|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | |  |  | |  |  | | |  | |
| Start Frame |  | | Turret |  | | Enemy |  | | |  | |
|  | | Destroy |  | | Destroy |
|  |  | |  |  | |  |  | | |  | |
| 1 Wave Running of(Base)=0 |  | | Base |  | | Generator |  | | |  | |
| 2 Button clicked |  | | Set wave running to 1 |  | | Set generator to 5 |  | | |  | |
|  |  | |  |  | |  |  | | |  | |
|  |  | |  |  | |  |  | | |  | |
| Generate of (Generator) >0 |  | | Genarator |  | | New object |  | | |  | |
| Every 00"-35 |  | | sub 1from generate |  | | create(enemy) at(15,14)from (generator) | | | | | |
|  |  | |  |  | |  | | | |  | |
|  |  | |  |  | |  | | | |  | |
| Collosion between (enemy) and (base) |  | | baseHealth |  | | Enemy | | | |  | |
|  |  | | sub 1 from counter |  | | Destroy | | | |  | |
| Number of (enemy)=0 |  | | Base |  | | Generator | |  | | Wave counter | |
| Geneate of(generator)=0 |  | | set wave running to 0 |  | | set max enemy health to 10 | |  | | add 1 to counter | |
| only one action when event loops |  | |  |  | |  | |  | |  | |
|  |  | |  |  | |  | |  | |  | |
|  |  | |  |  | |  | |  | |  | |
| Healt of (enemy)<=0 |  | | player 1 |  | | money | |  | | enemy | |
|  |  | | add 10 to score |  | | add 1 to counter | |  | | Destroy | |
| (enemy) is out of the play area |  | | Enemy |  | |  | | | |  | |
|  |  | |  |  | |  | | | |  | |
|  | | Set Health to Max Enemy health(“Genarator”) |
|  |  | |  |  | |  | | | |  | |
|  |  | |  |  | |  | | | |  | |
|  | |  | | |  | | | |  | |