

In The Name Of God  
NilooofarMostafazade

This project is based on the My Pack project, which consists of eight parts:

The first part of the background:

I designed it with Illustrator and I used the downloaded fonts to design the text

The second part of voice acting:

Thanks to the features provided by the Scratch program, I put an audio file at the start of the game to entertain users.

The third part of creating a vampire character: I have designed this game according to my taste and all the characters are made by my own mind that the vampire character is the player who must eat all the elixirs and escape and not hit the spirits

The fourth part of the black elixir:

This elixir allows the vampire to devour all the ghosts in the game and safely get all the elixirs.

Part Five Souls:

Souls are destructive agents And go to the vampires and attack. Users must be careful of souls so that they can escape from them.

Part Six Ordinary Elixirs:

These elixirs create points but do not reach the power of the black elixir but make our vampires fresh.

Section seven Black Barriers: These Barriers Work Like a Transmission Machine Vampires with these barriers can be easily moved from the top of the game to the bottom of the game, making it easy to escape.

Part 8 Creating Routing: The spirits of our game are routed in four different ways to follow the oppressed vampire of our game and kill it as soon as possible.

In this project, nested circles like if and forever have been used to guide the souls, in each of these ifs there is a starting point and an ending point for the soul, and different paths of the game are randomly selected with each start To be. And every time the game starts or the desired path is taken, another path is randomly selected again. In other parts, such as scoring simple elixirs, we used a built-in block in which all the points are poured. And are added together, and when the sum is equal to the defined number, the user is declared the winner .In some other parts of the game, you can see the black elixir, by eating that elixir, the spirits lose their resistance and start to change color, which the vampire of our game can attack and gain more points than this. There are only two elixirs. In this game, all the obstacles are made with Illustrator and with the help of the icons of the flat icon sites, and in order not to hit the vampires with the obstacles, we used nested codes and ifs, which makes the work easier for us and the coding fewer.

And the final part, we can say that working with the scratch program is very good and makes learning programming very fast and pleasant for new programmers, and we can create a simple game with our personalized design and enjoy the game. Scratch site We can share our games and interact with others to benefit from each other's information.

The End