6. Enemy Mechanics

Series

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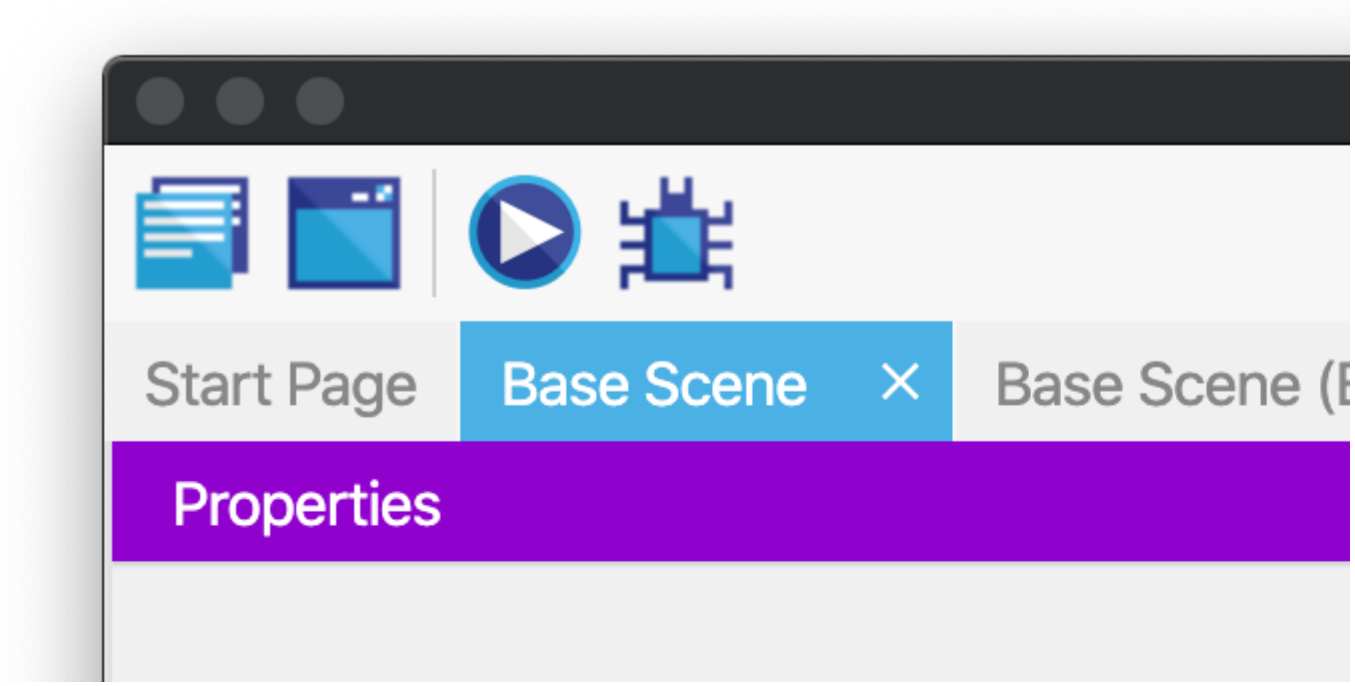
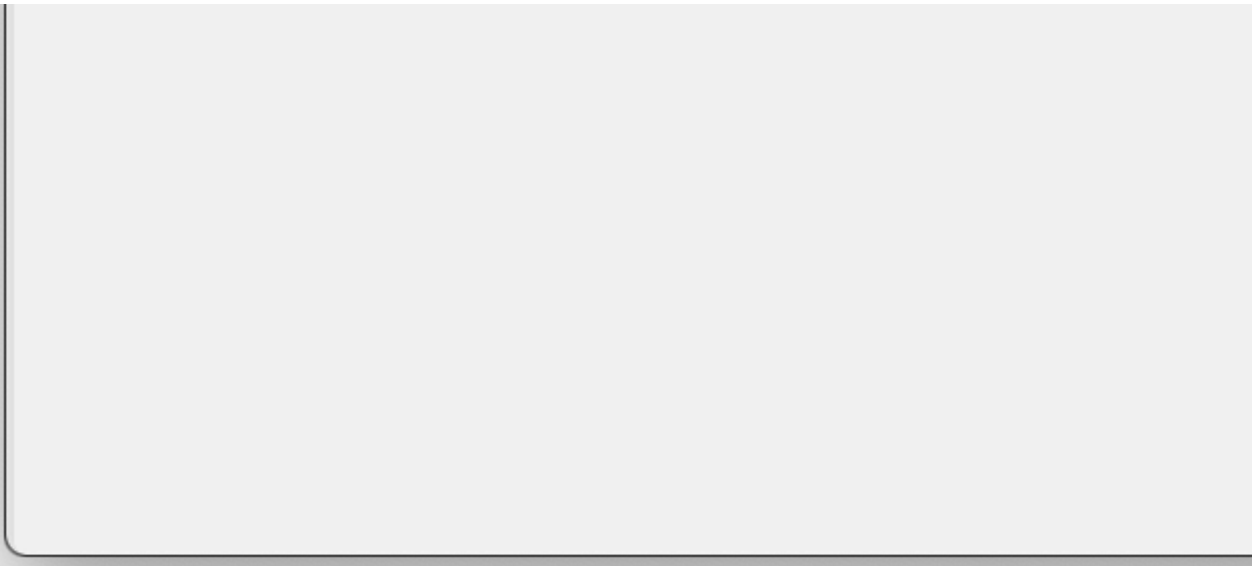
> In this chapter, we will learn how to give different mechanics to enemies.

Shooting the player

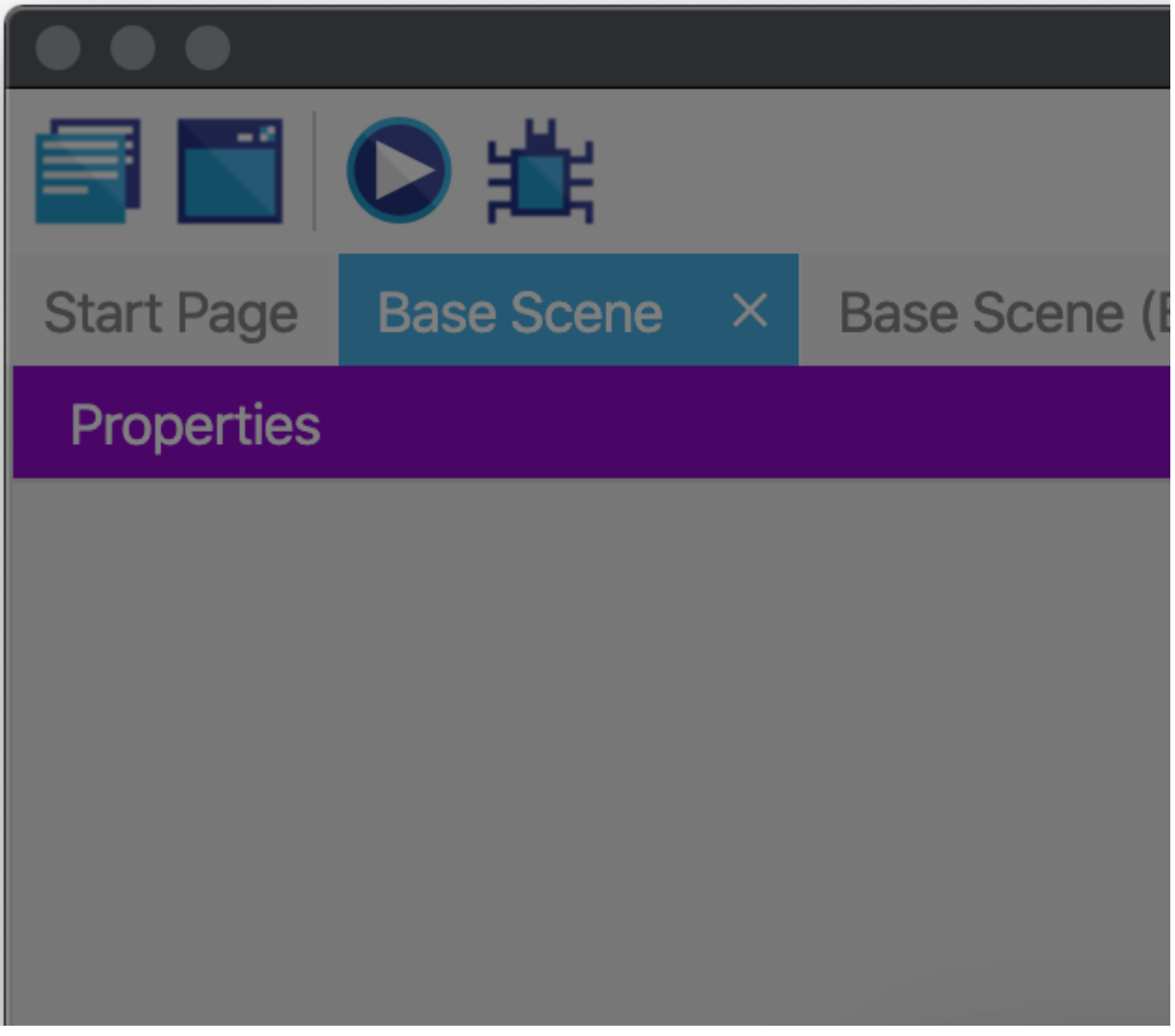
We will add **a new bullet** object and give the shooting ability to **Enemy2**, so our enemies can also shoot the player. Add a new object called **“BulletEnemy”** and select the image as **laser_enemy.png** from the assets folder.

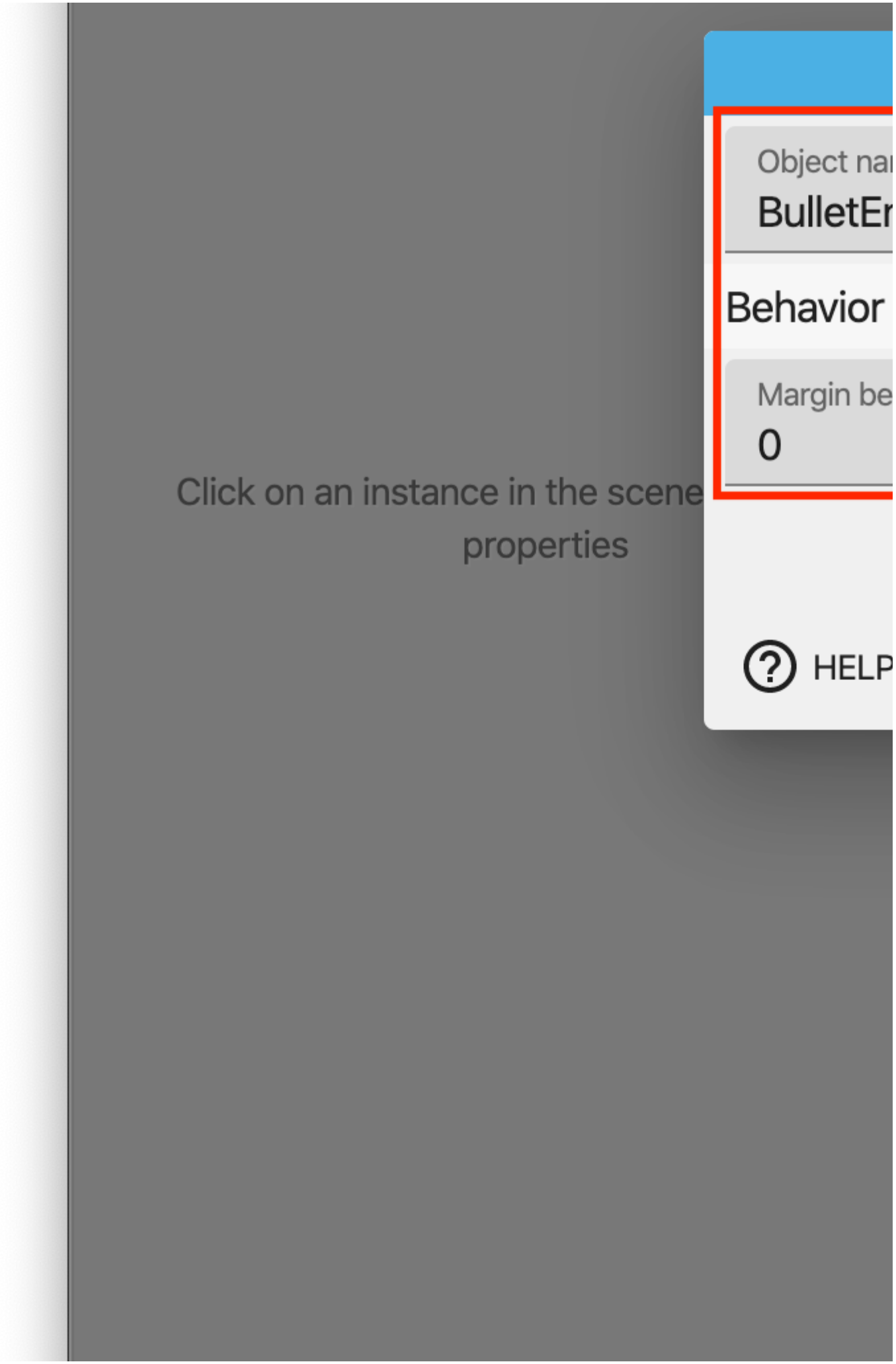


Click on an instance in the scene to display it
properties

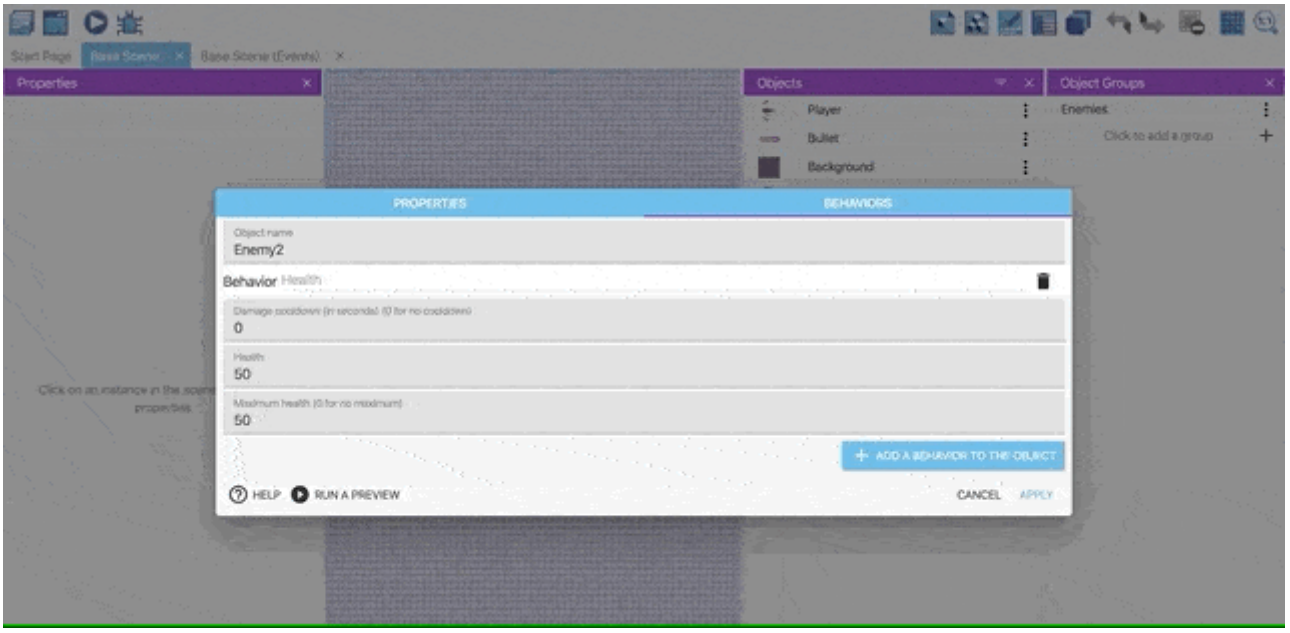


Then, add **Destroy when outside of the screen** behavior to this object. In the end, you should see:




Object na
BulletEr
Behavior
Margin be
0
Click on an instance in the scene
properties
HELP

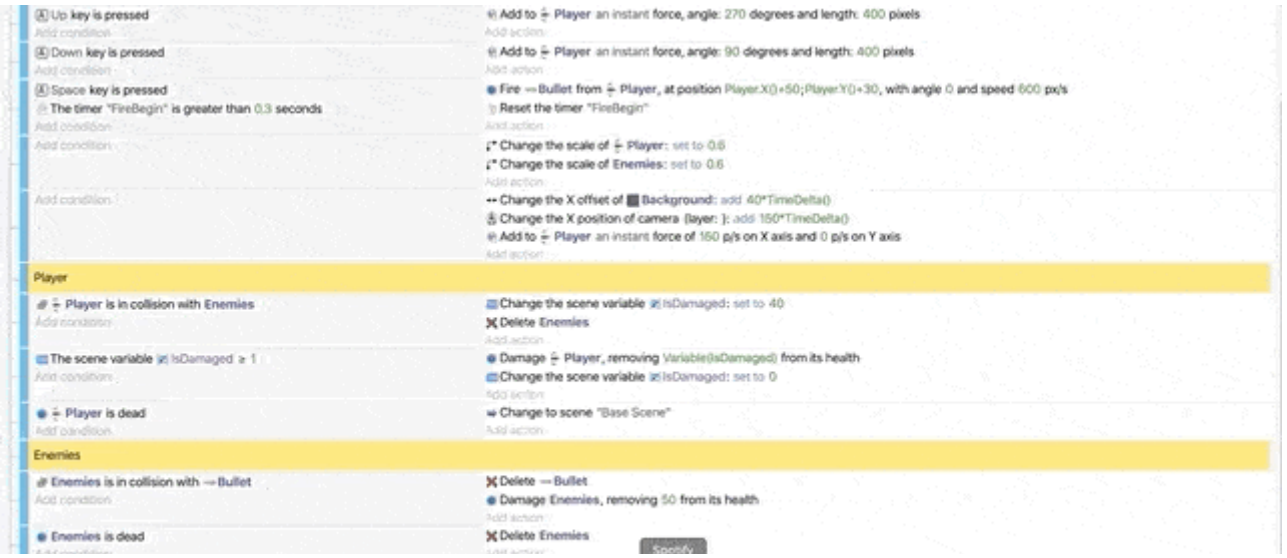
We need to give fire ability to **Enemy2**. Hence, follow the same steps to add the **Fire Bullet** behavior to **Enemy2**.

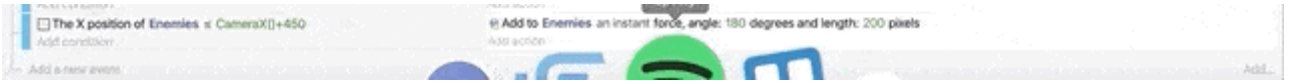


Now, we are ready to prepare our conditions and actions. Open the **Events** page and copy-paste the condition in which we determine the enemies' position. Then, drag and drop to the under of the original condition to make **a condition in a sub-event**.

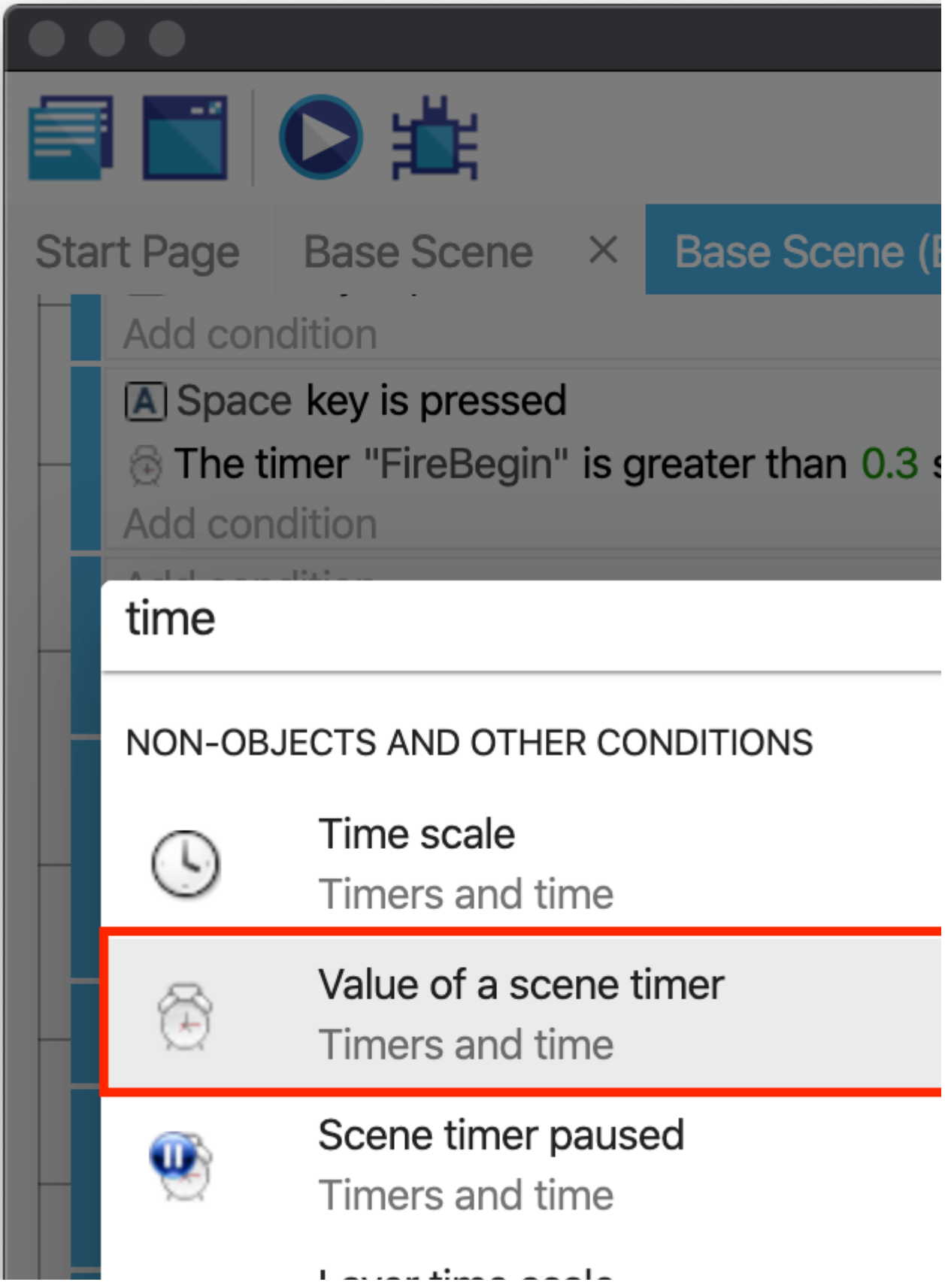
> By doing that, the inside condition will be checked only if the first condition is satisfied.

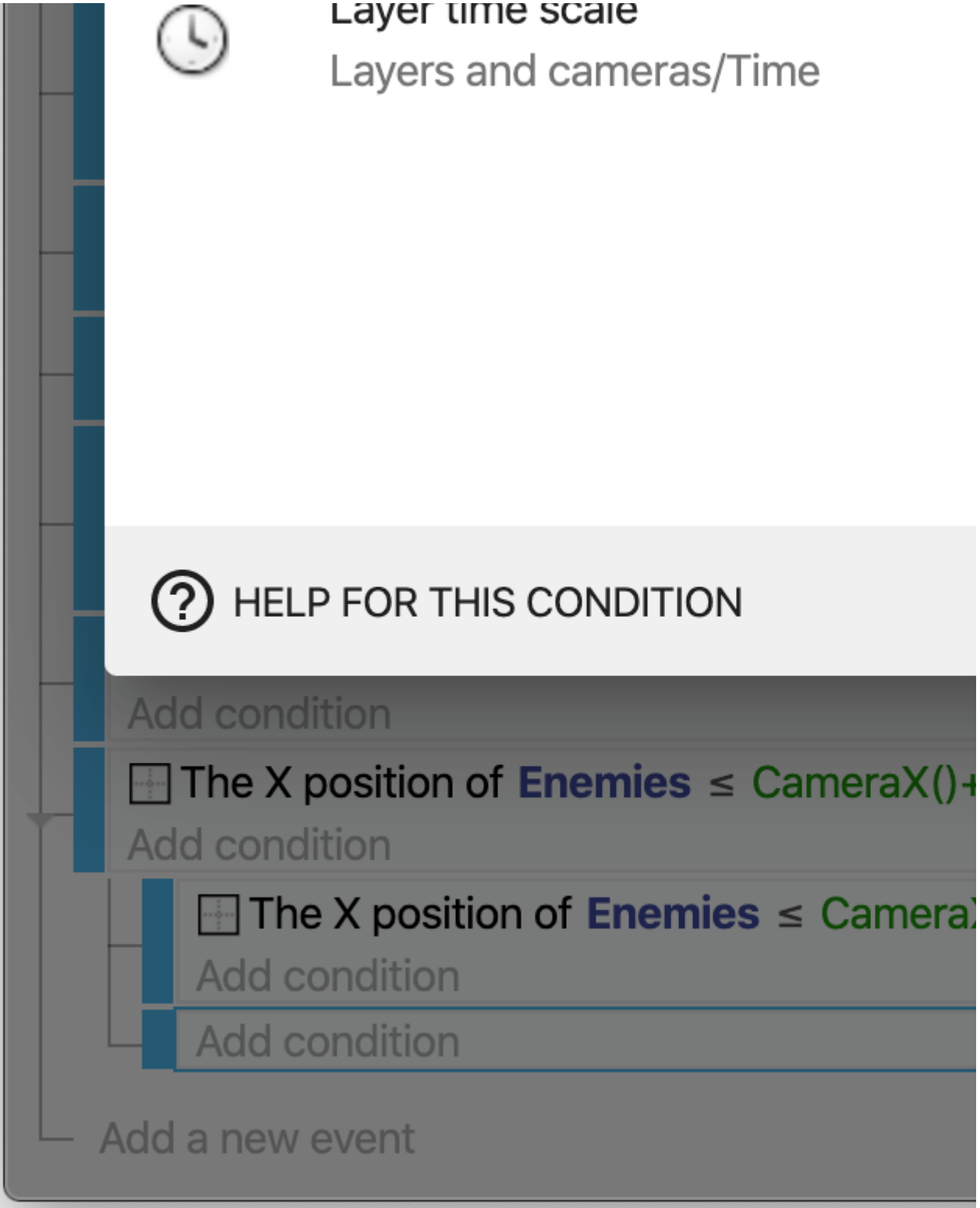
In the new condition, change the **Camera.X()+450** to **Camera.X()+150**



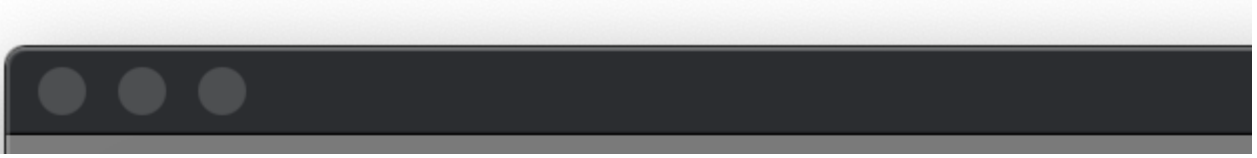


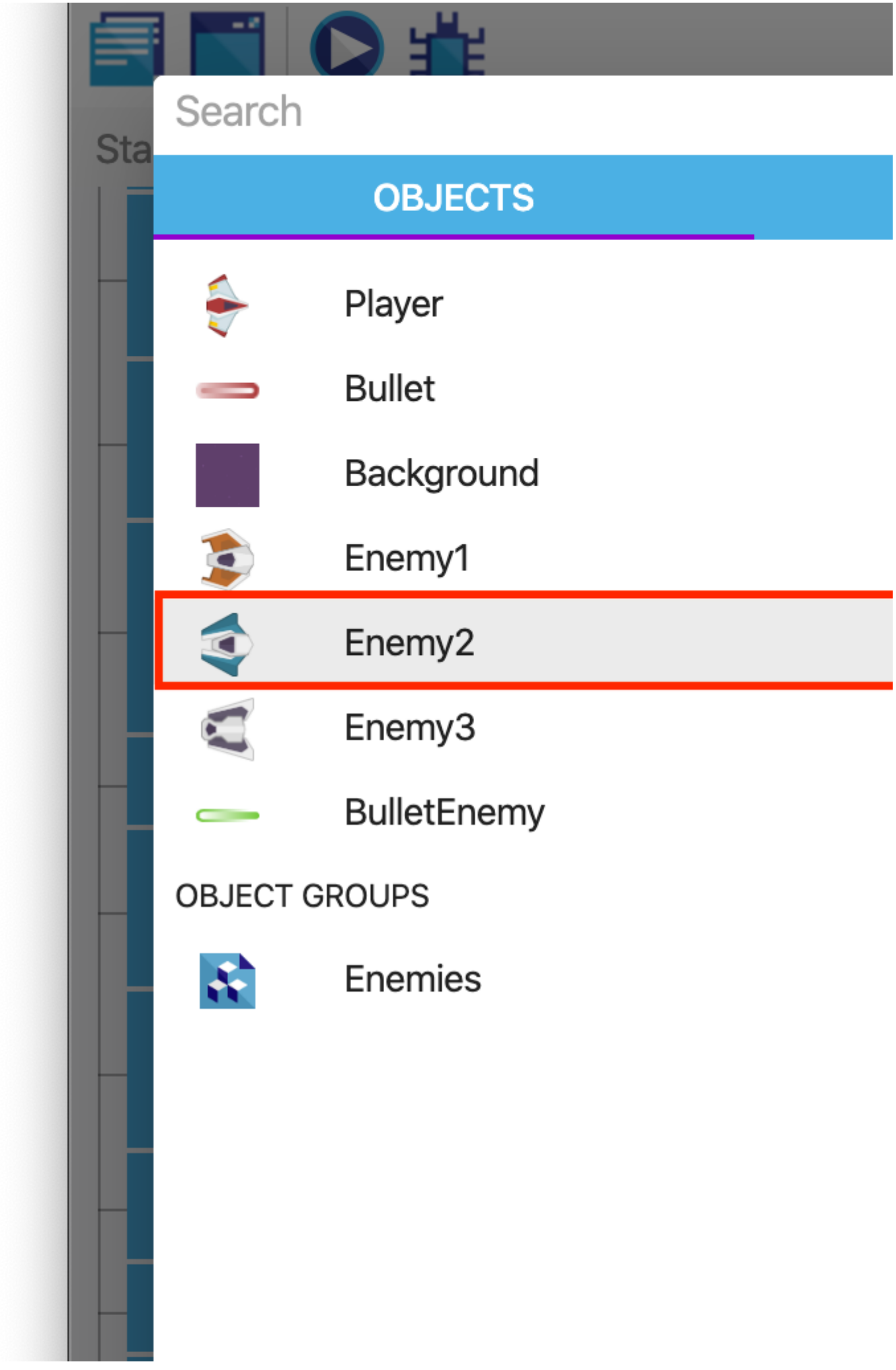
Then, create a new condition in a sub-event condition under the original condition to check the scene timer's value. Fill the **time in seconds** with **1** and the **timer's name** with **EnemyFire**.

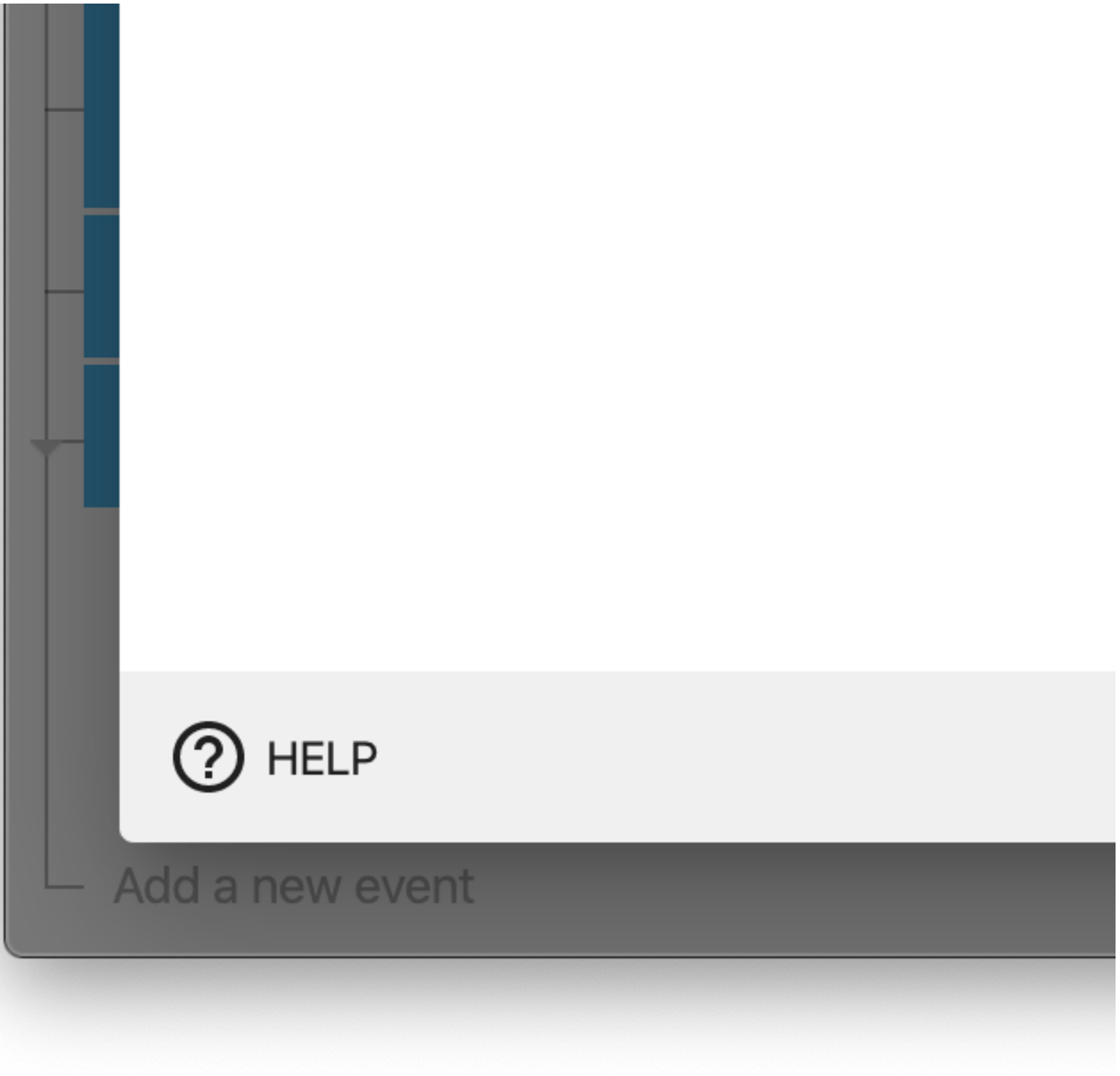




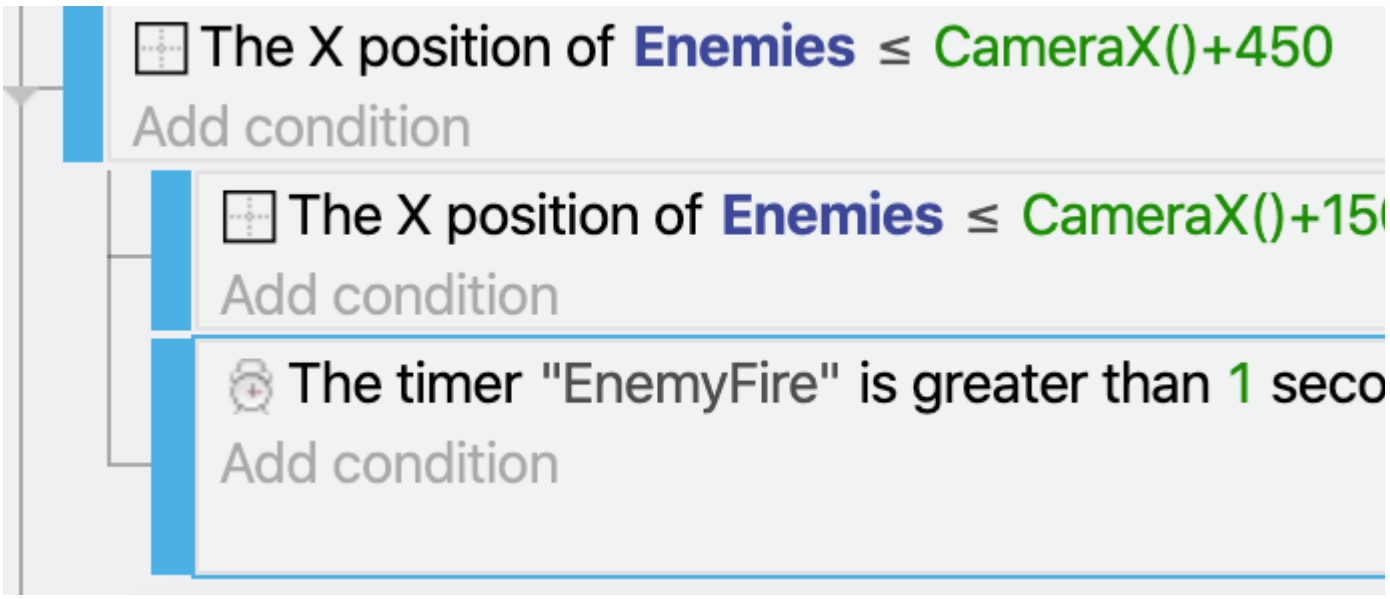
Now, we want **Enemy2** to shoot **Player**. Hence, we will add a new action to fire a bullet.




Search
OBJECTS
Player
Bullet
Background
Enemy1
Enemy2
Enemy3
BulletEnemy
OBJECT GROUPS
Enemies

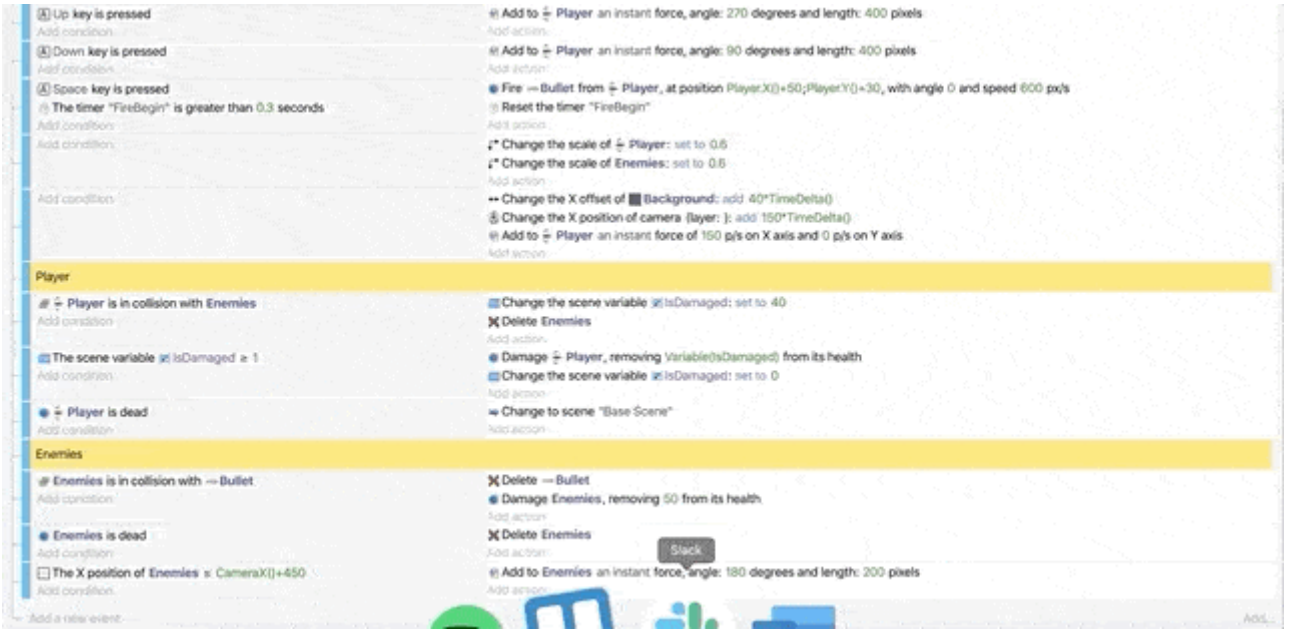


Then, we have to **reset the timer** to prevent unexpected problems. In the end, you should see:



Getting damages when hit by a bullet

Now, our **Enemy2** can fire bullets toward the player. However, we did not define the effect of being shot by these bullets. We will add a new condition to check the collision between the **Player** and the **BulletEnemy**. Please select the **event** and **copy-paste** it. You need to change the **in collision with** to **BulletEnemy**, and change the **IsDamaged** value to **30**. Finally, change deleting **Enemies** to **BulletEnemy** objects.

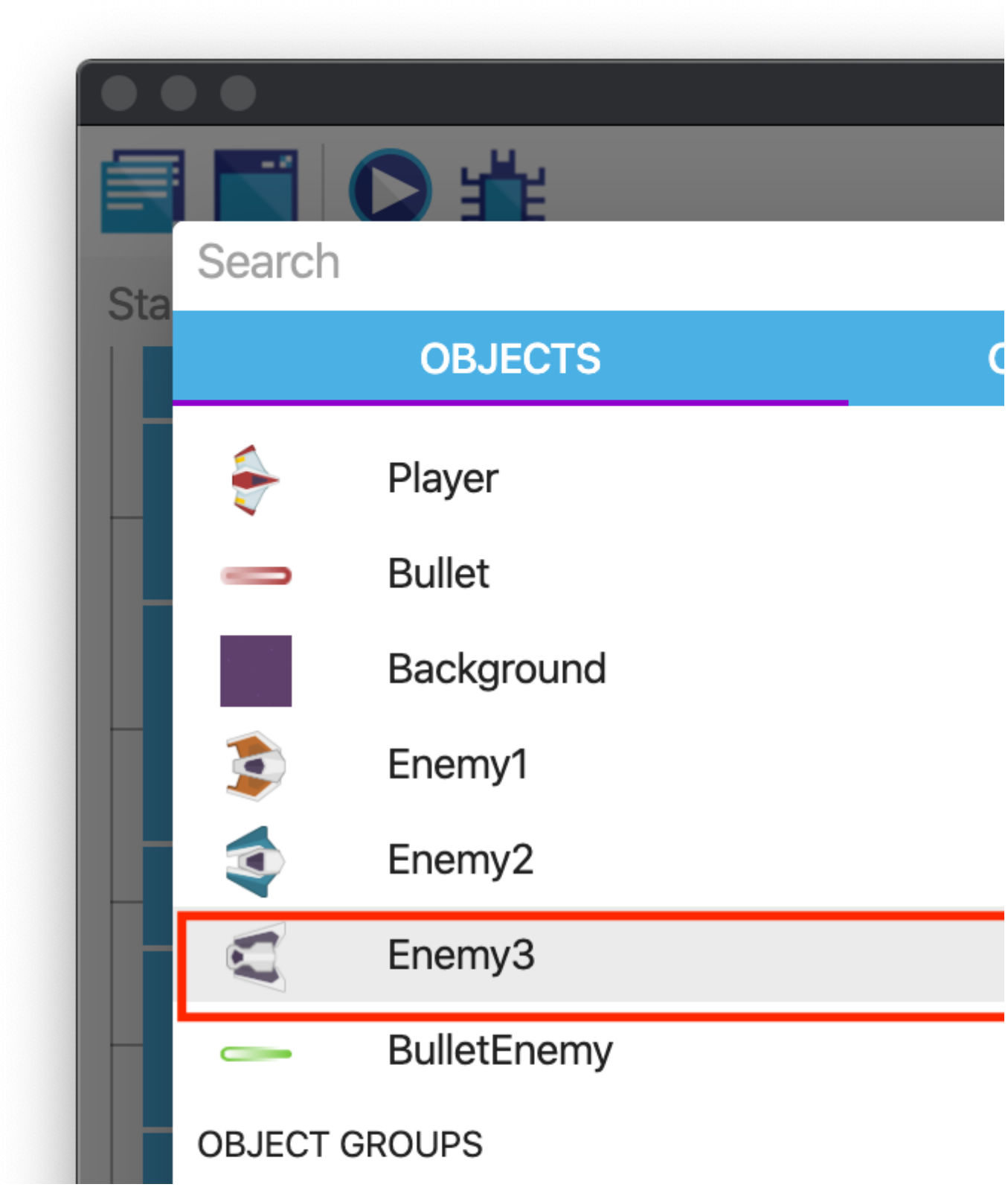


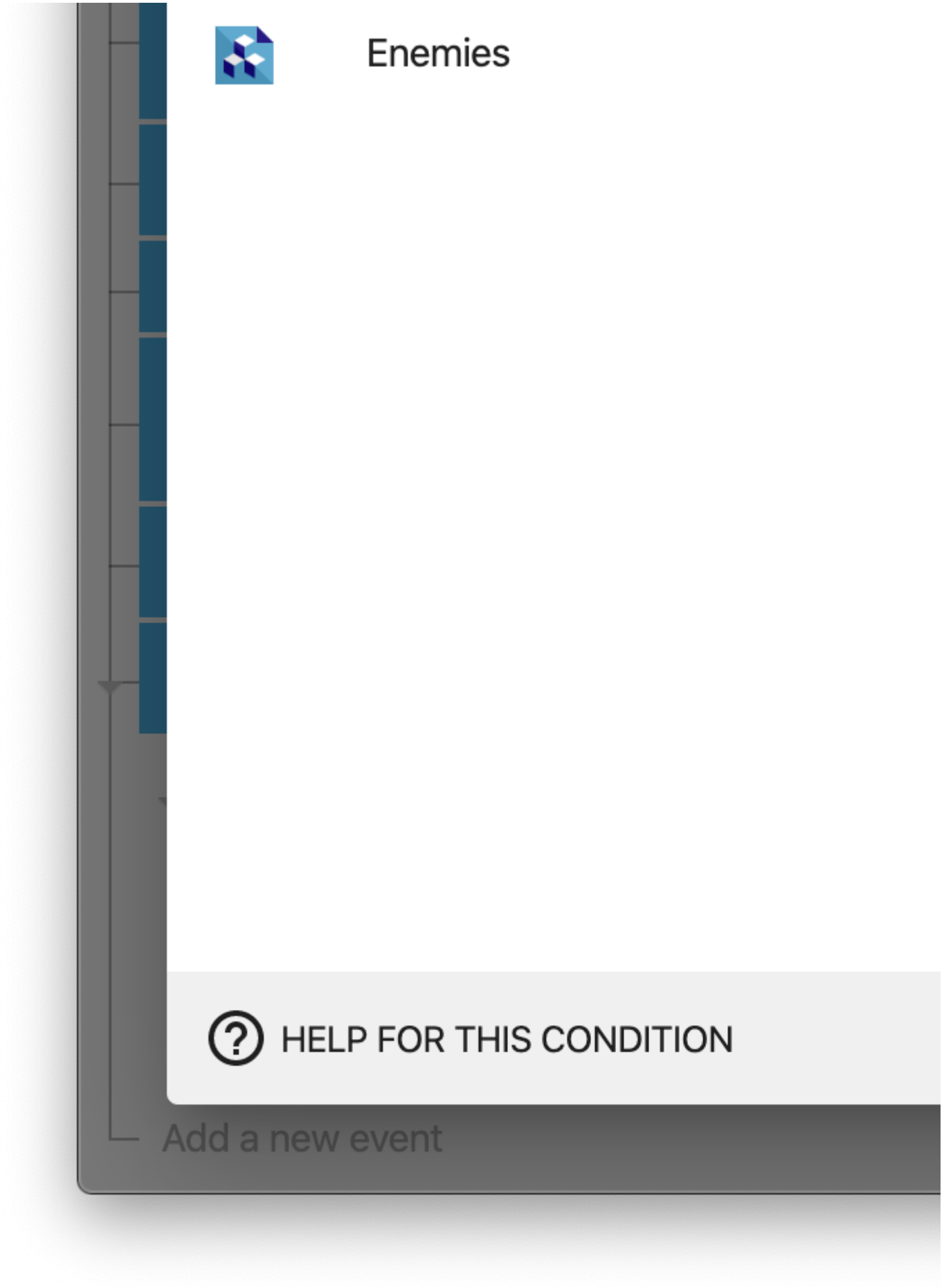
Your actions should look like this:

Add condition

Moving enemy to the center of the screen

We will add a new mechanic, moving enemy to the center of the screen, to **Enemy3**. Firstly, we need to have the position of **Enemy3**. Thus, we will create some conditions to make a move smoothly. Create a new condition in a sub-event (**Camera.X()+150**). Select **Enemy3**, **Compare Y position** and check if the **value is greater than or equal to 300**.

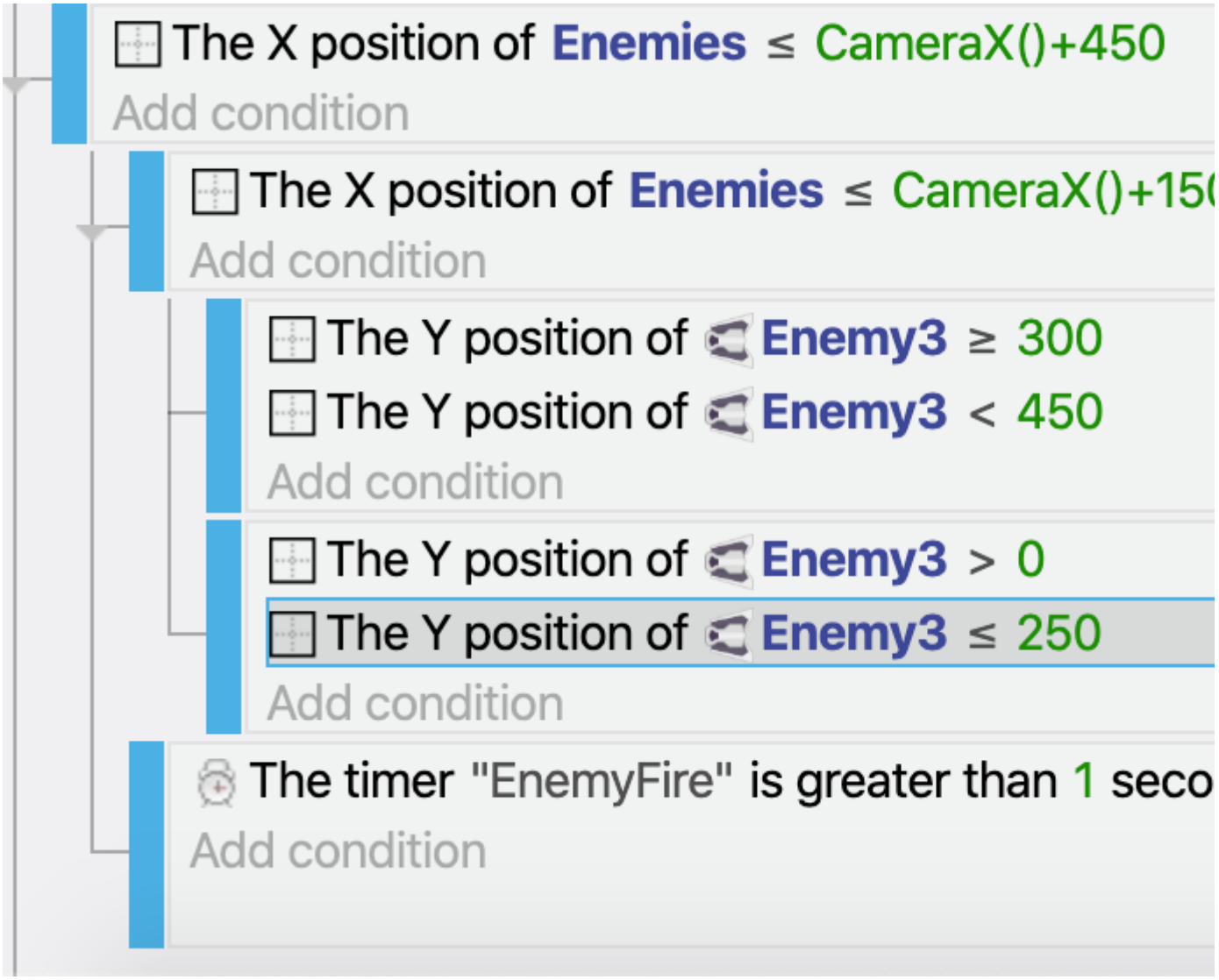




We will use the same condition four times, so instead of writing every condition again, just **copy-paste the condition** like below and **modify**

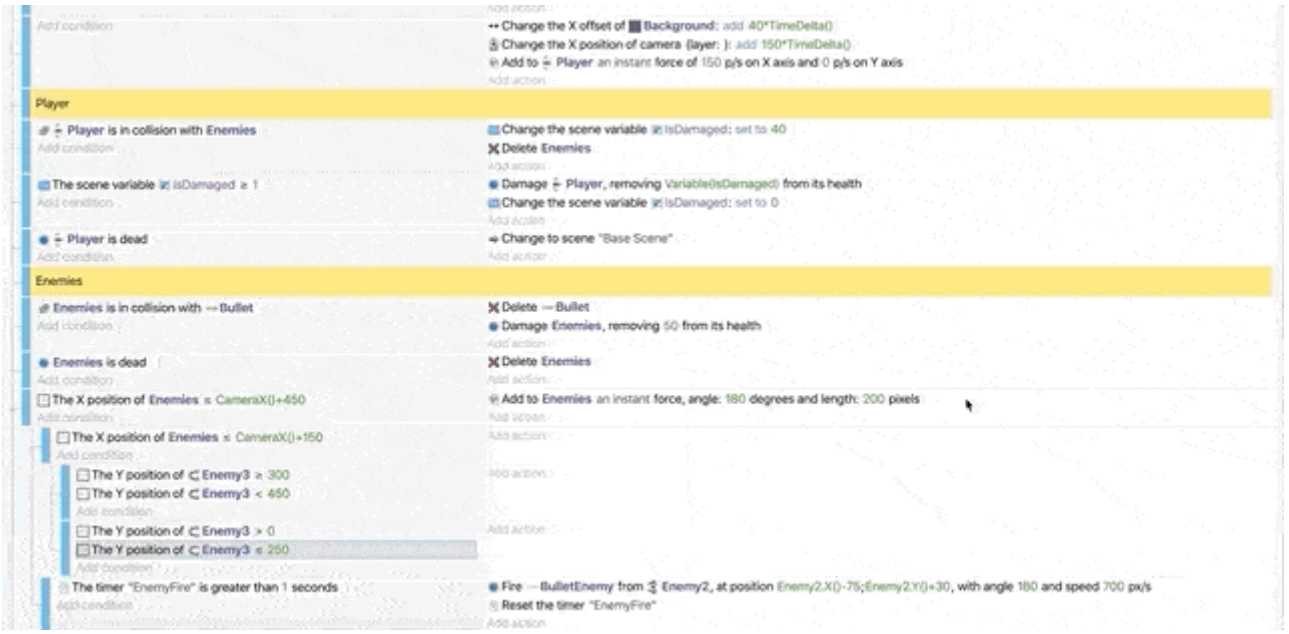
them.

In the end, you will have:

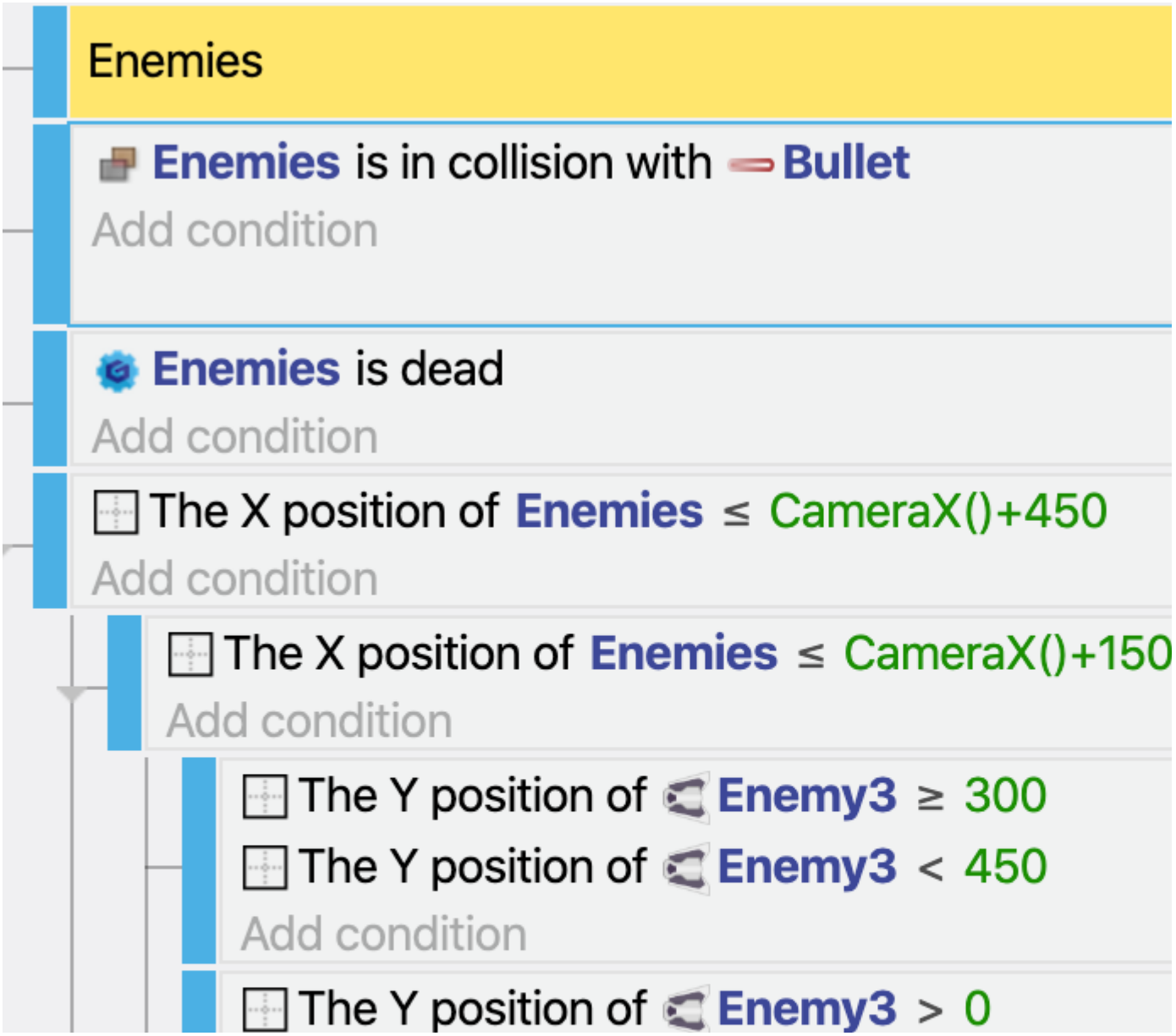


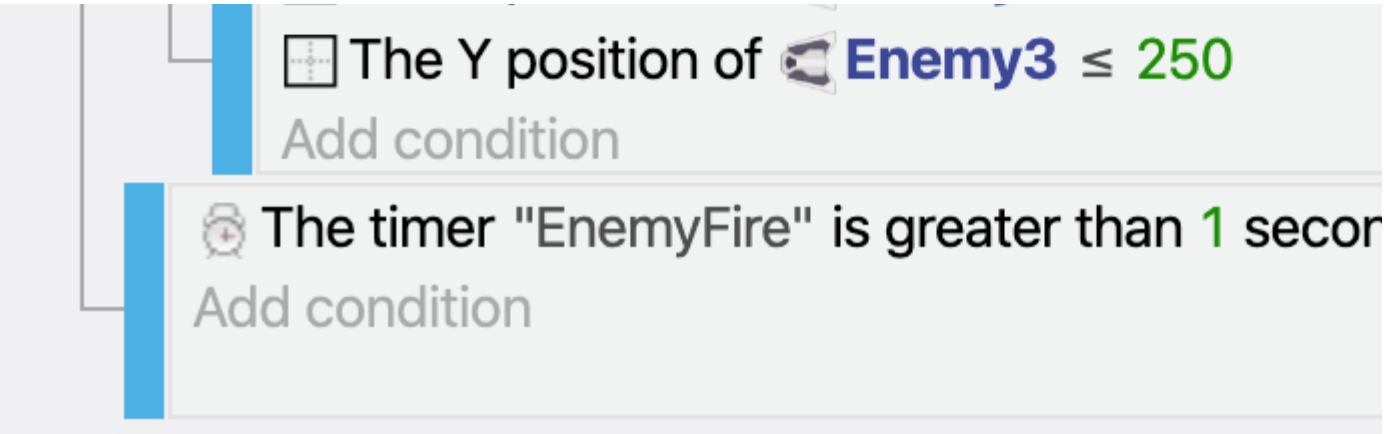
We are ready to add movement to these conditions. Use the Enemies movement

action and modify it to move **Enemy3** with an angle of **-90** and speed of **300**.



Repeat the same process for the condition below. Just change the angle to **90**. In the end, you should see:





Testing out

Now we are ready to play our game. Hit the run button.

> If you want to play longer, you can put new enemy objects on the scene.

Next step

[Space Shooter, Part 7]