

```

extends Sprite

onready var timer = get_node("Timer")

export (float, 0.0, 100.0, .1) var start_time = 15.0
export (float, 0.0, 100.0, .1) var end_time = 20
var kebutuhan = 0

func _ready():
    object_state.air_value = false
    timer.set_timer_process_mode(Timer.TIMER_PROCESS_FIXED)
    timer.set_wait_time(end_time - start_time)
    timer.set_one_shot(true)
    timer.connect("timeout", self, "gameover")

# add_child(timer)
    timer.start()

    set_fixed_process(true)

func gameover():
    queue_free()

var t = 1
func _fixed_process(delta): # Print testing
    if(t >= 1):
        t -= 1
        print(timer.get_time_left())
# set_value(timer.get_time_left())
    if(timer.get_time_left() < 35 and timer.get_time_left() > 15):
        if kebutuhan % 3 == 0:
            get_node("air").set_hidden(false)
        elif kebutuhan % 3 == 1:
            get_node("pupuk").set_hidden(false)
        else:
            if kebutuhan < 10:
                get_node("air").set_hidden(false)
            else:
                get_node("panen").set_hidden(false)
    elif(timer.get_time_left() < 15):
        if kebutuhan < 10:
            self.set_frame(1)
        else:
            print("switched")
            set_frame(3)

    t += delta

```

```

const ADDITIONAL_TIME = 5.0
var clicked = 0

func _on_air_pressed(): # Button for testing
# Must get time before stopping timer.
    var new_time = timer.get_time_left() + ADDITIONAL_TIME
#    set_value(new_time)
    kebutuhan+=1
    if kebutuhan < 10:
        set_frame(0)
    else:
        set_frame(2)
    timer.stop()
    timer.set_wait_time(new_time)
    timer.start()

```

*Drawing 1: Script sawit.gd*

```

extends Sprite

var nilai = false
onready var koin = get_node("Area2D")
func _ready():
    pass
func _picked_up():
    nilai = true
    print("picked up")
    get_node("/root/object_state").air_value = nilai
    get_node("../").set_fixed_process(false)
    get_node("../")._on_air_pressed()
    get_node("../").set_fixed_process(true)
    set_hidden(true)

func _on_Area2D_input_event( viewport, event, shape_idx ):
    if event.type == InputEvent.MOUSE_BUTTON and event.pressed == false:
        # Start dragging when the user presses the mouse button over the clickable area
        _picked_up()

```

*Drawing 2: Script kebutuhan sawit.gd*

```

extends Node

var air_value = false
var truk_value = false
var pabrik_value = false

```

*Drawing 3: global\_variables.gd*

```

extends Node2D

func _ready():
    pass

func _on_shopButton_pressed():
    var toko = preload("res://scenes/shop.tscn").instance()
    toko.set_z(99)
    get_node("../..").add_child(toko)

```

Drawing 4: hud.gd



Illustration 1: In-Game UI

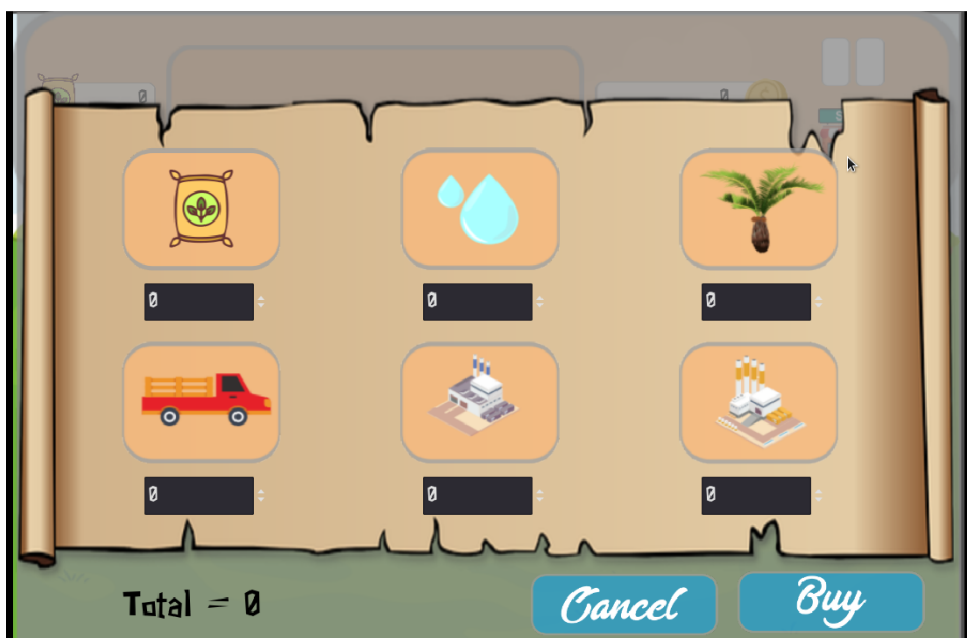


Illustration 2: In-Game Shop

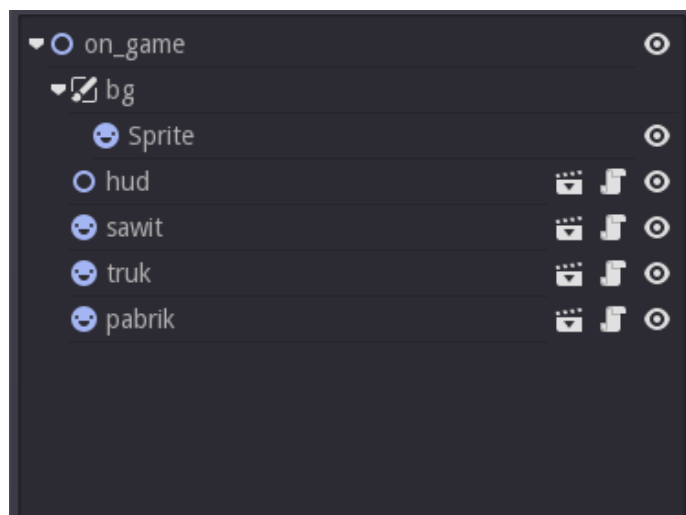


Illustration 4: on-game-workspace

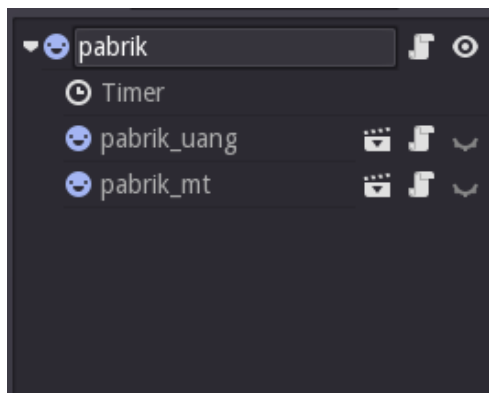


Illustration 3: pabrik-workspace

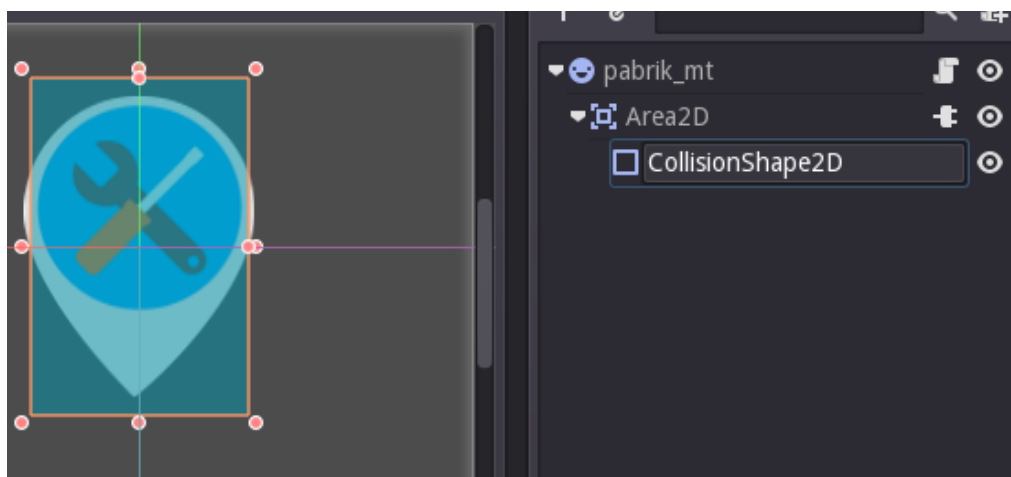


Illustration 5: pabrik-mt-workspace

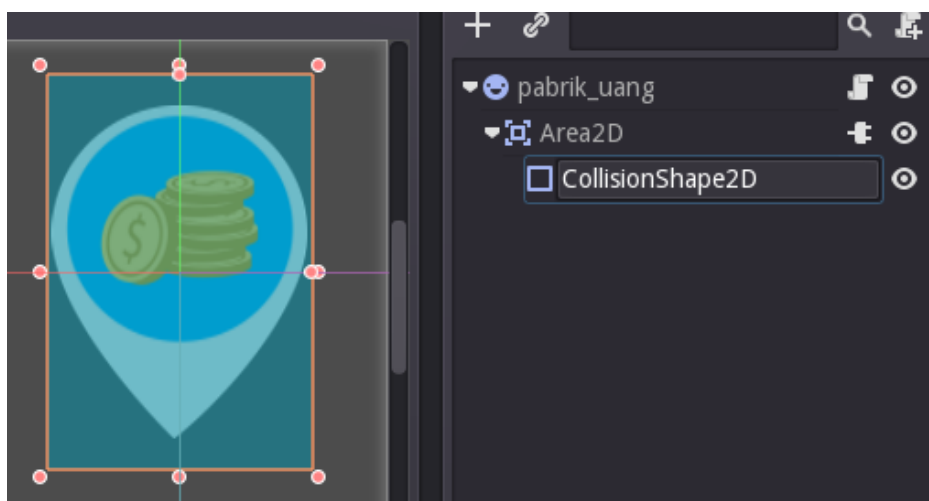


Illustration 6: pabrik-uang-workspace

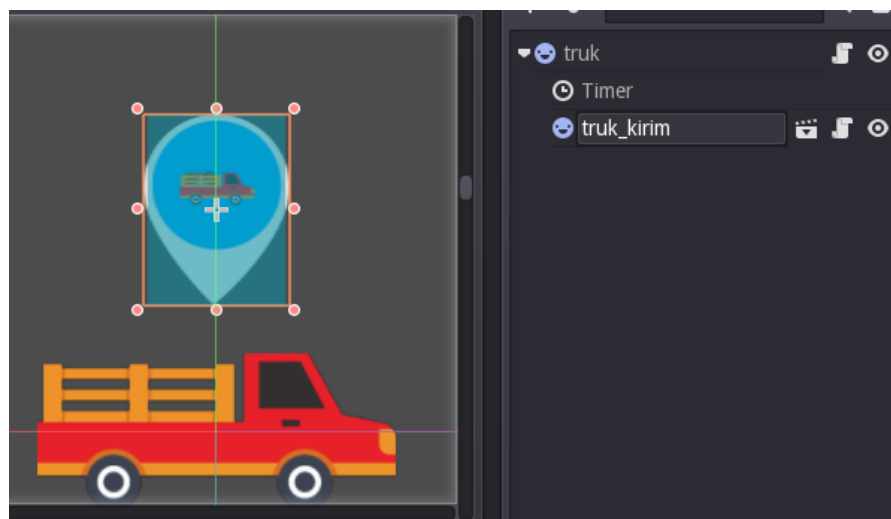


Illustration 7: truk-kirim-workspace



Illustration 8: sawit-workspace

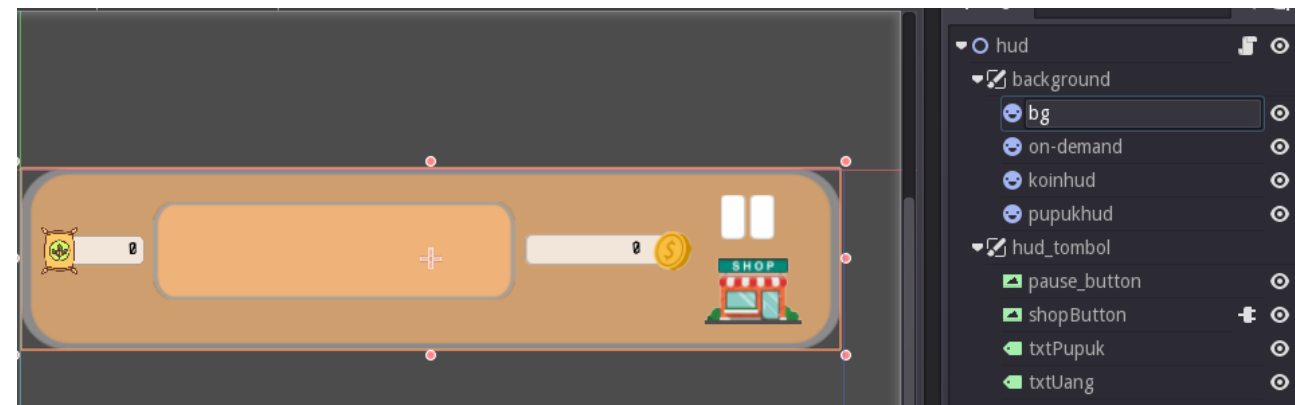


Illustration 9: hud-workspace

GitHub, Inc. (US)

https://github.com/orgs/pp12017-2a/people

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Illustration 10: <https://github.com/ppl2017-2a/>