

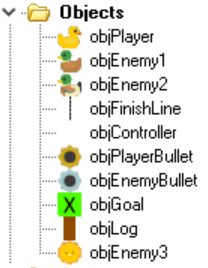
# Fonts

* Create a new Font called bigFont
* Set the size to be 24



# Base Game Objects

* To create a new Game Object
* Right Click the Objects folder -> Select Create Object
* **Create each of the objects shown in the list below**
  + **Choose the correct sprite**
  + **Assign the correct name (spelling must be the same)**



## Obj Player

* sprPlayer
* Not Solid

## Obj Enemy1

* sprEnemy1
* Not Solid

## Obj Enemy2

* sprEnemy2
* Not Solid

## Obj Enemy3

* sprEnemy3
* Not Solid

## obj controller

* No Sprite

## obj Finish Line

* sprFinishLine
* Not Solid

## obj Player Bullet

* sprPlayerBullet
* Not Solid

## obj Enemy Bullet

* sprEnemyBullet
* Not Solid

## obj Goal

* sprGoal
* Not Solid
* Not Visible

## obj Log

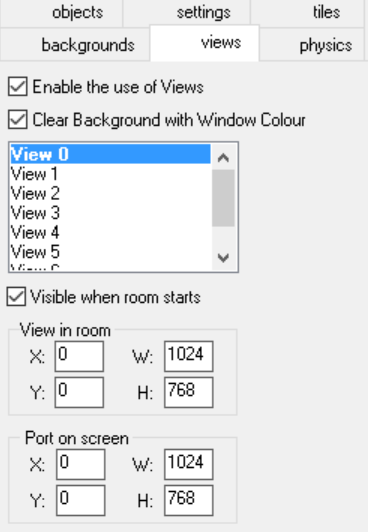
* sprLog
* Is Solid

# Room Layout

## Room Settings

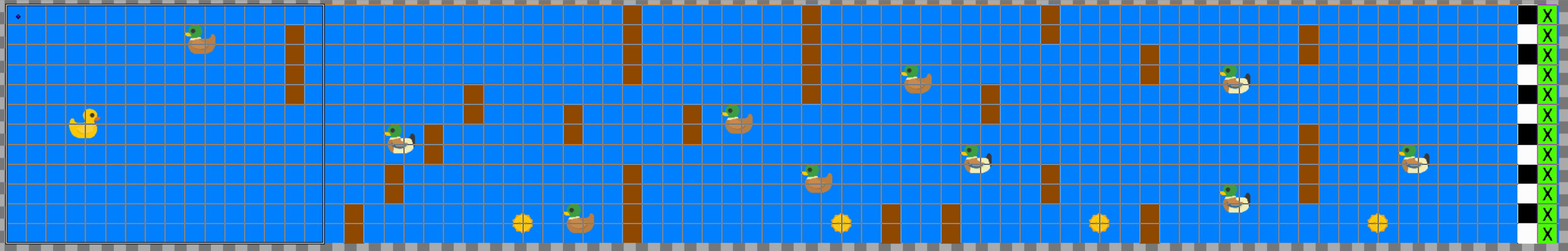


## View



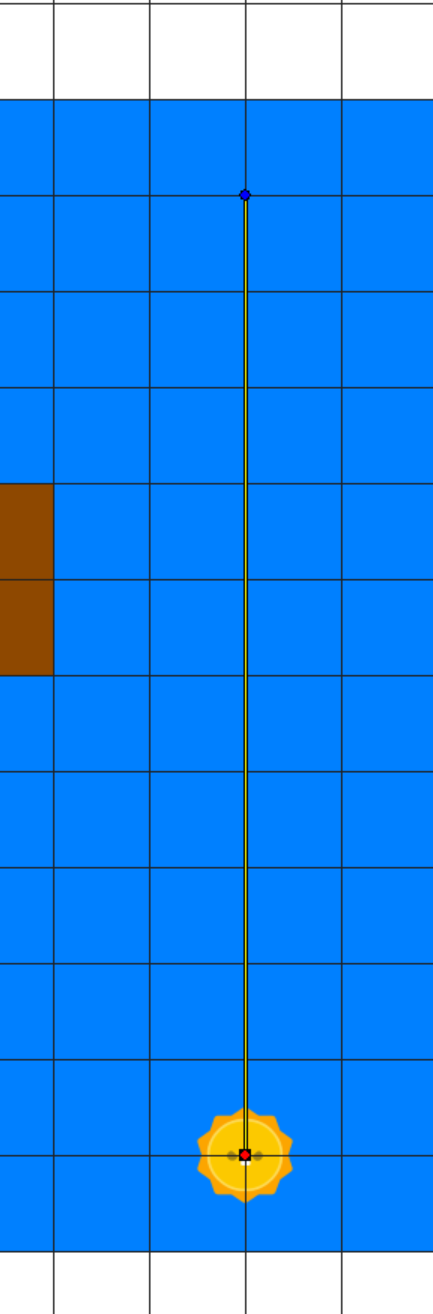
## Game Object Layout

* Layout an obstacle course of logs an enemies for the player to move through
* **Do not forget to add objController**
* **Ensure objFinishLine is at the end of the room, one cell in from the very left**
* **Ensure the objGoal covers the entire height of the room after the finish line**



# Paths

* We require one path for objEnemy3
  + Vertical
* **Ensure the path is one cell from both the top and bottom of the room**

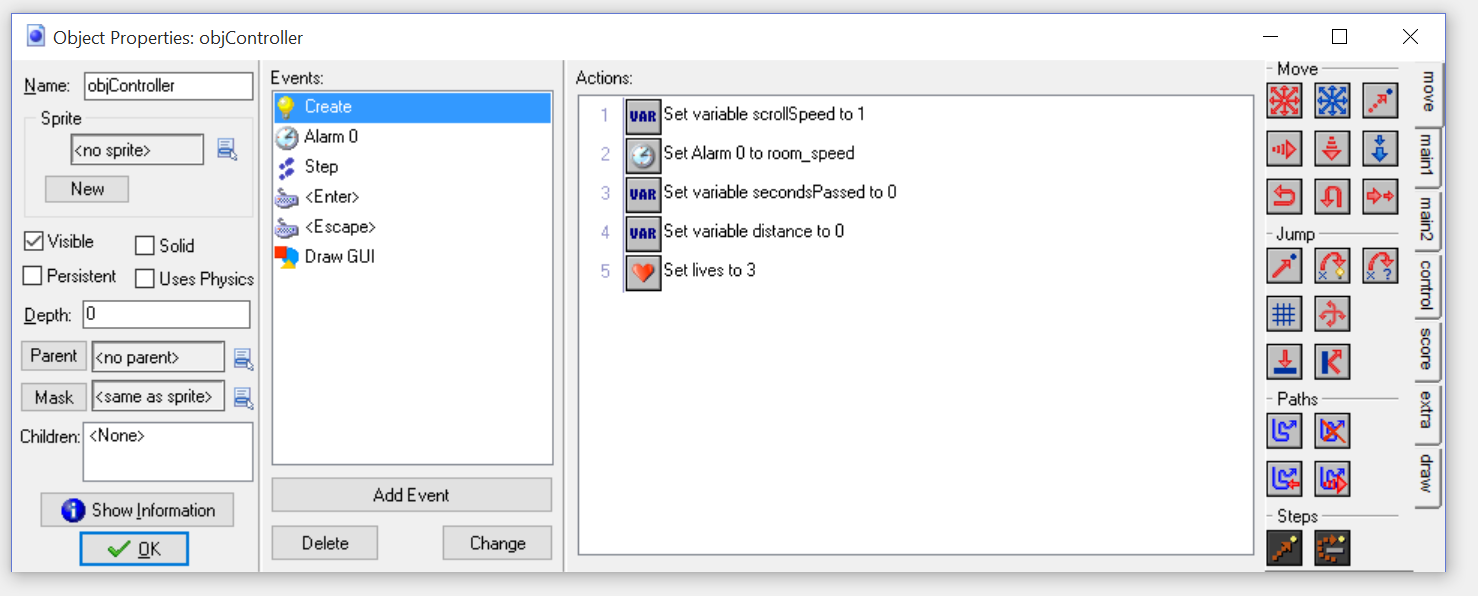


# Scripting Game Objects

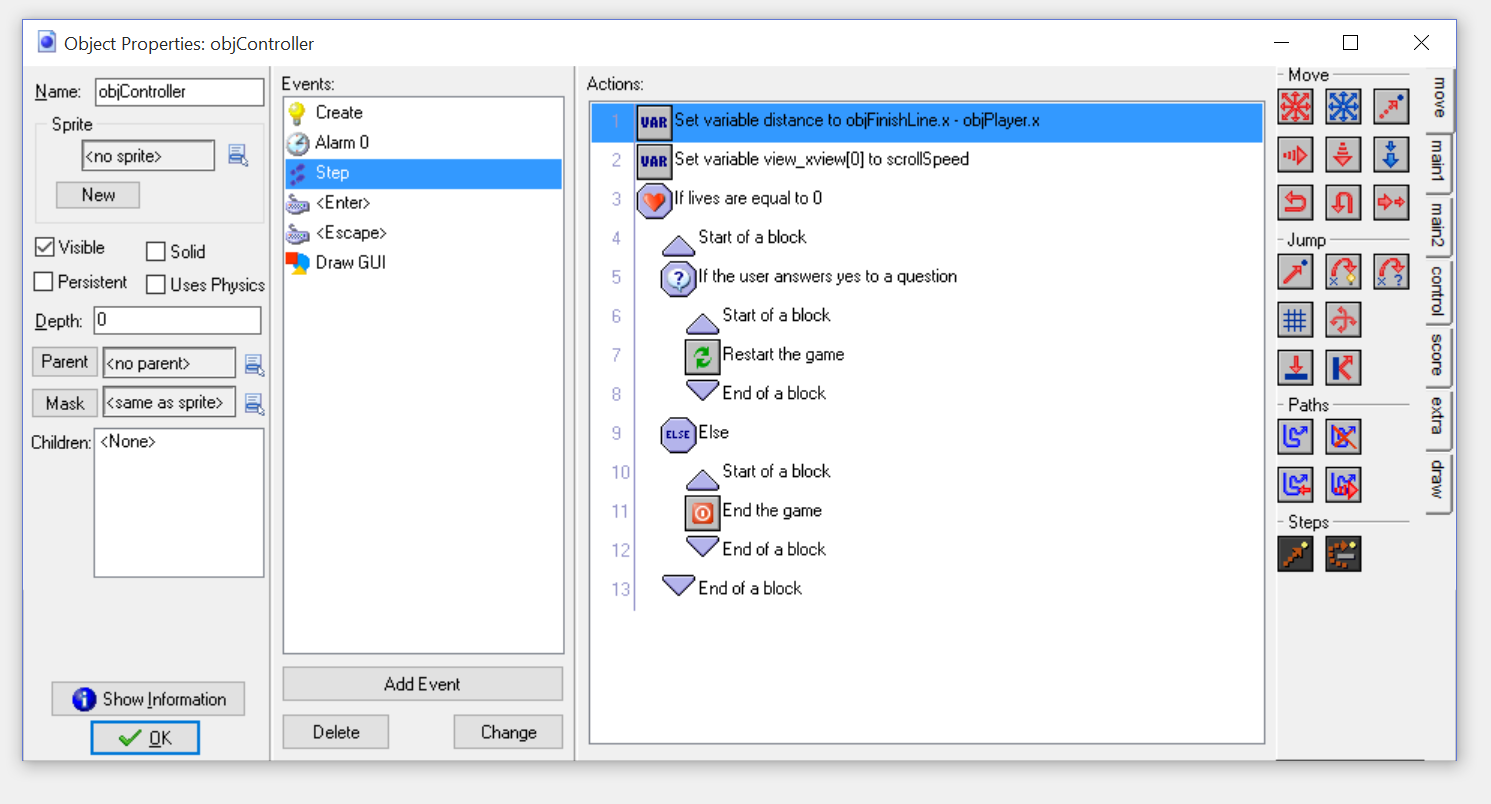
## Obj Controller

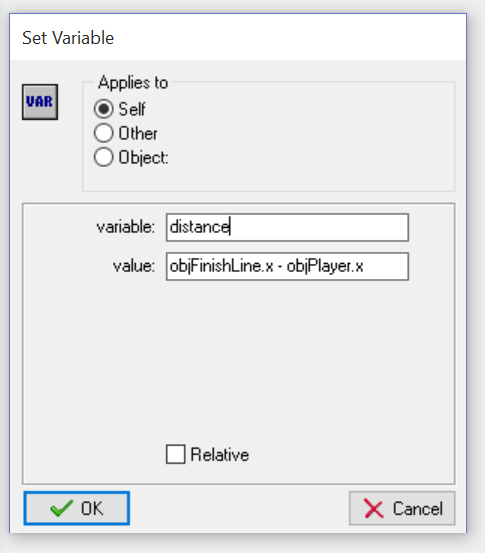
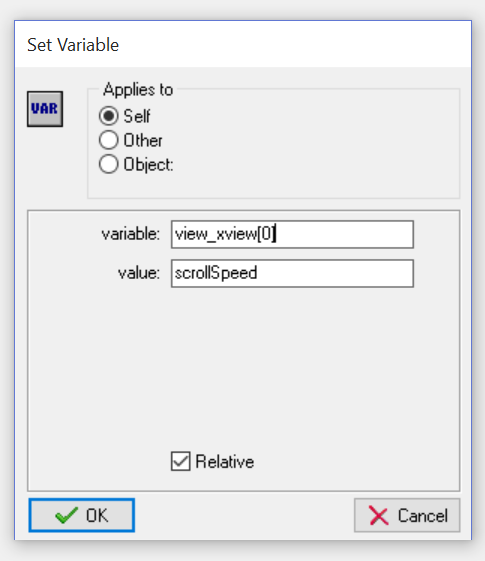
### Create Event

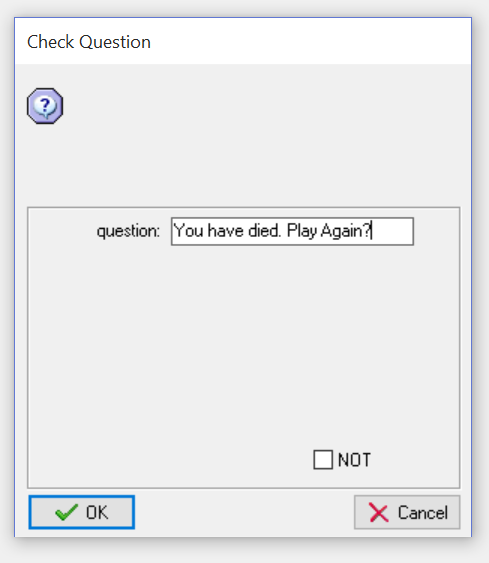
* **The Alarm is not required**



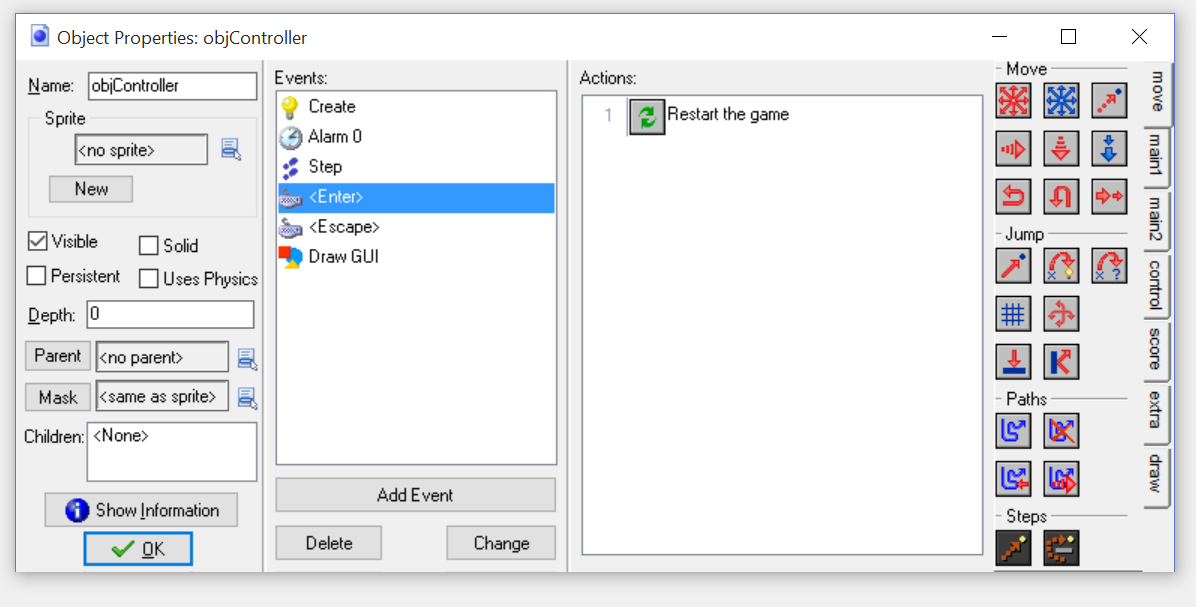
### Step Event



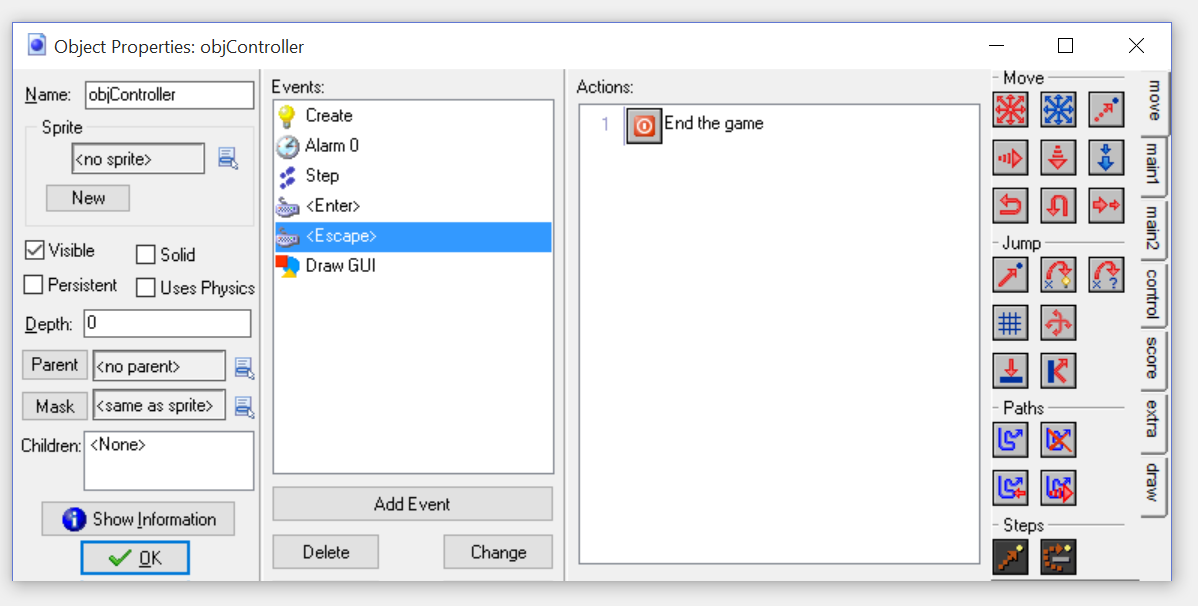
 



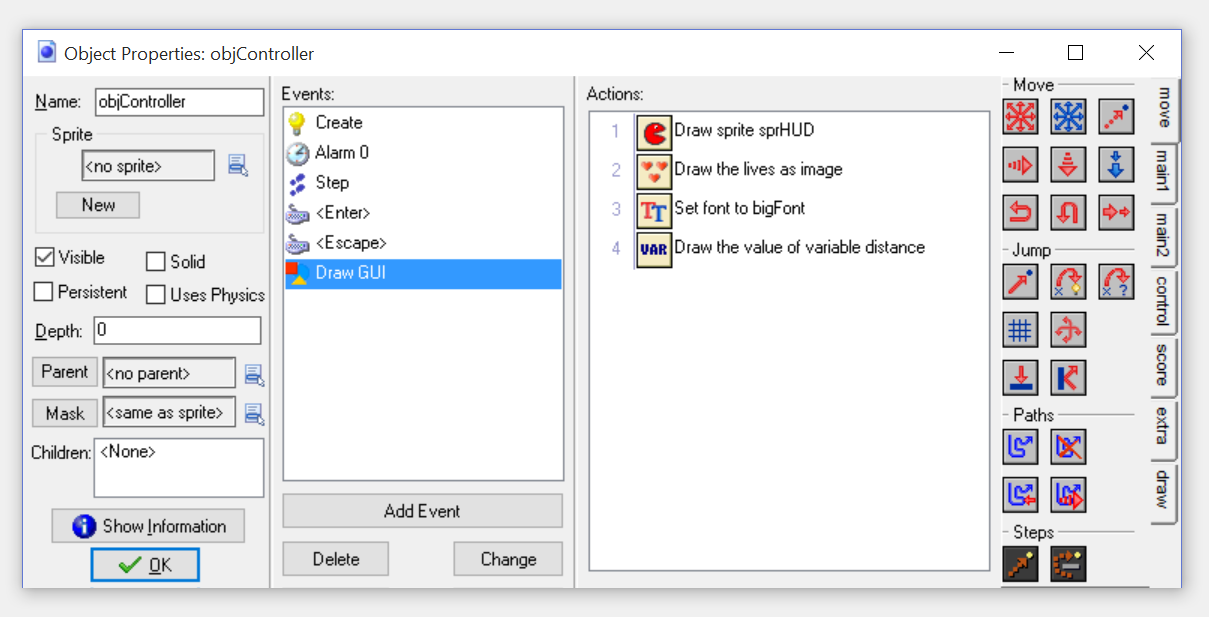
### Keyboard – Enter Event

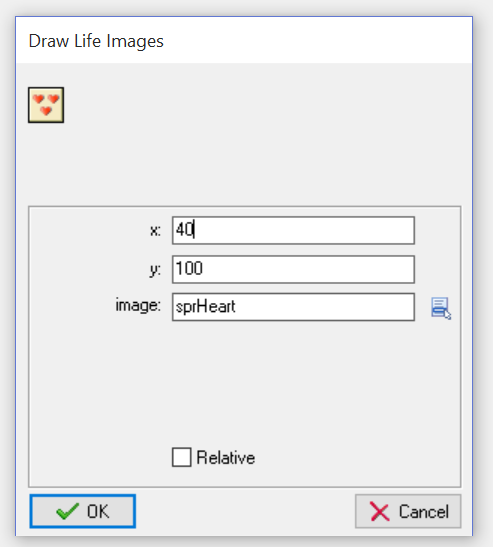
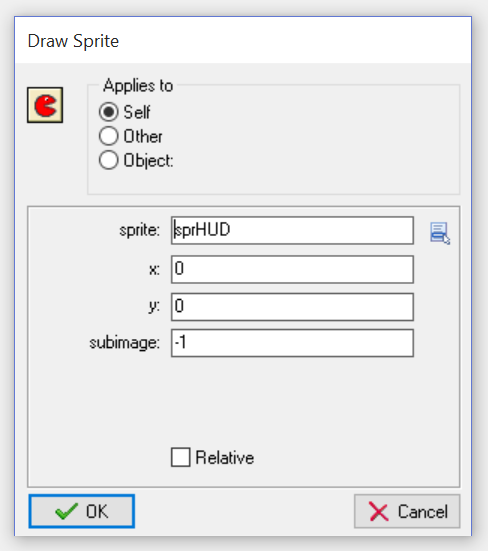


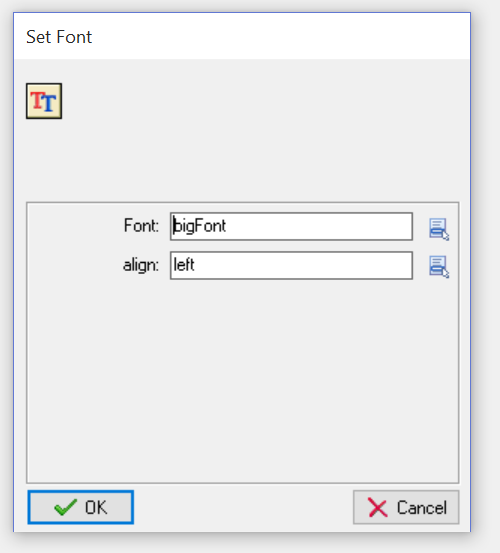
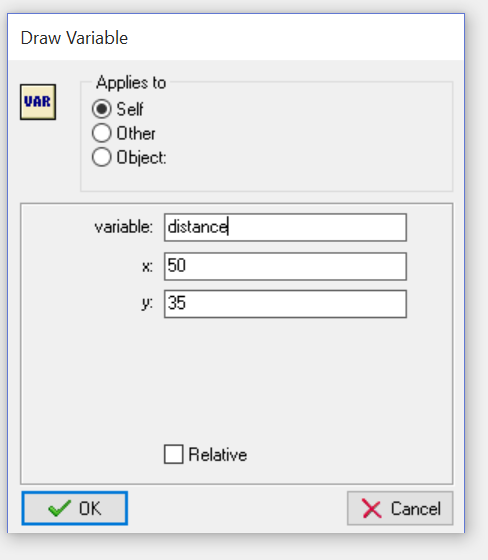
### Keyboard – Escape Event



### Draw GUI

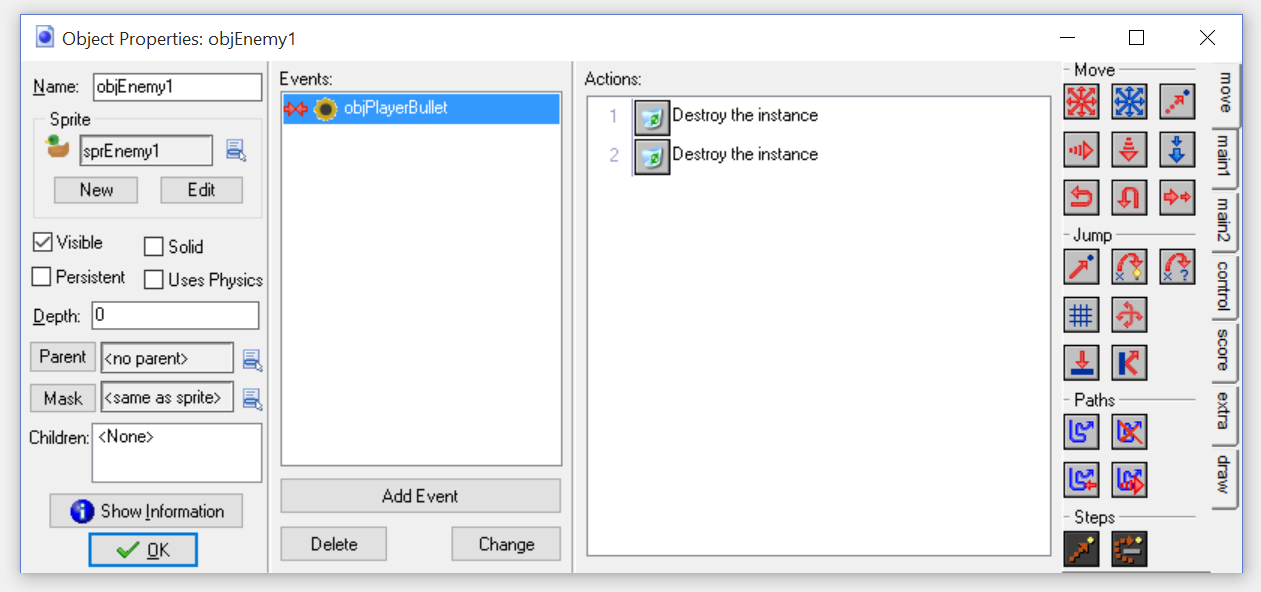




## Obj Enemy 1

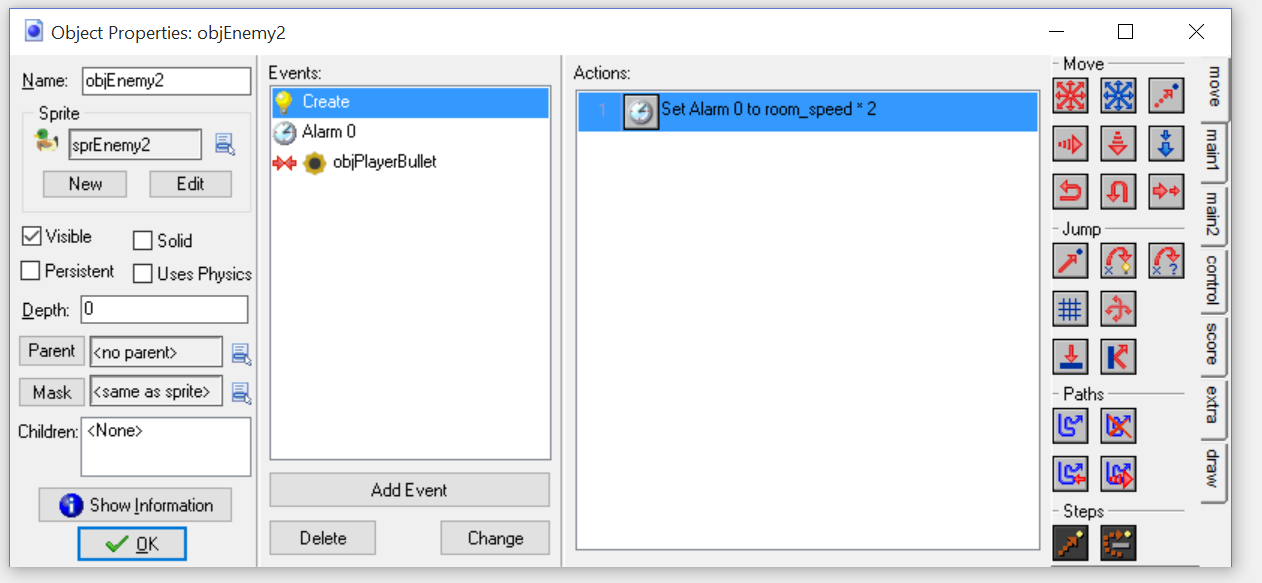
* If the enemy hits a player bullet
  + Destroy the bullet (Other)
  + Destroy the enemy (Self)

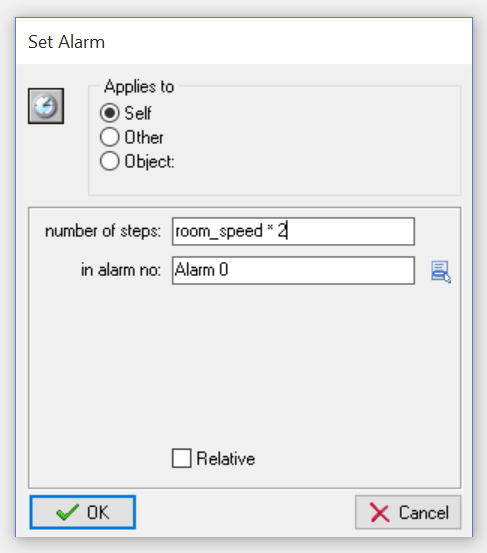


## Obj Enemy 2

### Create

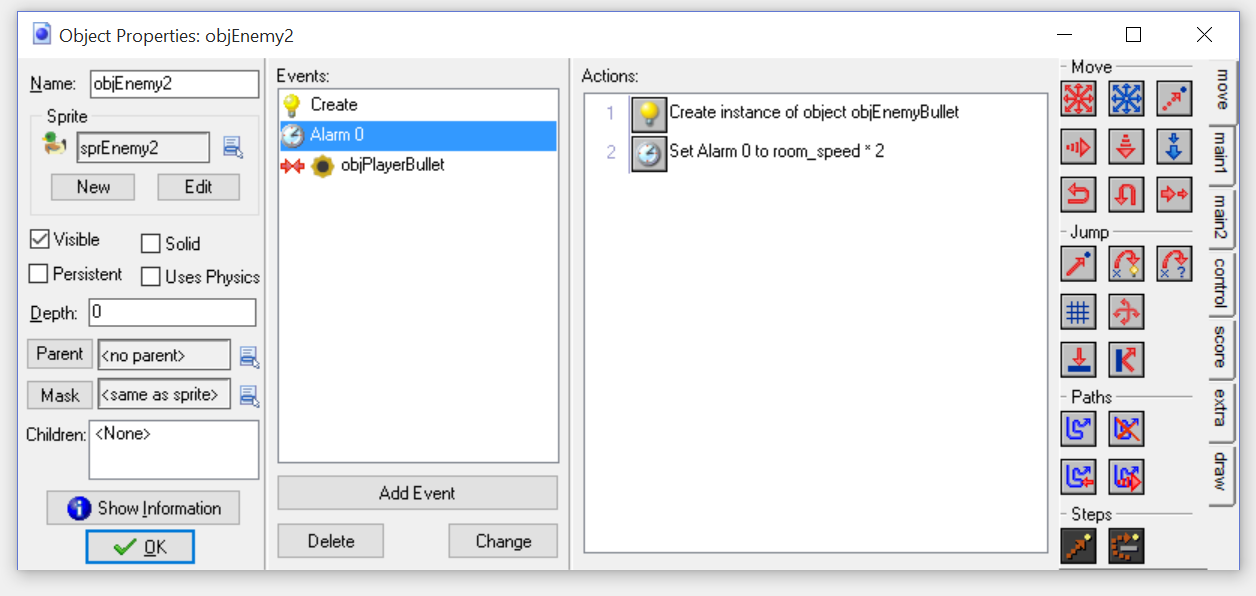
* Set Alarm 0 to go off in 2 seconds (room\_speed \* 2)

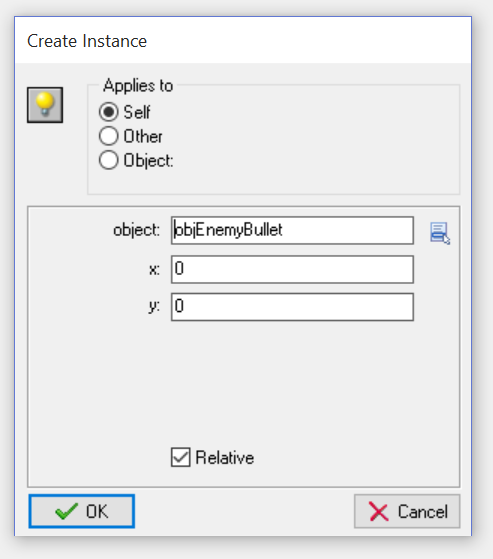
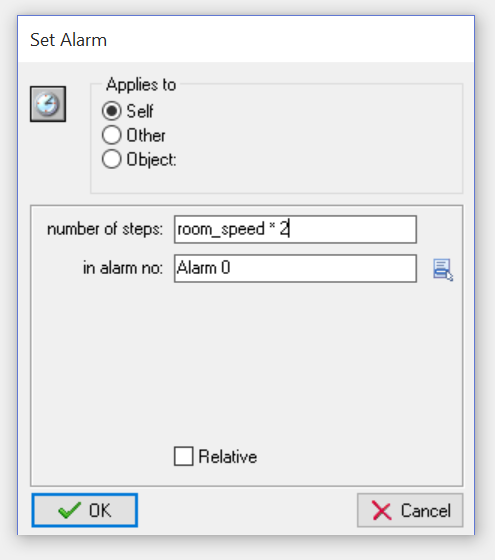




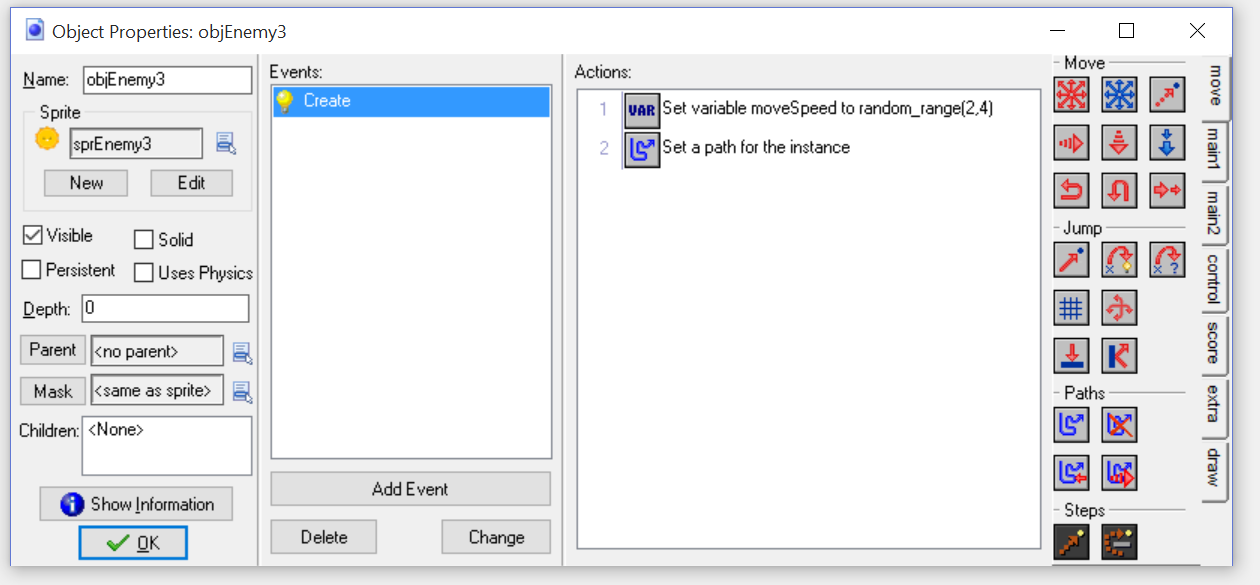
### Alarm0

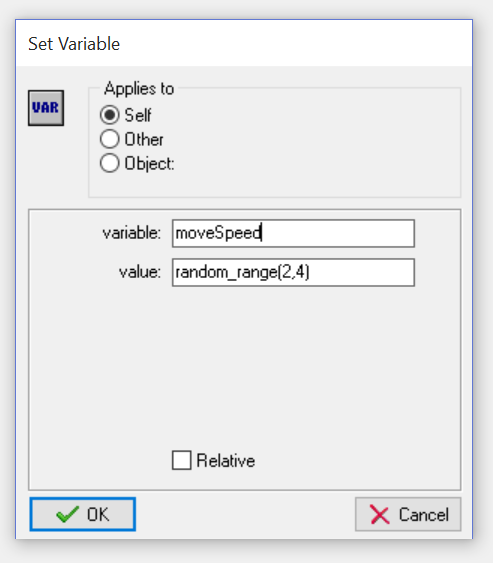
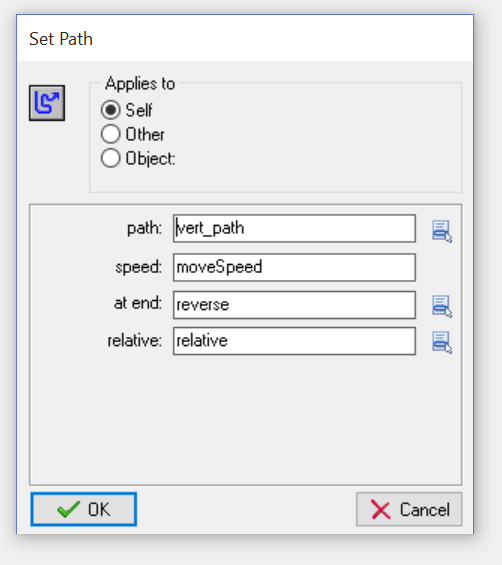
* Create an enemy bullet
* Reset the alarm to go off in another 2 seconds



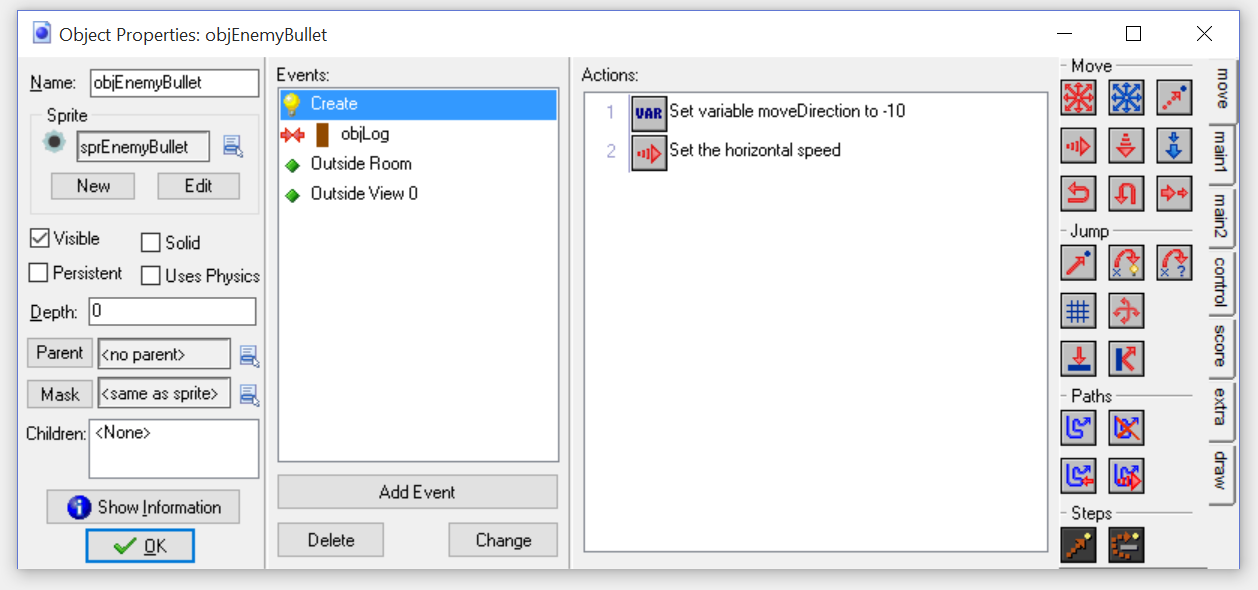
## Obj Enemy 3

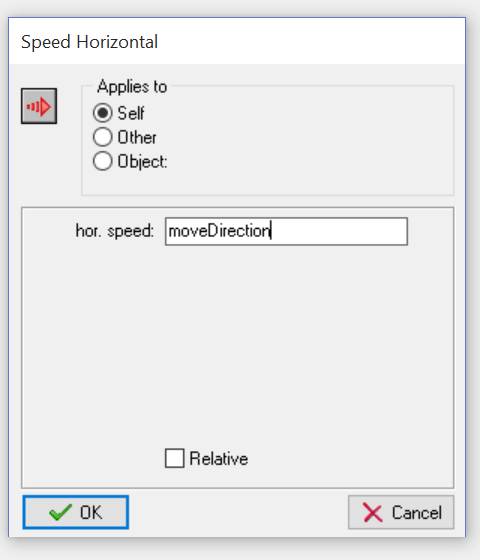
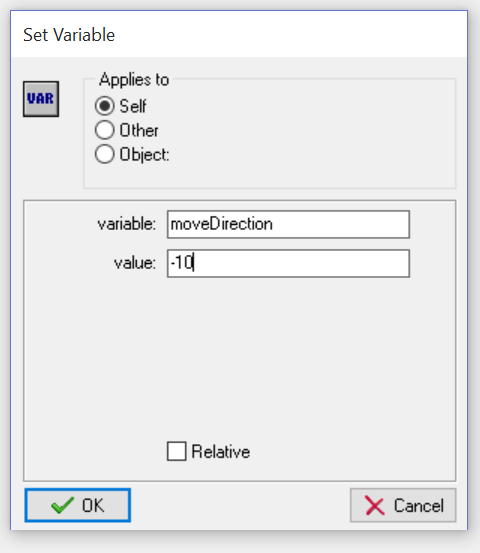


## Obj Enemy Bullet

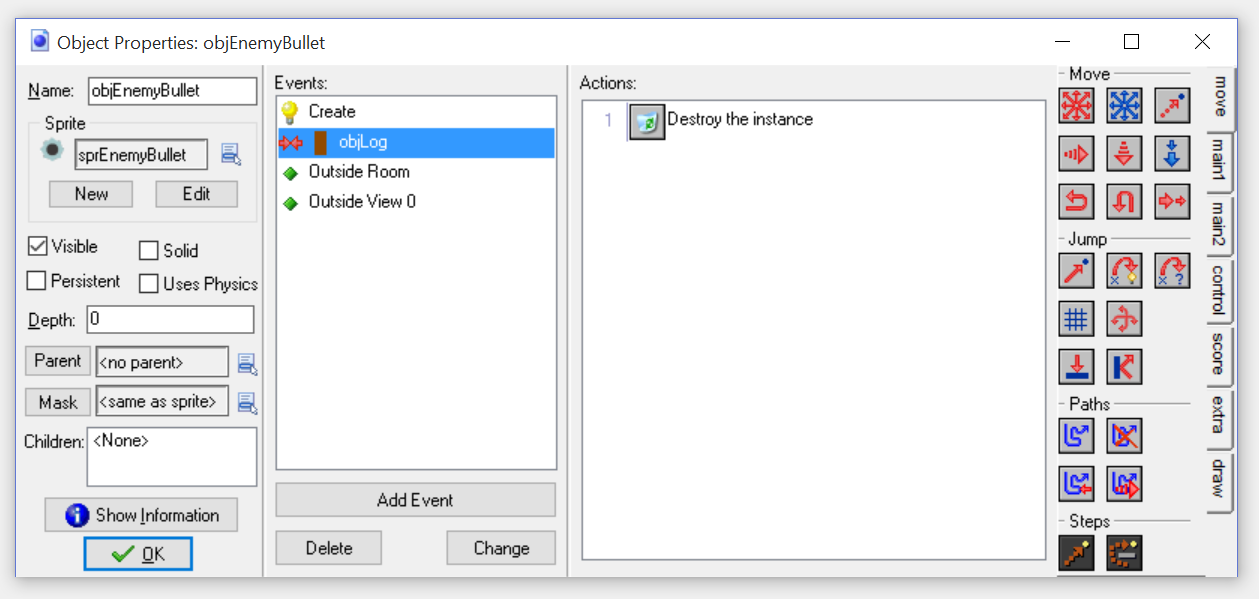
### Create Event





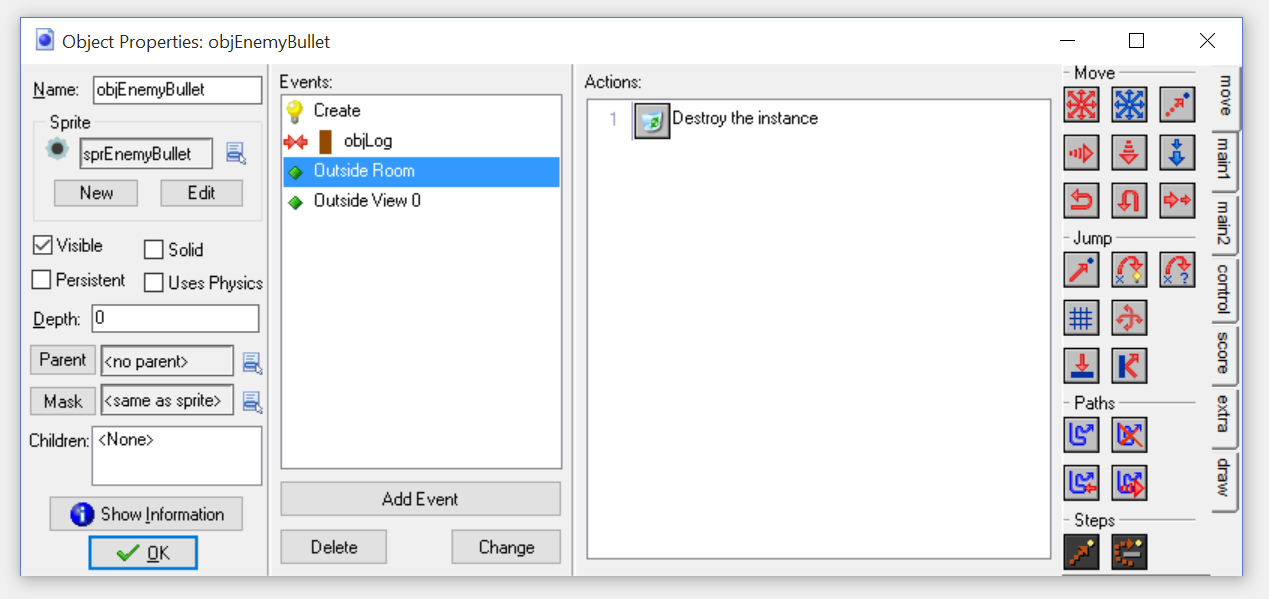
### Collision – Obj Log

* Destroy Self



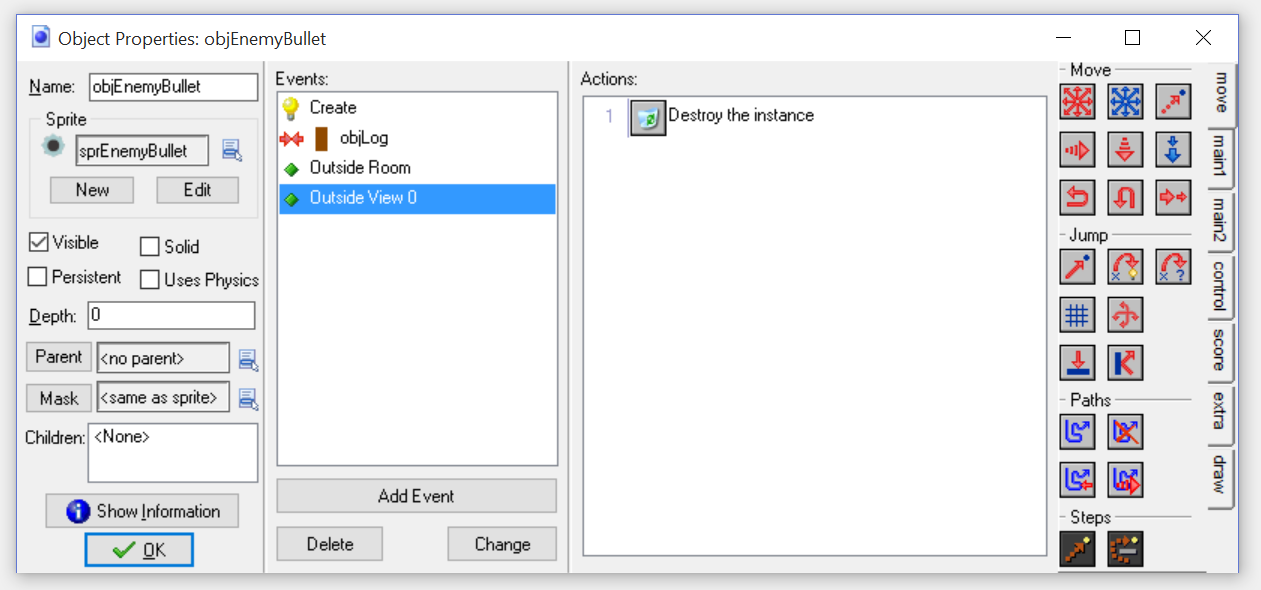
### Outside Room

* Destroy Self



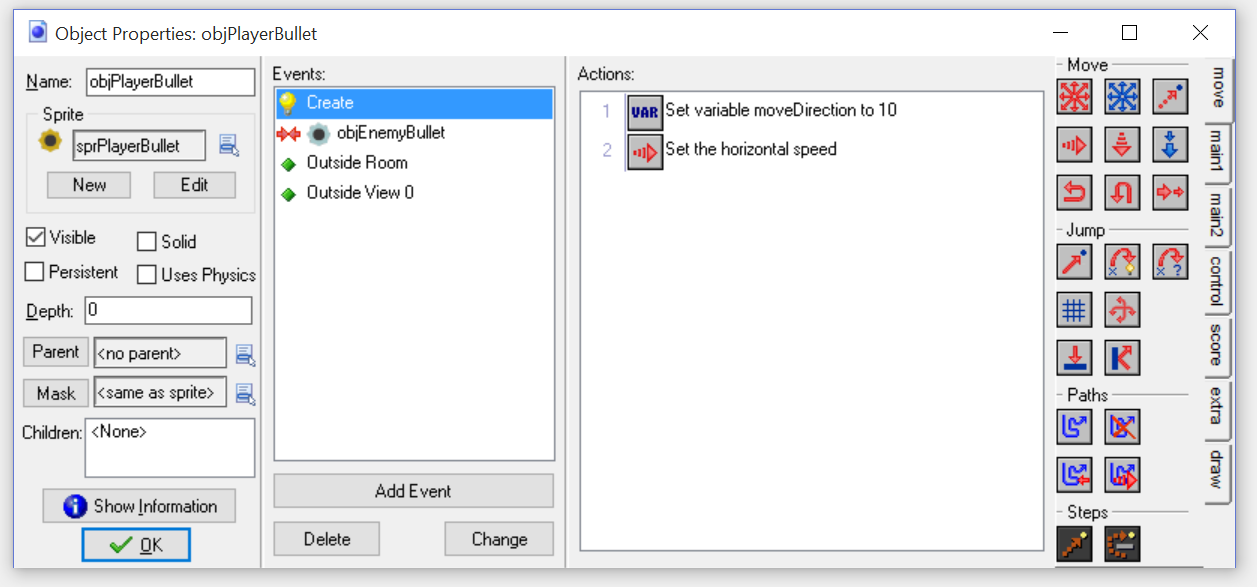
### Outside View 0

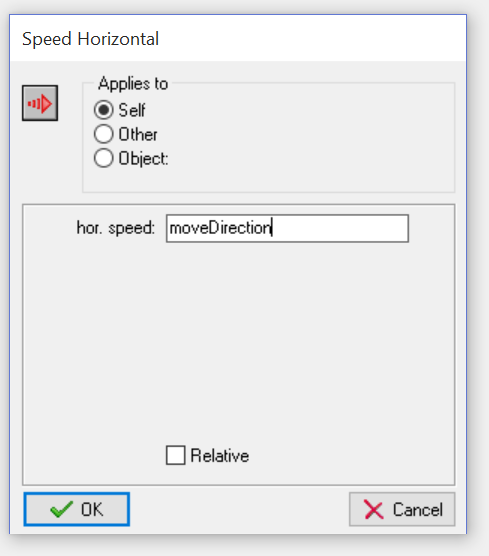
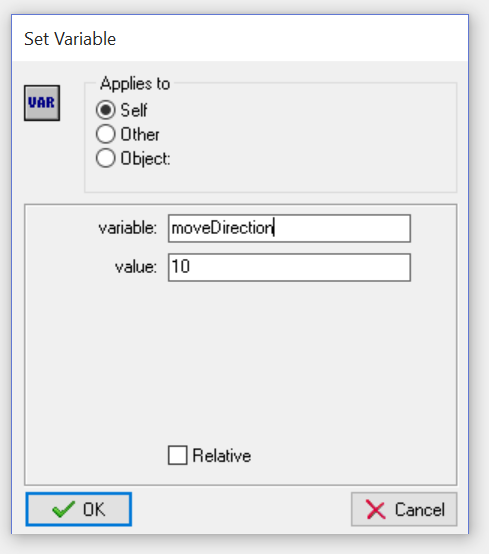
* Destroy Self



## Obj Player Bullet

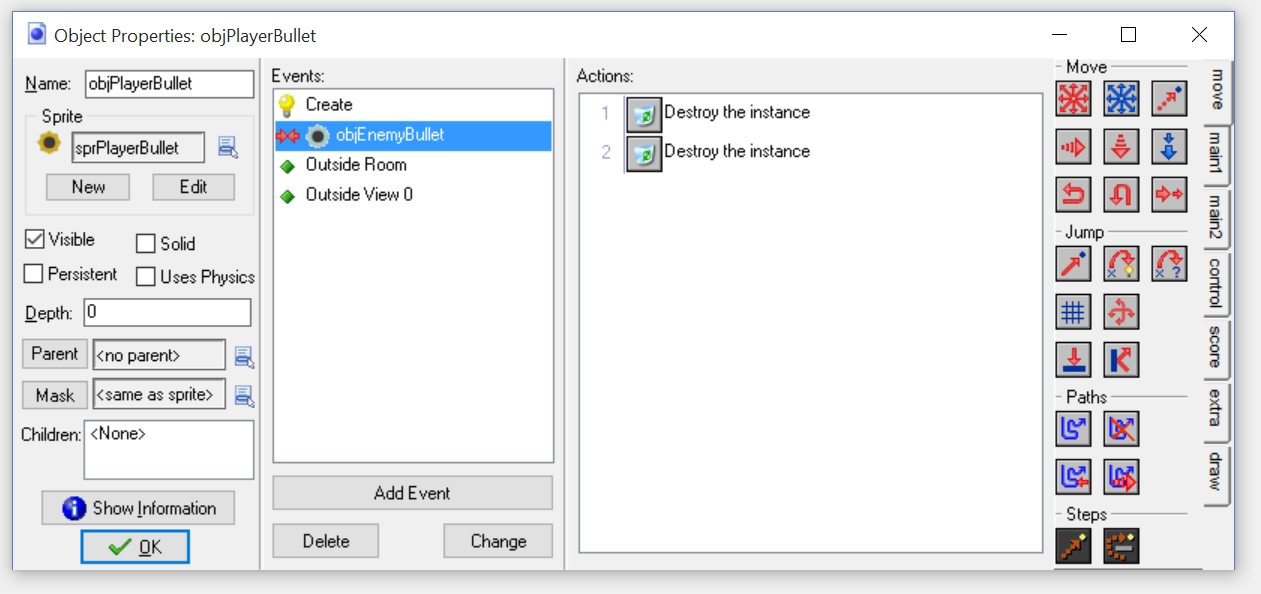
### Create Event





### Collision Obj Enemy Bullet

* Destroy both instances
  + Destroy Self and Destroy Other



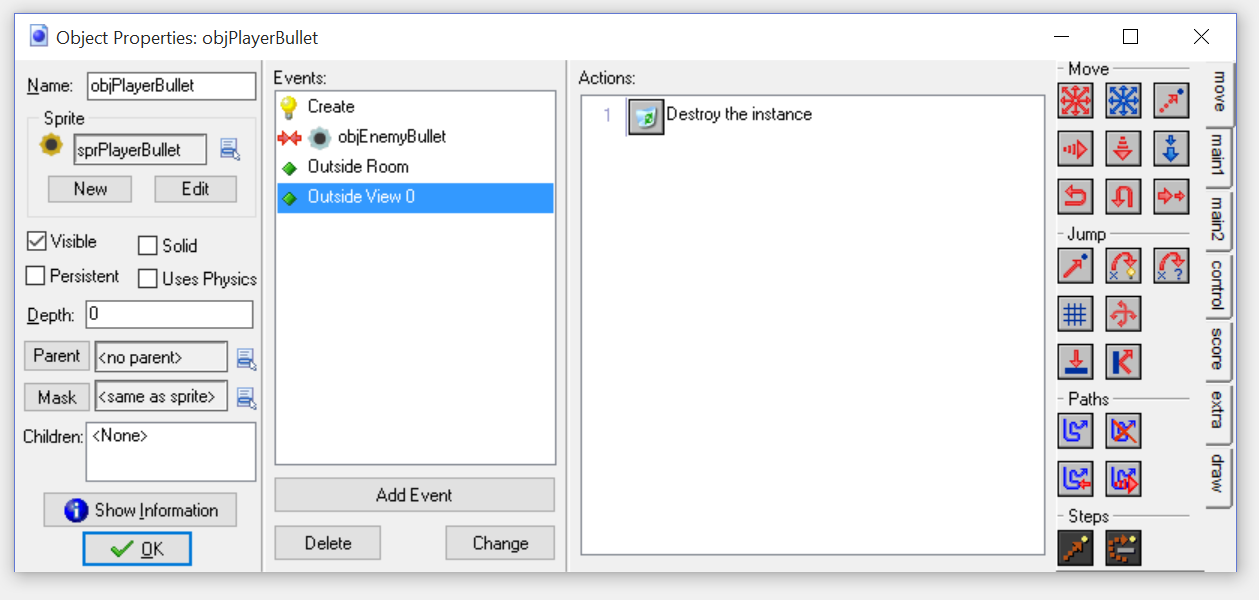
### Other- Outside Room

* Destroy Self



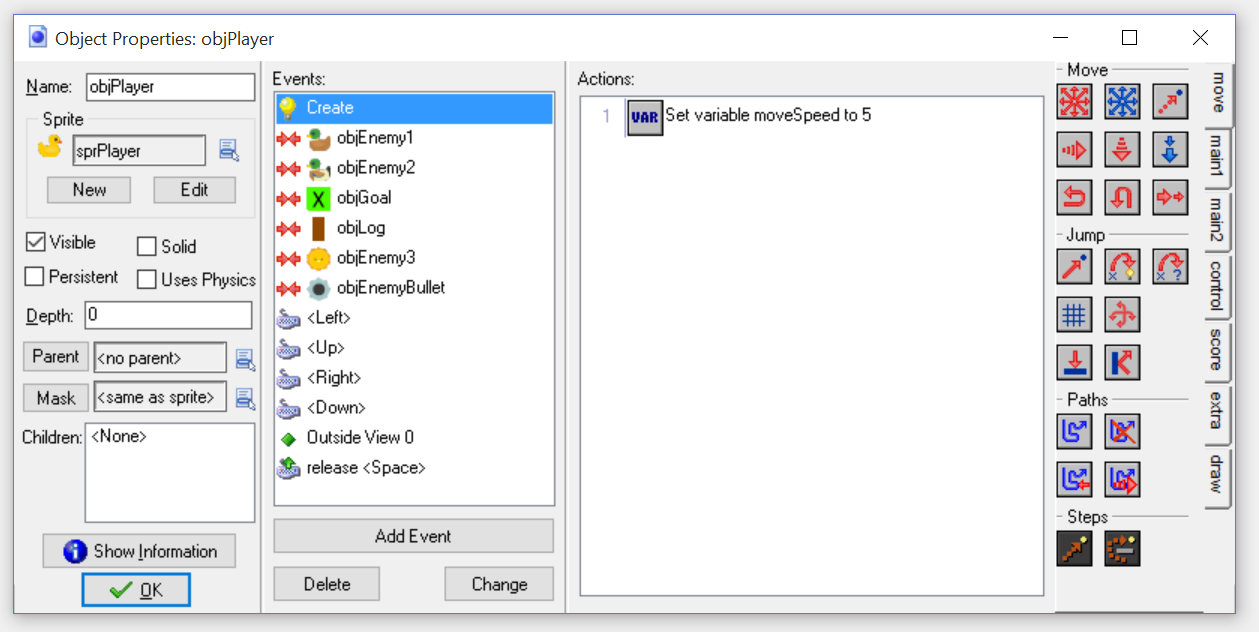
### Other – Outside View 0

* Destroy Self



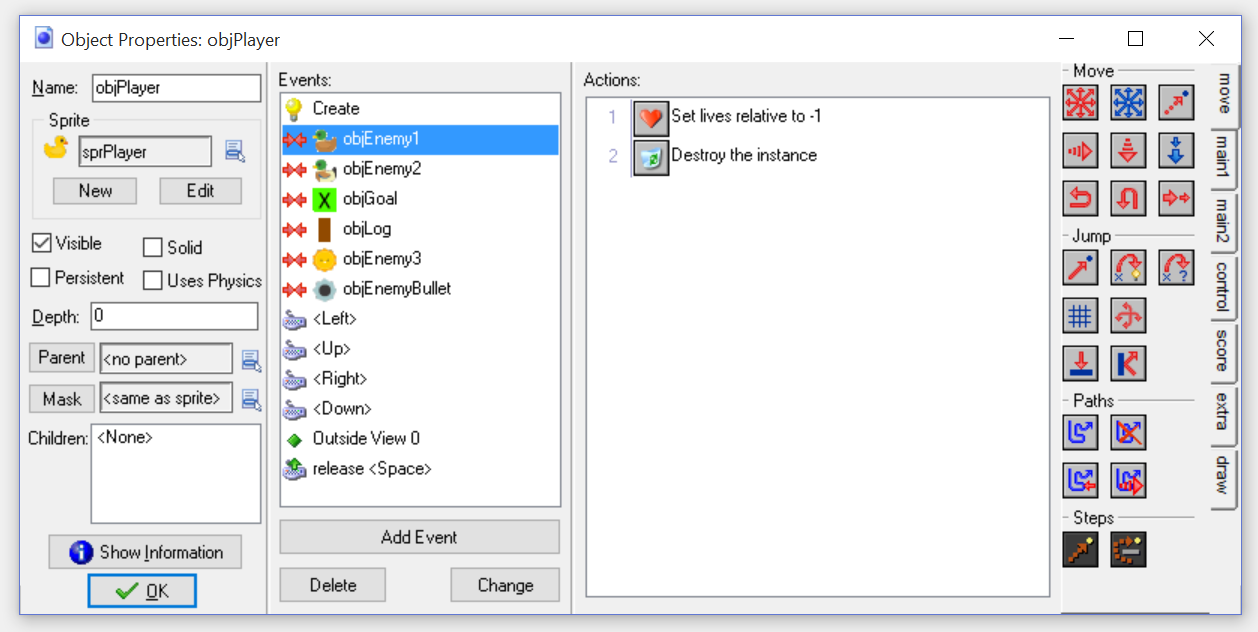
## Obj Player

### Create Event



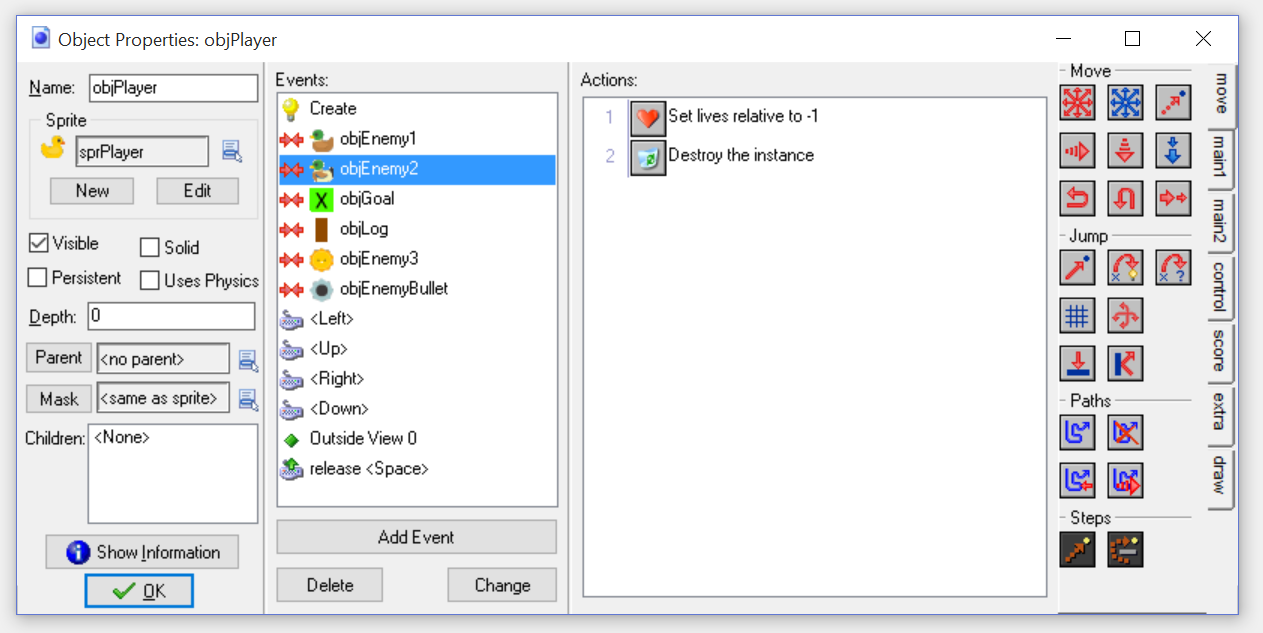
### Collision – Enemy 1

* Destroy Other



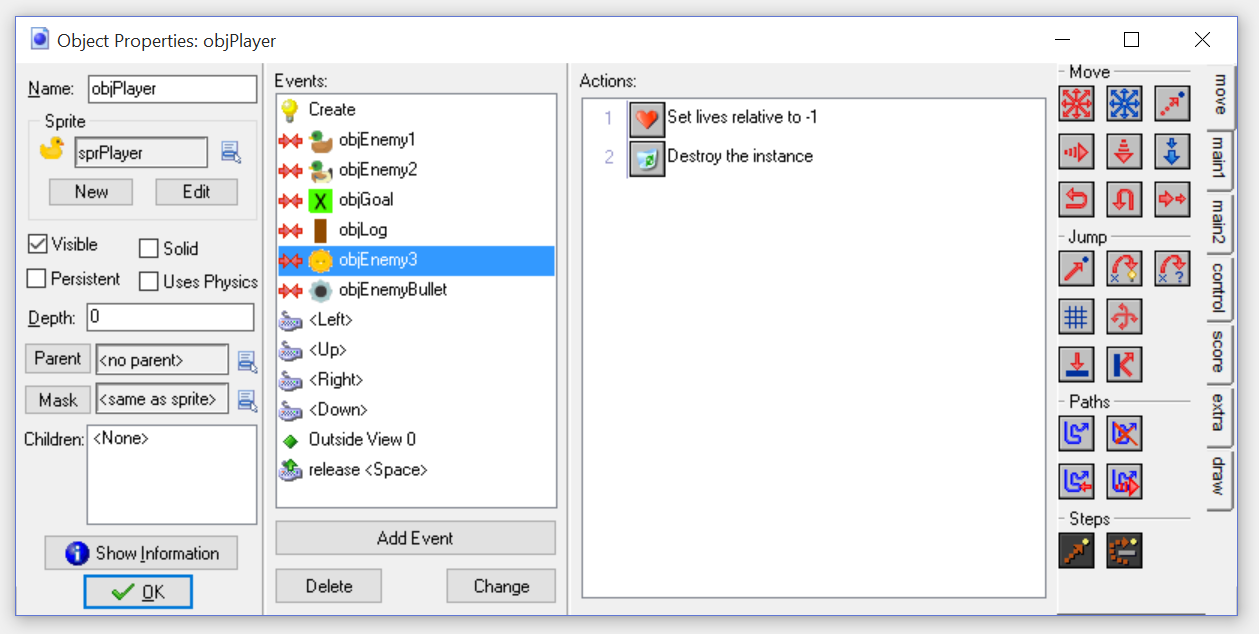
### Collision Enemy 2

* Destroy Other



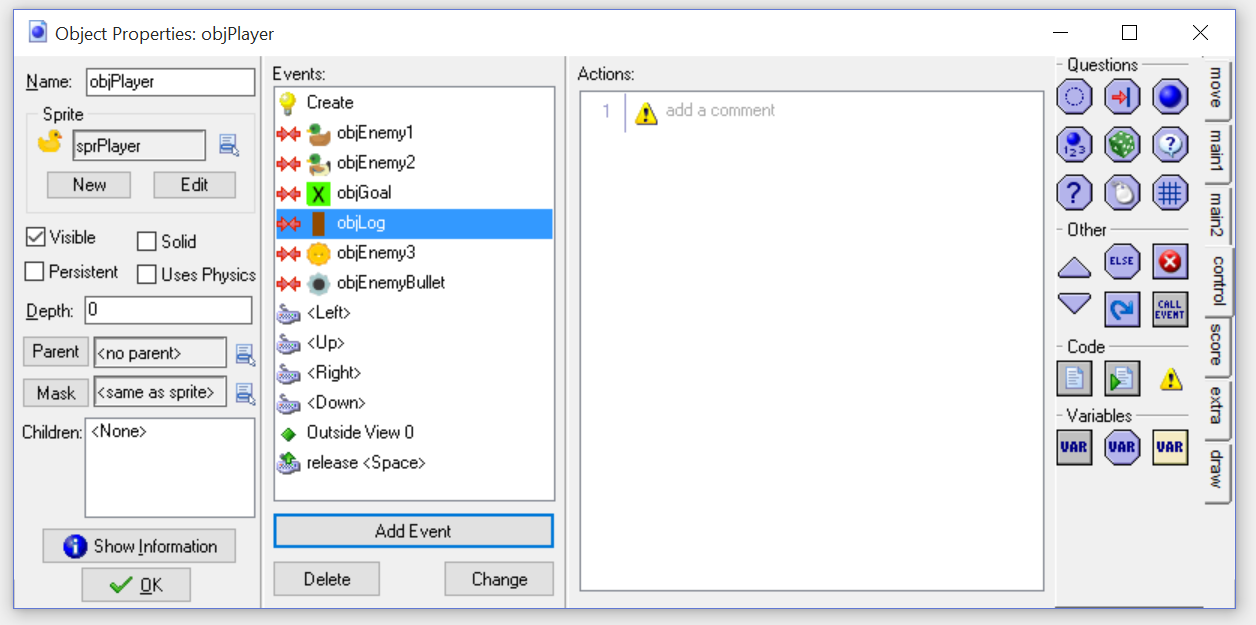
### Collision – Enemy 3

* Destroy Other

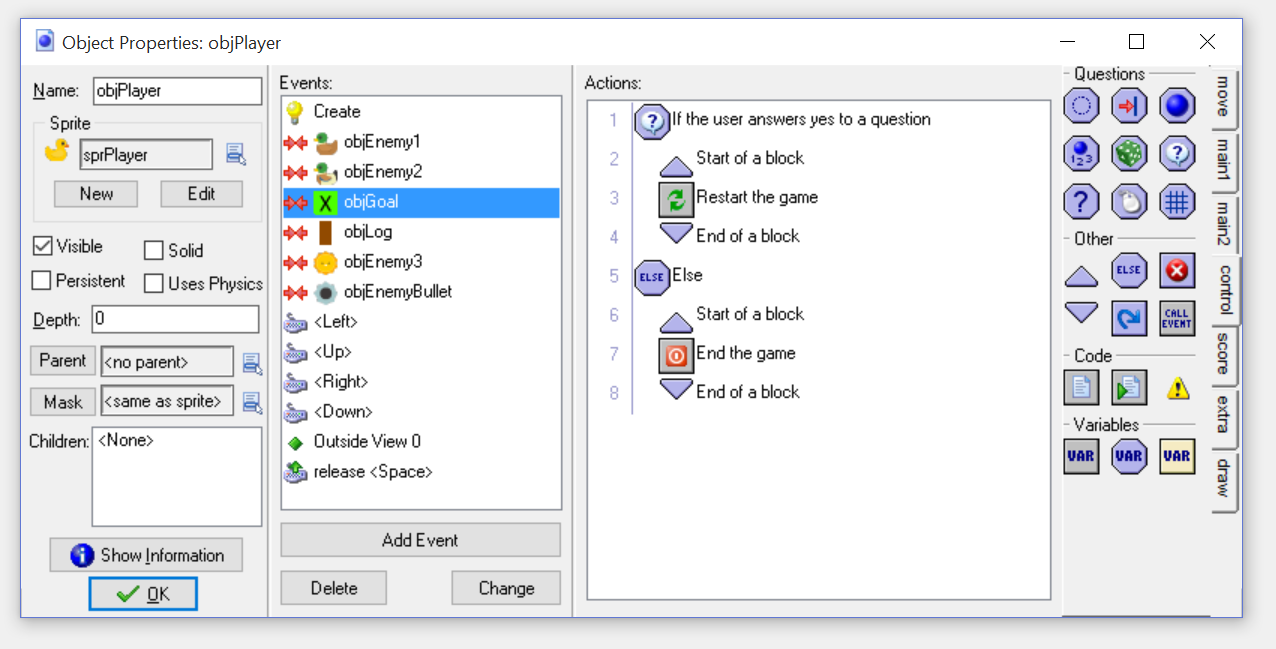


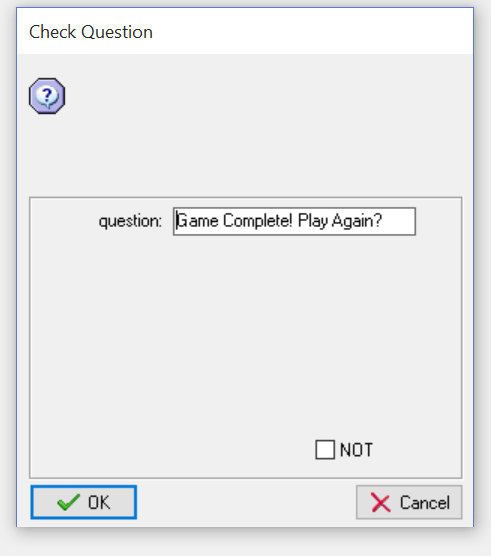
### Collision – obj Log

* Simply add an empty comment

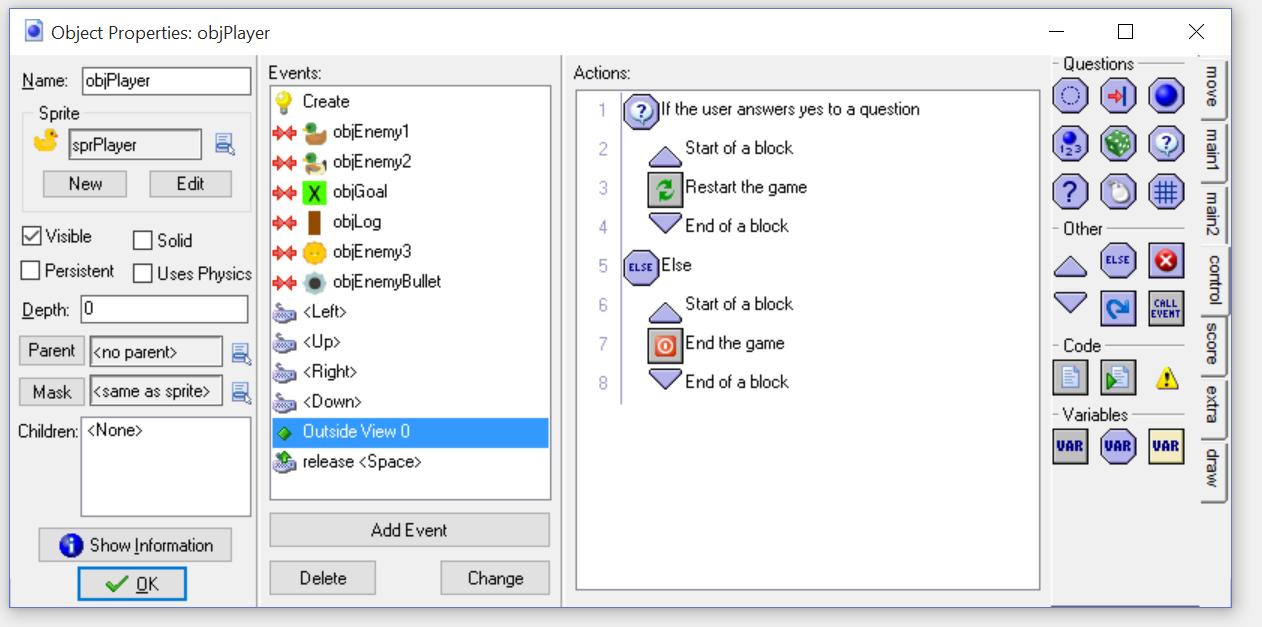


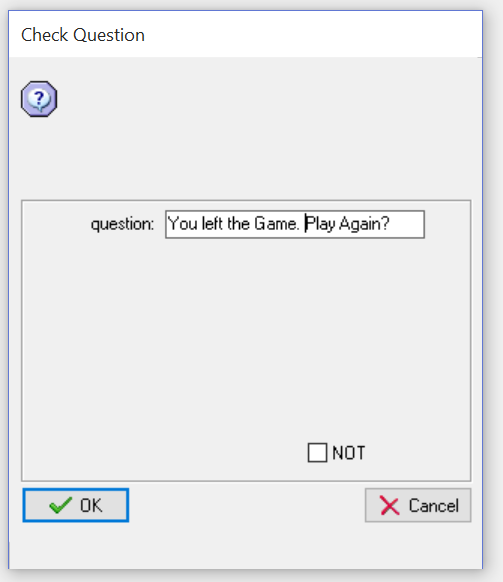
### Collision - Obj Goal



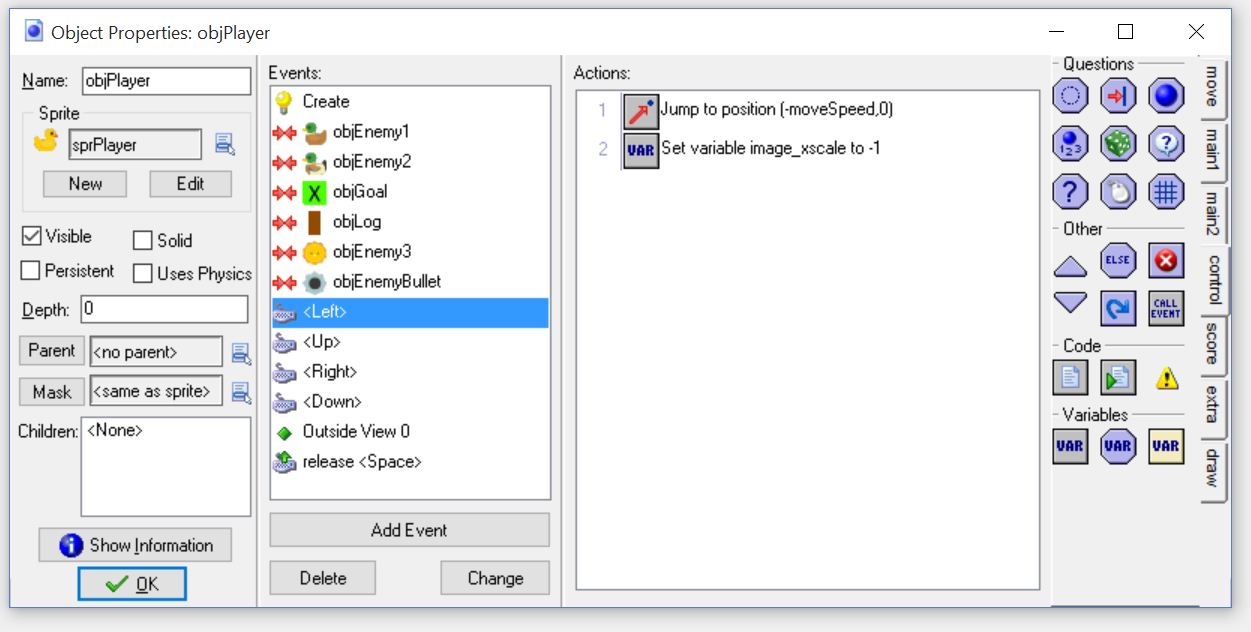


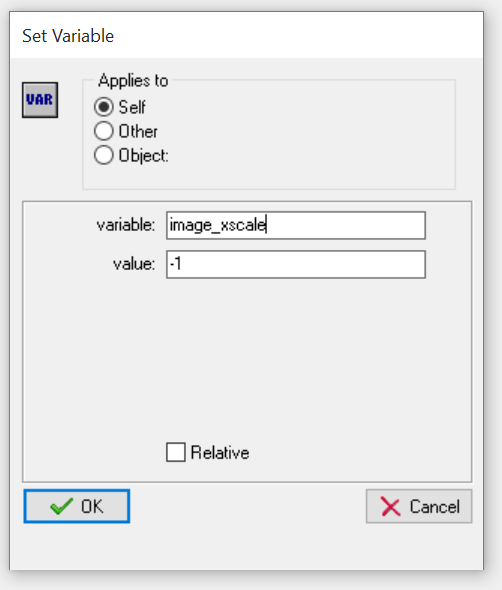
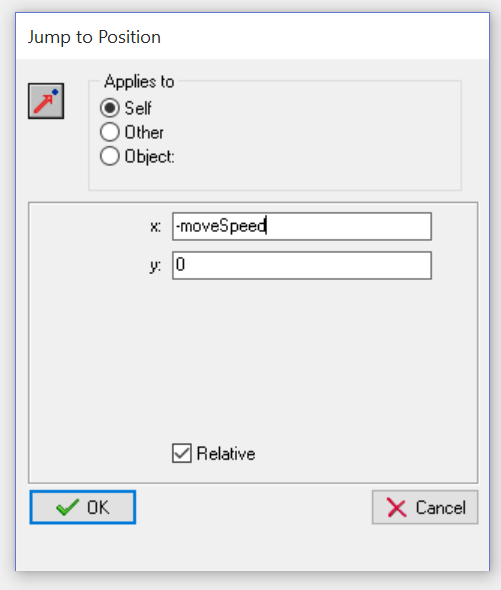
### Other – Outside View 0



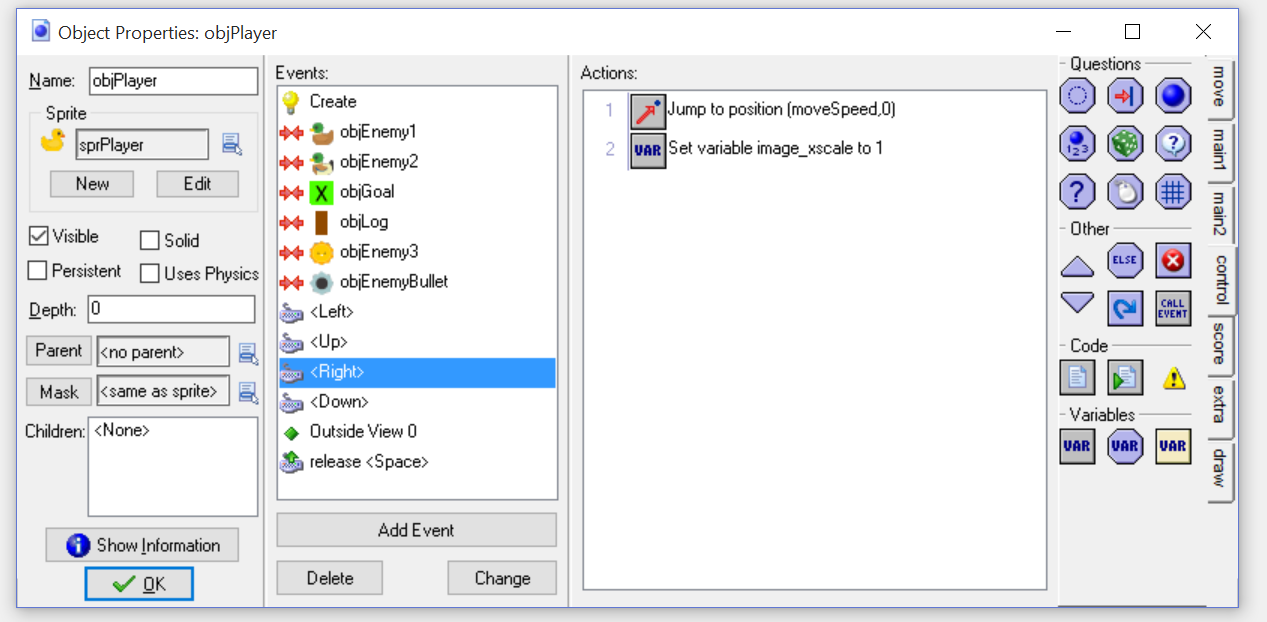


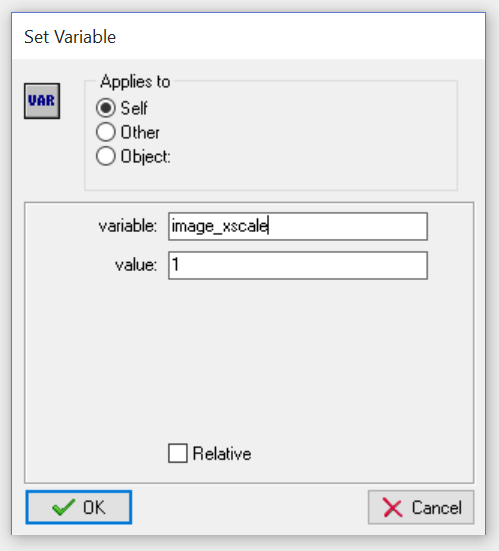
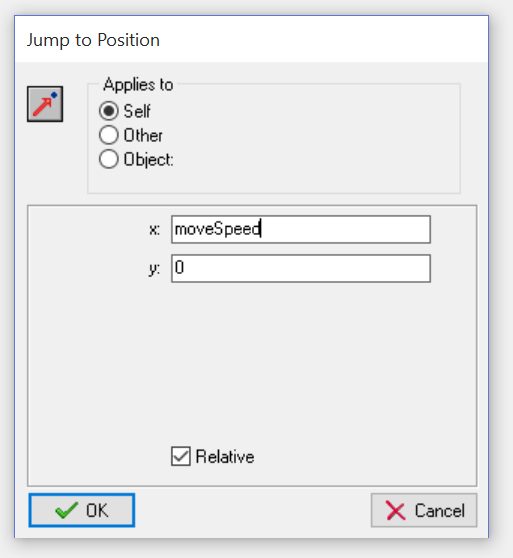
### Keyboard – Left Key



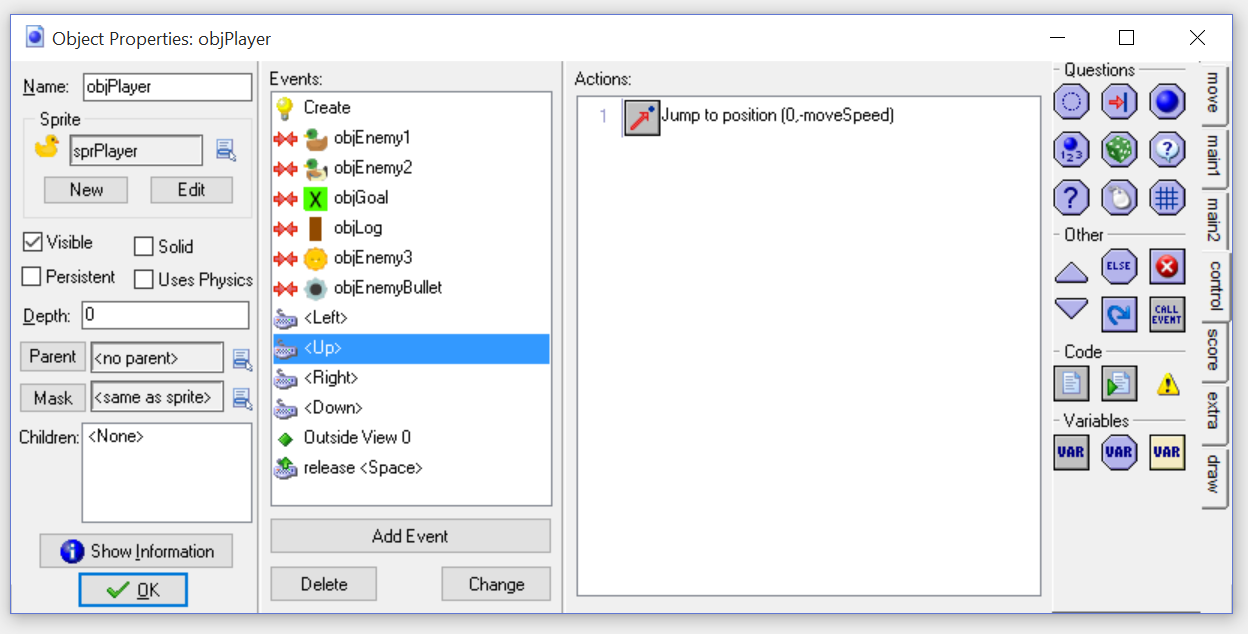


### Keyboard – Right Key



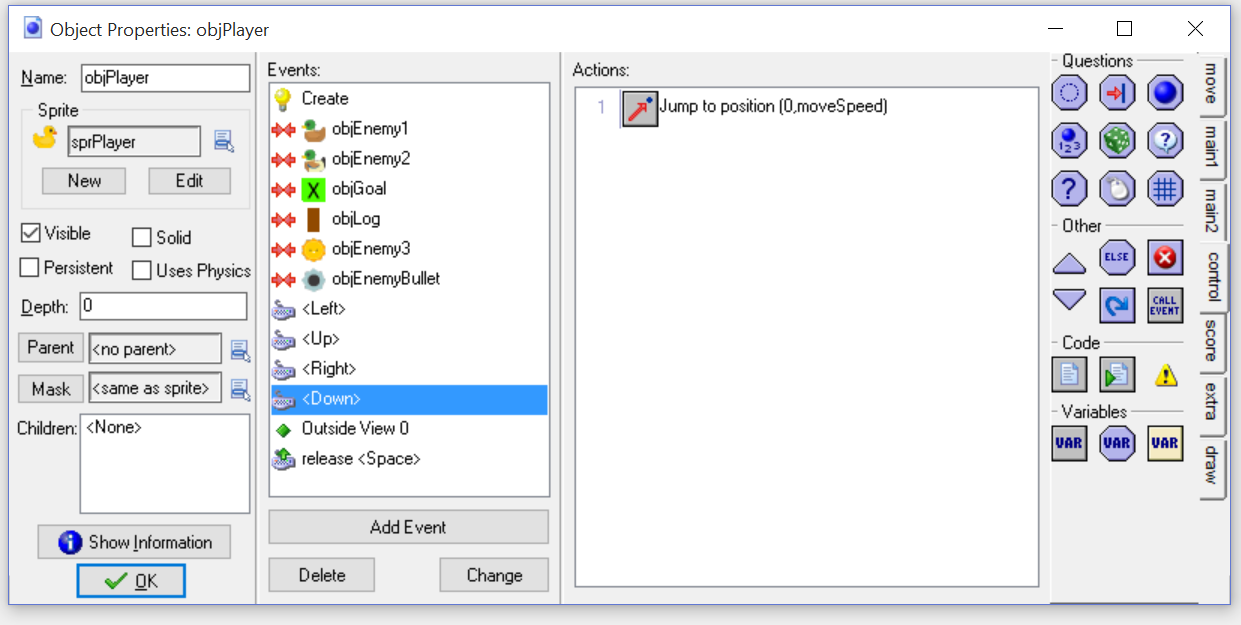


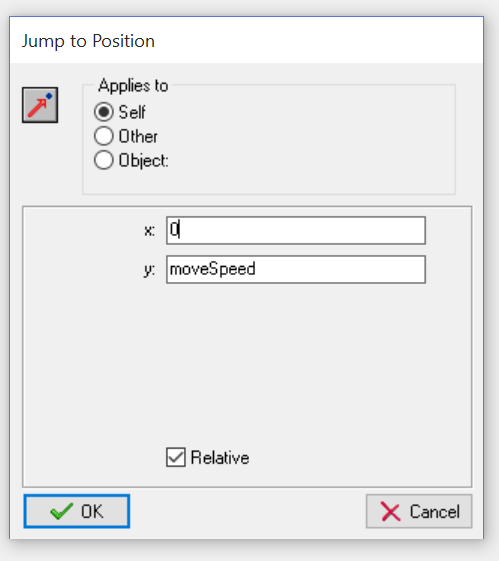
### Keyboard – Up





### Keyboard – Down





### Keyboard – Release SPacebar

