

# Greenfoot

`setRotation`  
`Mover Class`

`Refactoring code: creating new methods`

# Don't let the **ZOMBIES** get you!

- Creating new a Class
- Key board function (recap)
- Creating new methods
- Refactoring code

```
setLocation(getX(), getY() + 1);  
if (atWorldEdge())  
{  
    setLocation(firstX, firstY);  
}
```

```
private int firstX;  
private int firstY;  
  
public Line (int resetX, int resetY)  
{  
    firstX = resetX;  
    firstY = resetY;  
}
```

# Actors

- Backgrounds

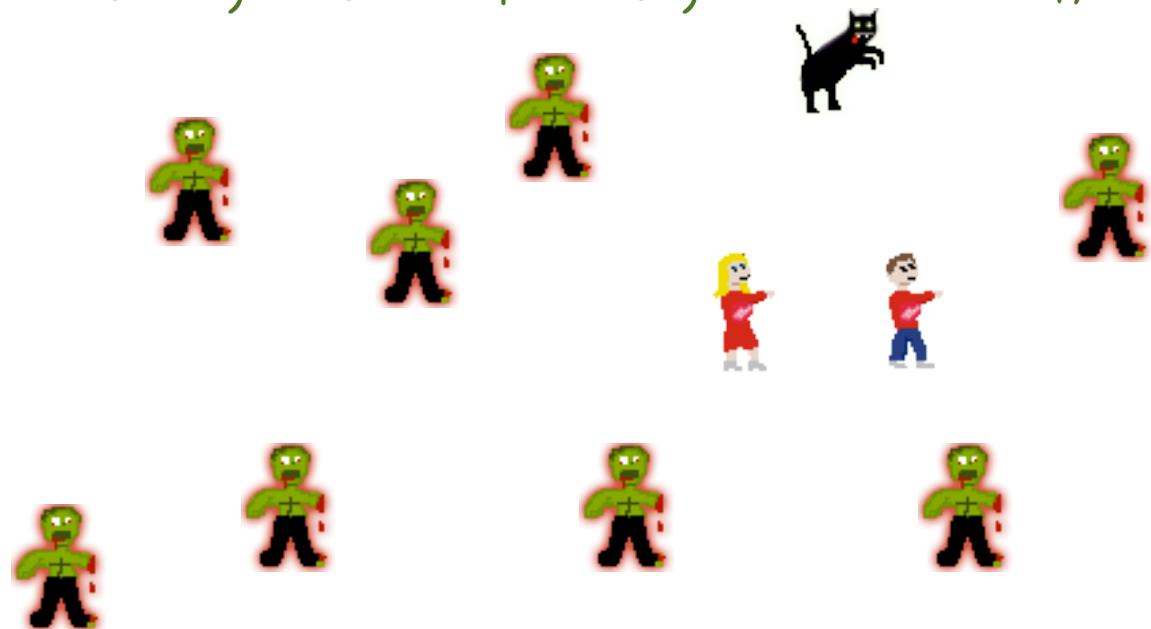
- Actors:

- Hero
- Blob
- Zombie

create the following Actors classes (all as a subclass of Actor) and set the images you want to use from the supplied scenario images:

- Hero
- Blob (create your own or use one of the images from the zombie scenario folder)
- Zombie

(Note: Make sure you use a capital as your Actor name!)



- Score

# let the Hero win!



Using  
keyboard  
functions with  
setRotation

```
//Set left key press function
if (Greenfoot.isKeyDown("left"))
{
    setRotation (getRotation() - 2);
}
```

```
// Set right key press function
if (Greenfoot.isKeyDown("right"))
{
    setRotation (getRotation() + 2);
}
```

Note: The number is the speed at which your hero rotates

# Blast the ZOMBIES!



## Creating new methods Refactoring code

Compile your code run the game and  
see what you get!

**Hint:** CTRL + Space is a quick way to  
see hints for code completion

```
//Call fire
if (Greenfoot.isKeyDown("space"))
{
    fire();
}

private void fire()
{
    Blob blob = new Blob(); //Name of
    actor, notice the capital
    getWorld().addObject(blob, getX(),
    getY()); //sets blob at same X Y
    coordinates as cannon
}
```

# Blast the ZOMBIES with blob!

Moving the 'blob'  move using a custom method with the **Mover** class.

- Create a new subclass of Actor **Mover** (no image).
- Open the editor
- delete all the code
- Paste the code from **mover.txt** file (in the zombie folder) & paste into your class **Mover**
- Compile.



# Don't let the ZOMBIES get you!



## Zombie Time



```
//This is the zombie speed
```

```
    move(1);  
if (Greenfoot.getRandomNumber(100) < 10)  
{  
    turn(Greenfoot.getRandomNumber(90) - 45 );  
}
```



# Don't let the **ZOMBIES** get you!



Save the world!  
No not really....

Add more zombies  
Shift & click

Right click &  
save the world



# Don't let the **ZOMBIES** get you!



Stop the **zombies**  
hitting the world  
edge

See the handout for  
further help

Don't let the **ZOMBIES** get you! 

create more levels!

Game Over screen

Scoring: use [link](#)