

CHAPTER 7:

DESTROYING THE HERO



WE CAN CURRENTLY DESTROY OUR ENEMIES, BUT OUR HERO SHIP IS INVINCIBLE. THAT WILL CHANGE IN THIS CHAPTER. WE WANT TO MAKE SURE THAT OUR CHARACTER DIES WHENEVER HE IS TOUCHED BY ONE OF THE ENEMY SHIPS. WHEN HE DIES, WE WANT A 'GAME OVER' SCREEN TO POP UP.

THIS CHAPTER IS GOING TO BE AN INTRODUCTION TO BLENDER SCENES. SCENES ENABLE THE GAME DEVELOPER TO ASSIGN LEVELS TO THE GAME. YOU WILL BECOME VERY FAMILIAR WITH BLENDER'S TRIGGERS AND SENSORS. SCENES WILL ENABLE US TO SWITCH FROM THE MENU SCREEN, TO LEVEL 1, TO LEVEL 2, AND TO GAME OVER. BY THE END OF THIS BOOK YOU WILL KNOW HOW TO ADD AS MANY LEVELS AS YOU WANT TO YOUR GAME.

HERE IS A LIST OF BLENDER HOTKEYS:

SHIFT+A: ADD AN OBJECT TO SCENE

TAB: TOGGLE OBJECT AND EDIT MODE

A: SELECT/DESELECT ALL OBJECTS IN A SCENE

S: SCALE

R: ROTATE

G: MOVE

X: DELETE

F: MAKE A FACE

C: SELECT SMALL AREAS

B: SELECT A LARGE AREA

CTRL+R: ADD LOOP CUT

CTRL+Z: UNDO

5: TOGGLE PERSPECTIVE/ORTHO MODE

1 (NUM PAD): FRONT VIEW (CTRL+1=OPPOSITE)

3 (NUM PAD): SIDE VIEW (CTRL+3=OPPOSITE)

7 (NUM PAD): TOP VIEW (CTRL+7=OPPOSITE)

HOLD MMB+DRAG: ROTATE VIEWPORT

SCROLL MMB: ZOOM IN/OUT

HOLD SHIFT+MMB: SHIFT VIEWPORT

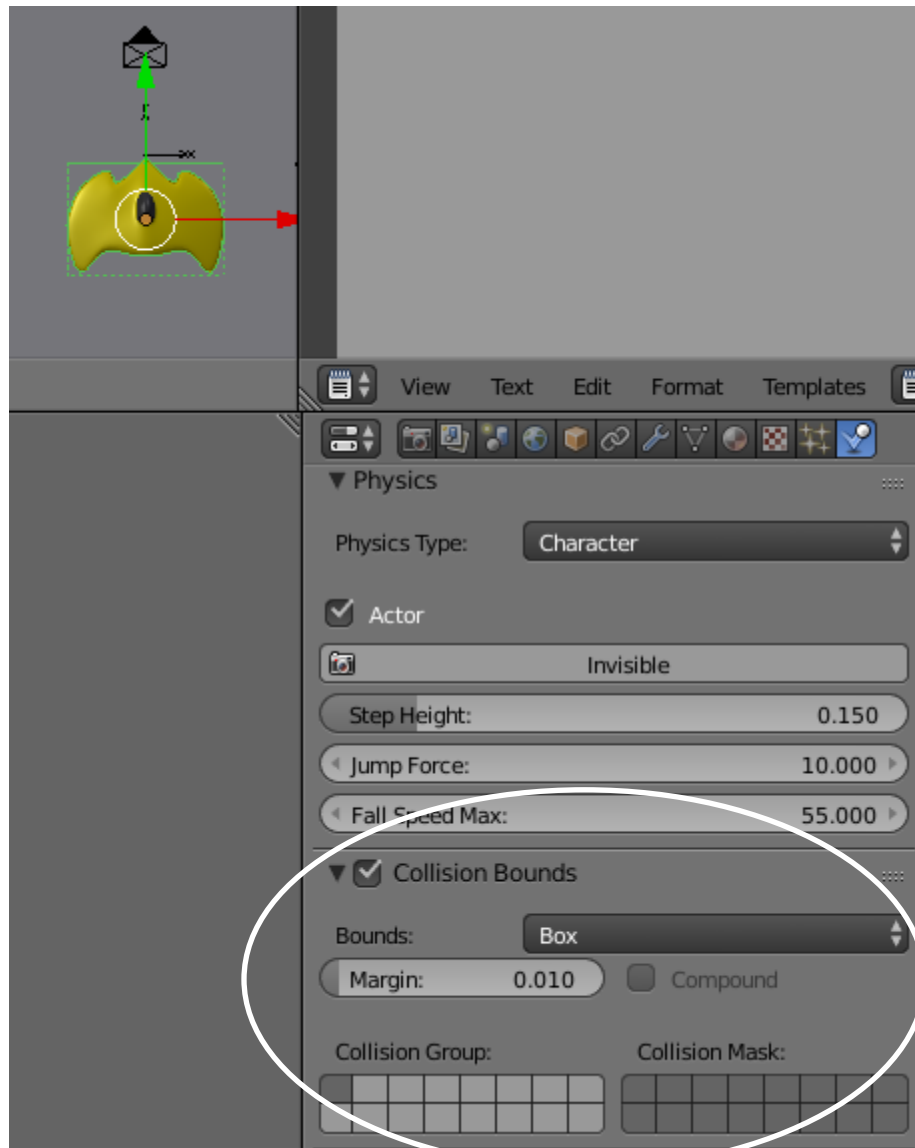
SHIFT+SPACEBAR: MAXIMIZE VIEWPORT

SHIFT+S: SET CURSOR

CTRL+J: JOIN MESHES

Z: TOGGLE WIREFRAME MODE

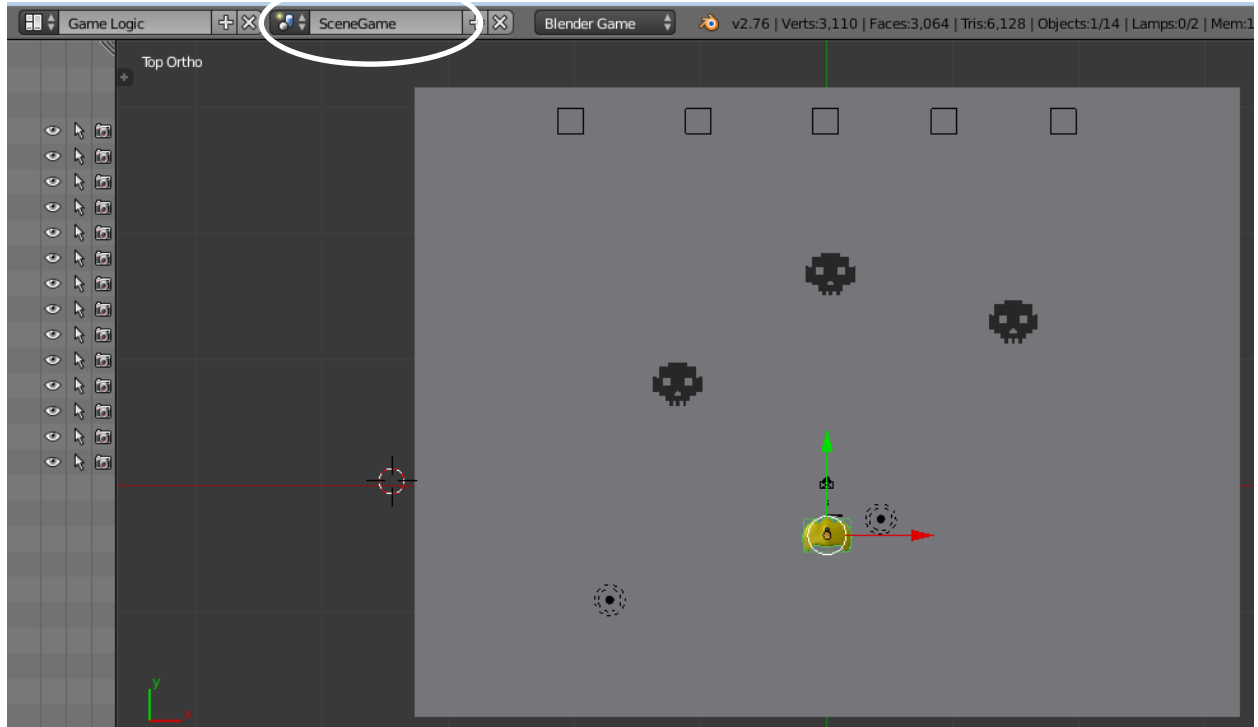
SHIFT+D: DUPLICATE



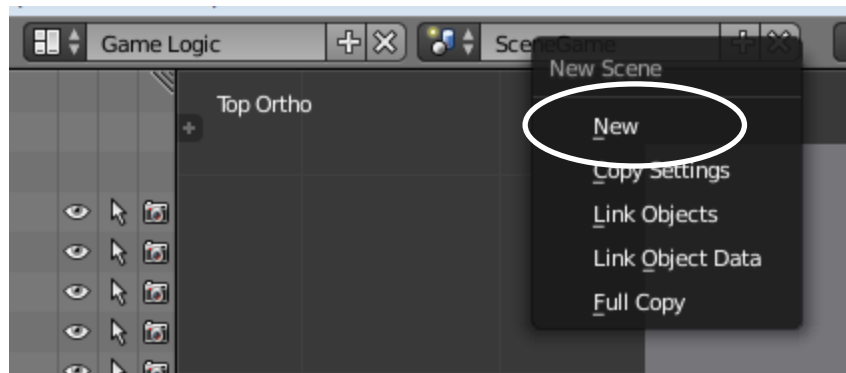
- 1) IN THIS CHAPTER, PLEASE NOTE THAT I AM NOT USING THE CROSSHAIRS THAT WE CREATED IN PART 5. MY HERO SHIP ONLY SHOOTS STRAIGHT AHEAD. I'VE ALSO MODIFIED THE PHYSICS OF THE HERO SHIP AS SEEN ABOVE.



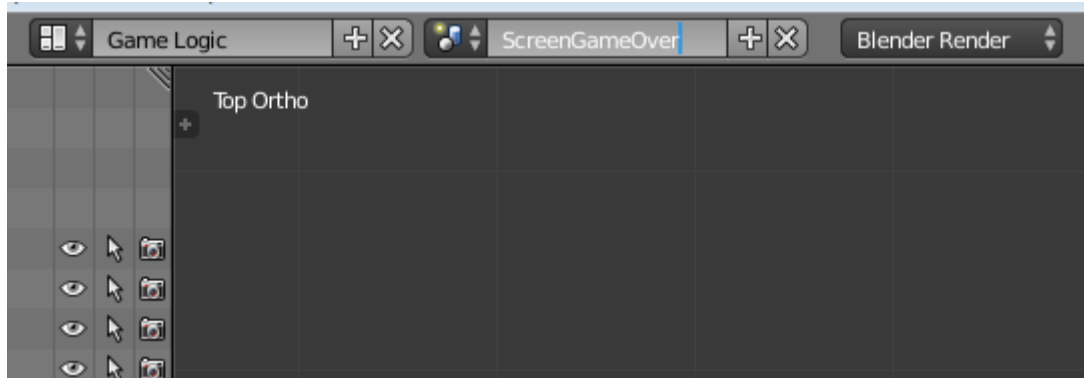
2) IF YOU'VE COMPLETED THE PREVIOUS TUTORIAL, YOU SHOULD HAVE THREE ENEMY SHIPS ATTACKING YOUR HERO SHIP. YOUR HERO SHIP IS ABLE TO FIRE LASERS AND DESTROY THE SHIPS, AND THEY ARE ABLE TO RESPAWN. WE ARE GOING TO MAKE THE SHIP DESTROYABLE, BUT FIRST, LET'S MAKE A SEPARATE SCENE FOR A 'GAME OVER' SCREEN.



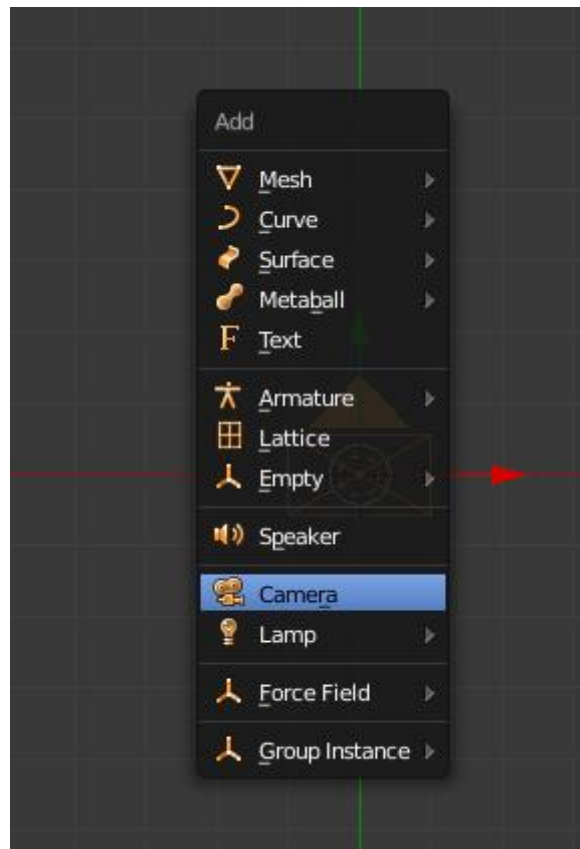
3) FIRST, CHANGE THE NAME OF YOUR SCENE TO 'SCENEGAME'.



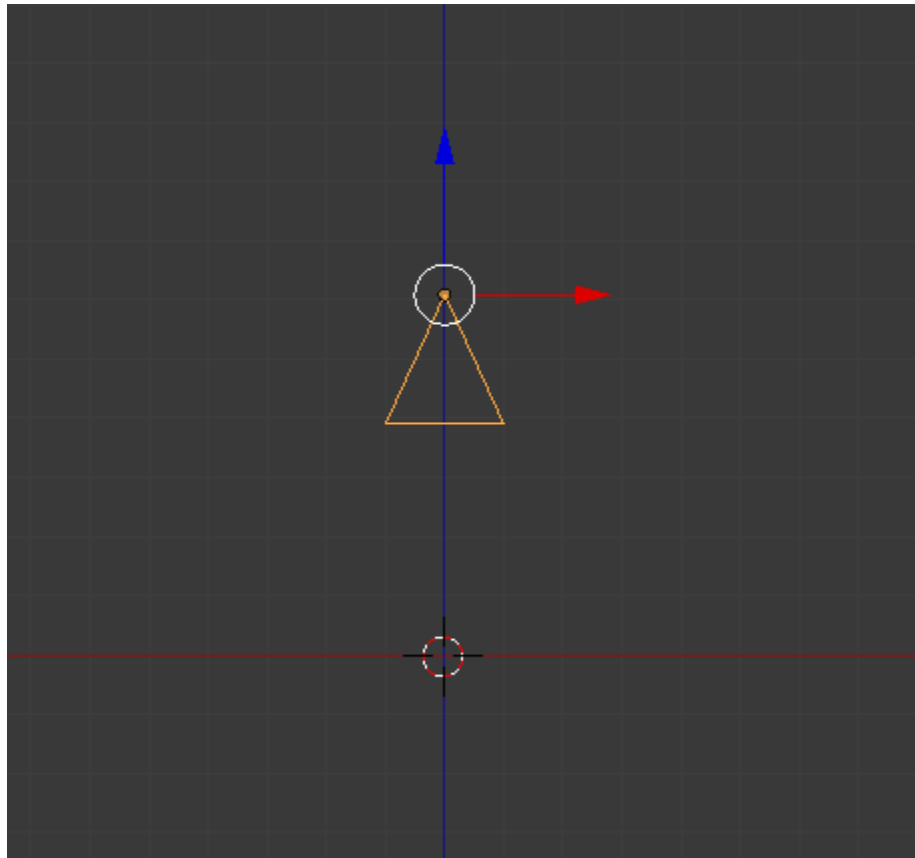
4) CLICK ON THE PLUS SIGN NEXT TO SCENEGAME AND SELECT 'NEW'.



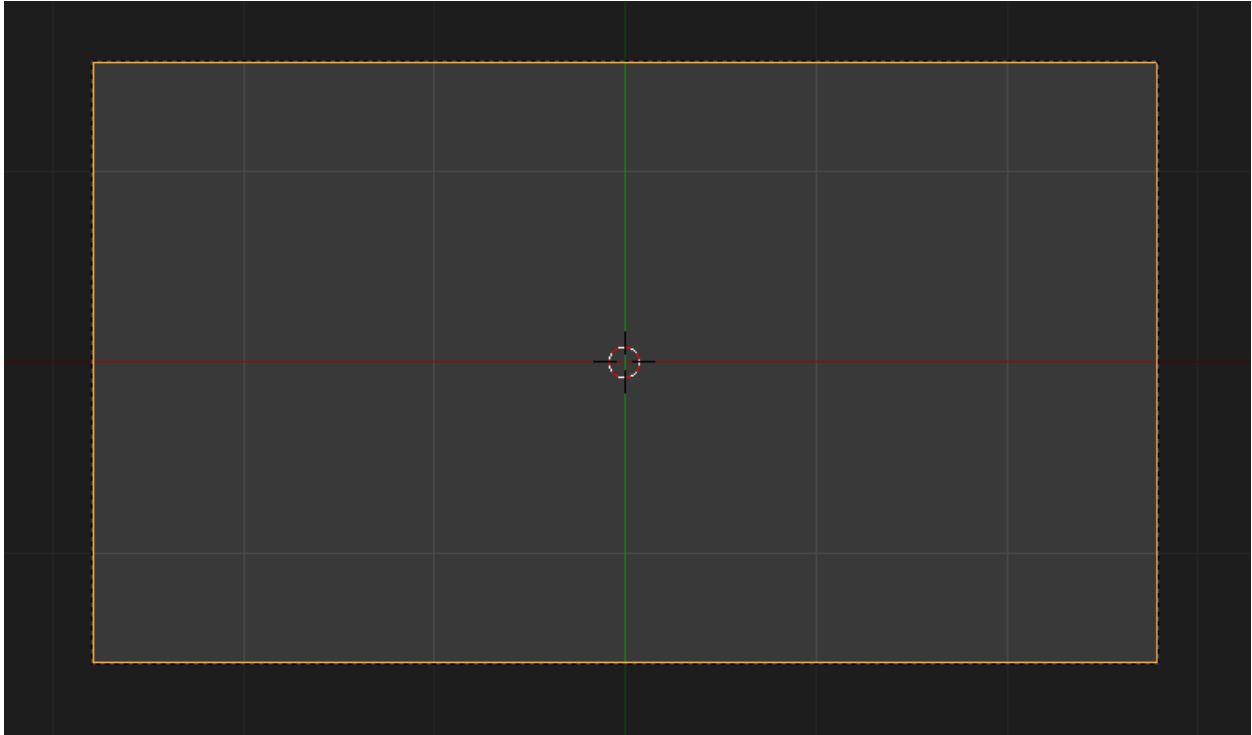
5) RENAME THE NEW SCENE
'SCREENGAMEOVER'.



6) IN YOUR 'SCREENGAMEOVER' SCENE,
ADD A CAMERA BY PRESSING
'SHIFT+A'.



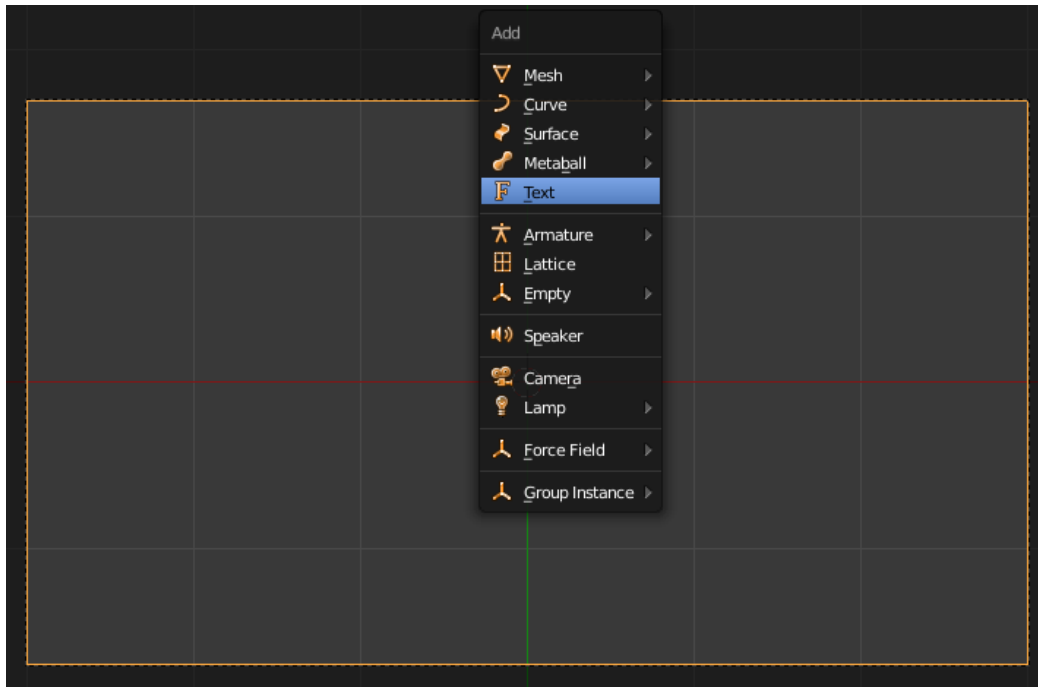
7) YOUR CAMERA SHOULD BE POINTING STRAIGHT AT THE GROUND. IF IT IS NOT, PRESS ALT+R TO CLEAR ITS ROTATION. DRAG THE CAMERA UP ABOVE THE RED LINE USING THE BLUE ARROW.



8) PRESS 'ZERO' TO GO INTO CAMERA MODE.



9) IN THE CAMERA PANEL, SELECT ORTHOGRAPHIC.



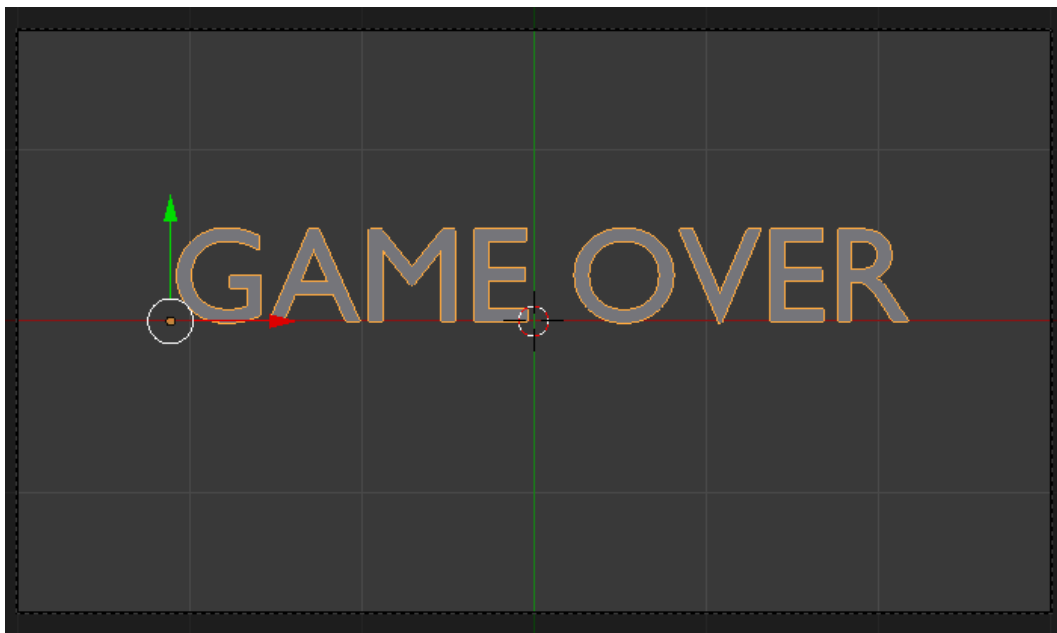
10) PRESS 'SHIFT+A' AND ADD A TEXT OBJECT.



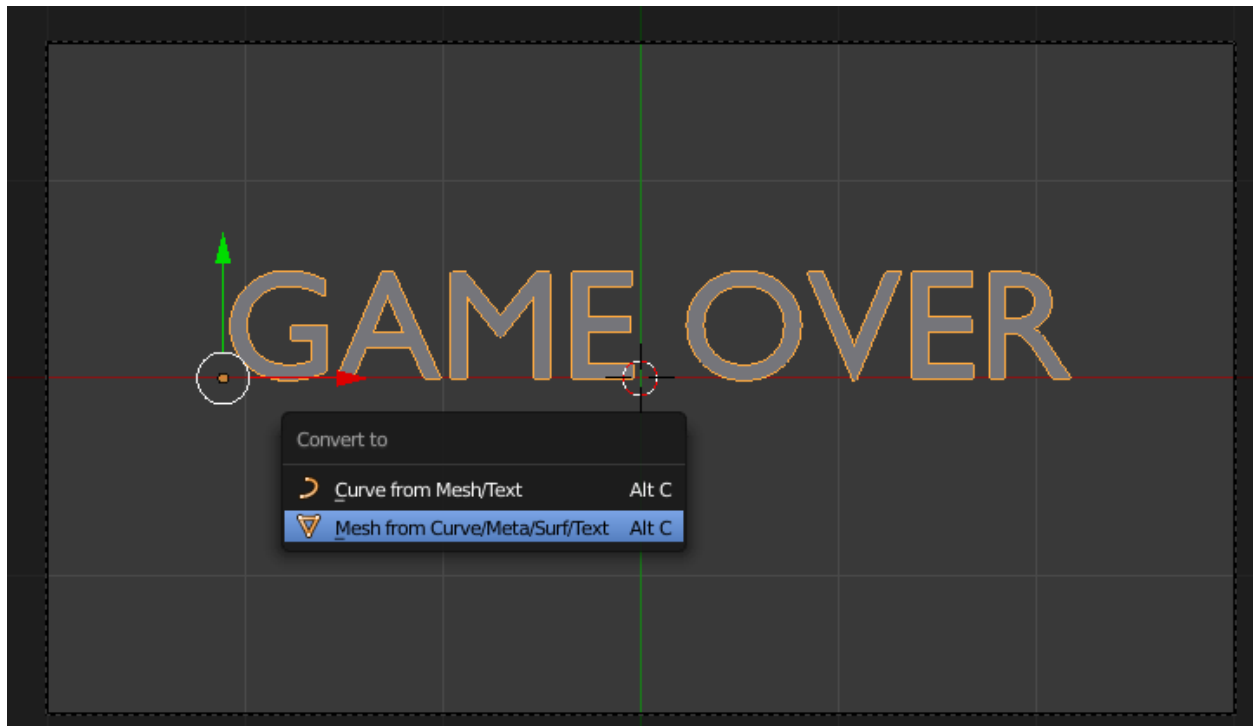
11) YOU SHOULD SEE HIGHLIGHTED TEXT.



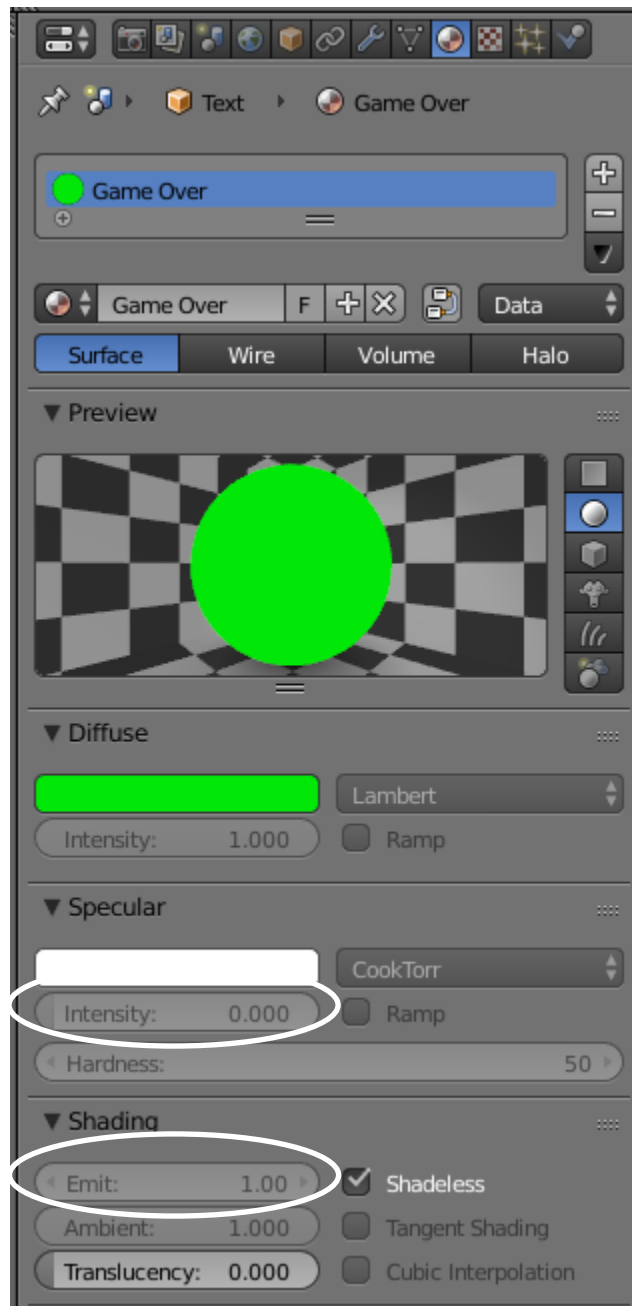
12) PRESS TAB TO GO INTO EDIT MODE.
THIS ENABLES YOU TO EDIT THE
TEXT.



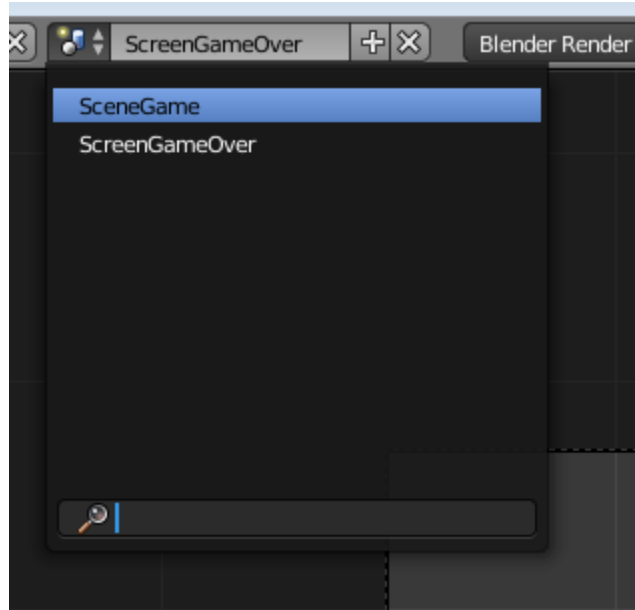
13) TYPE IN 'GAME OVER'. PRESS 'TAB'
TO SWITCH TO OBJECT MODE. USE
S TO ADJUST THE SIZE OF THE
TEXT AND G TO MOVE IT.



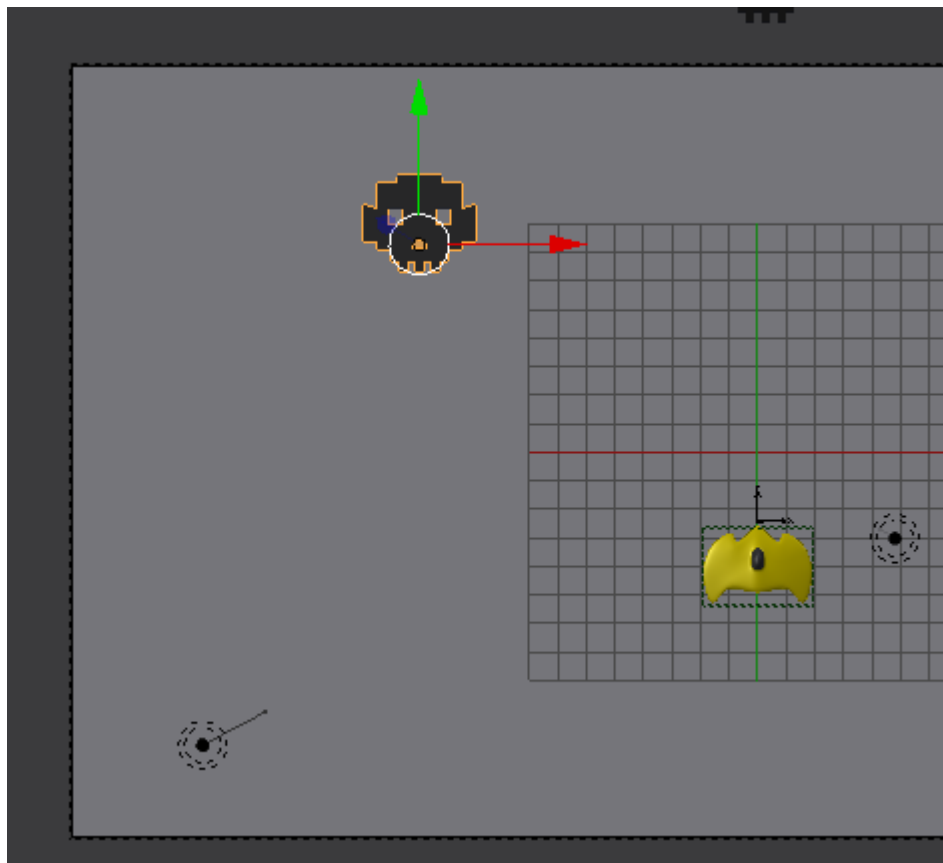
14) IN ORDER TO COLOR THE TEXT,
FIRST CONVERT THE TEXT TO A
MESH BY PRESSING 'ALT+C'.
SELECT 'MESH FROM CURVE/...'



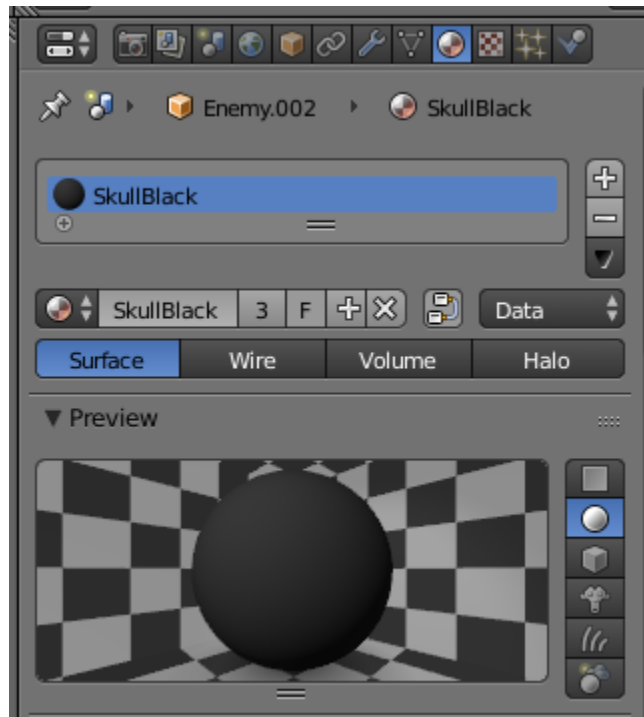
15) NOW THAT YOU HAVE CONVERTED YOUR TEXT OBJECT, ADD A MATERIAL. TURN THE SPECULAR TO 'ZERO' AND TURN 'EMIT' TO '1.00'. CHECK 'SHADELESS'.



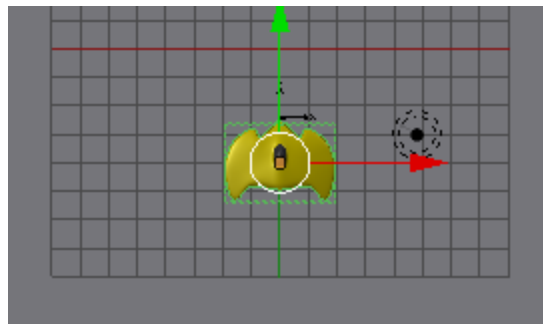
16) IN YOUR SCENES TAB, SELECT YOUR MAIN GAME, 'SCENEGAME'.



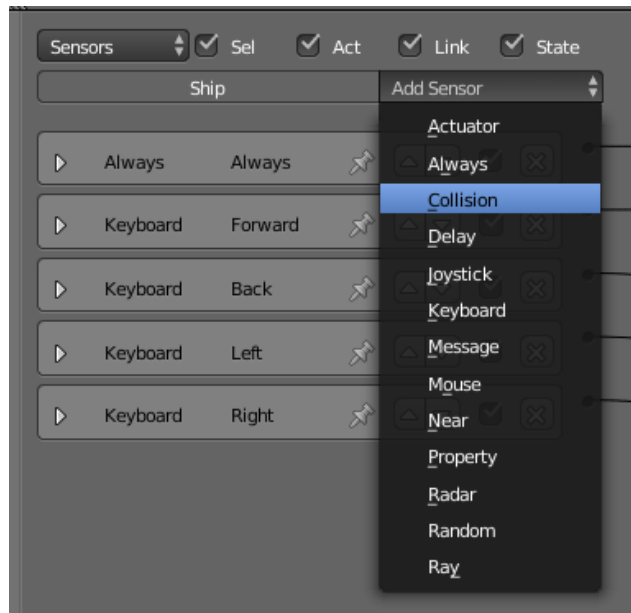
17) SELECT ONE OF YOUR ENEMIES.



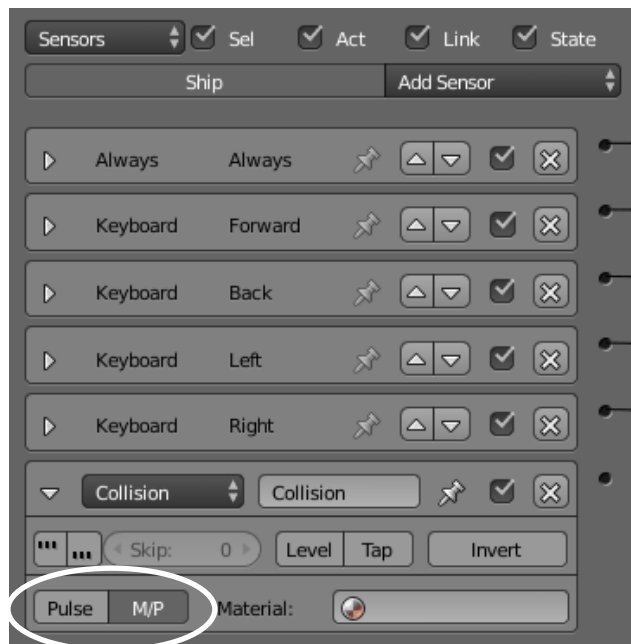
18) MAKE SURE ITS MATERIAL HAS A NAME. IN THIS CASE, THE MATERIAL IS CALLED 'SKULLBLACK'.



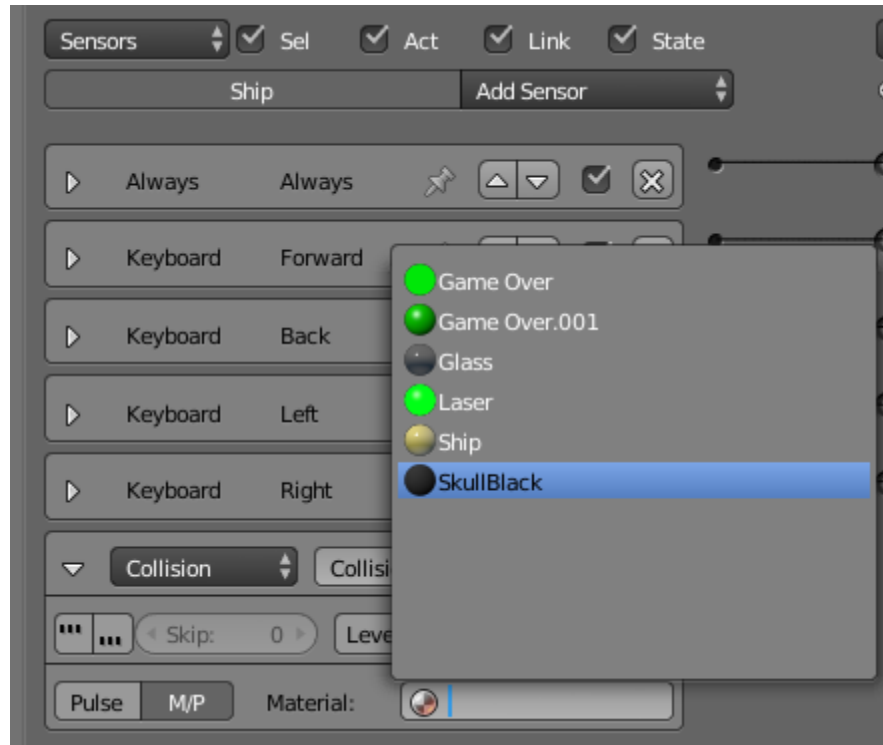
19) SELECT YOUR HERO SHIP.



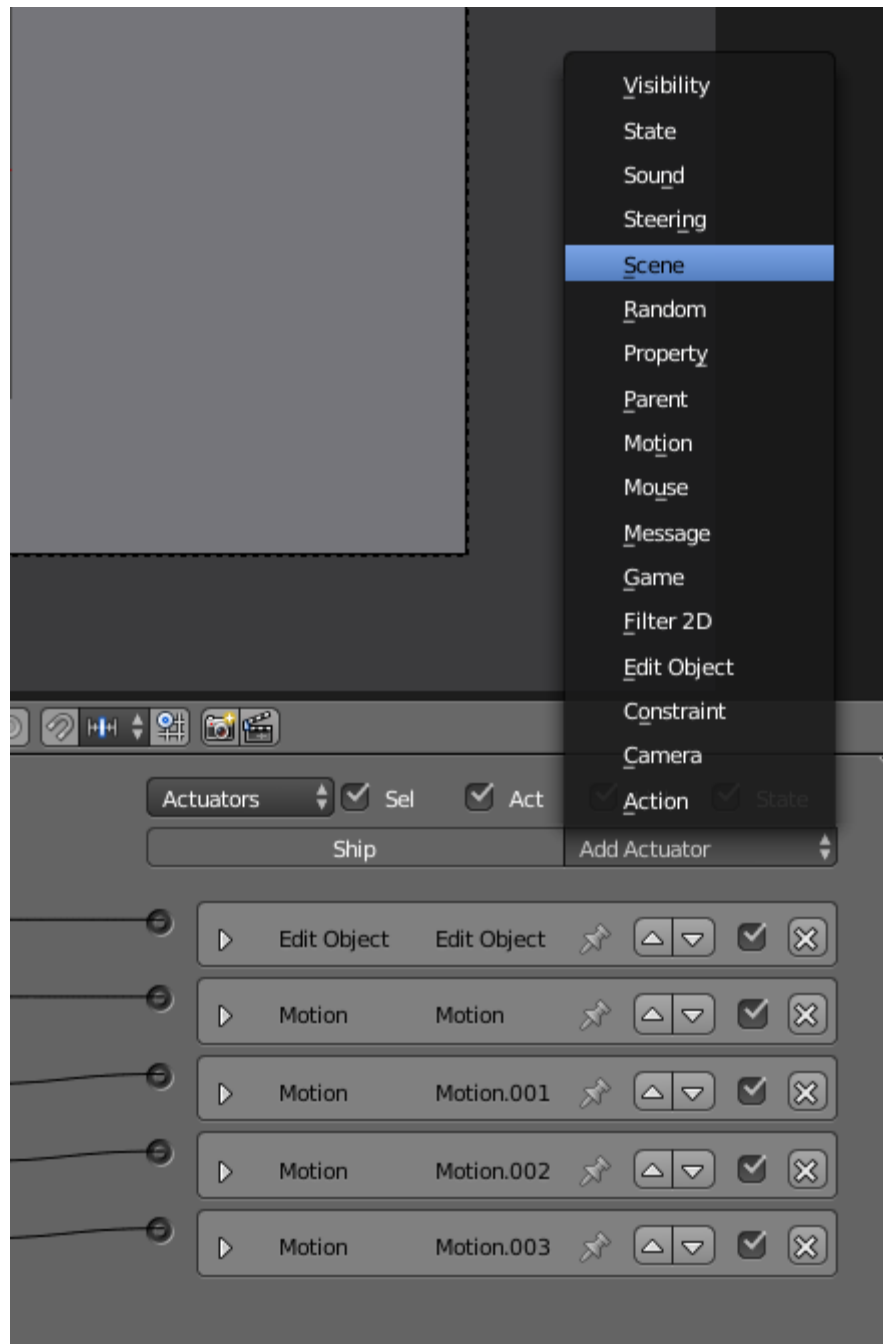
20) ADD A COLLISION SENSOR.



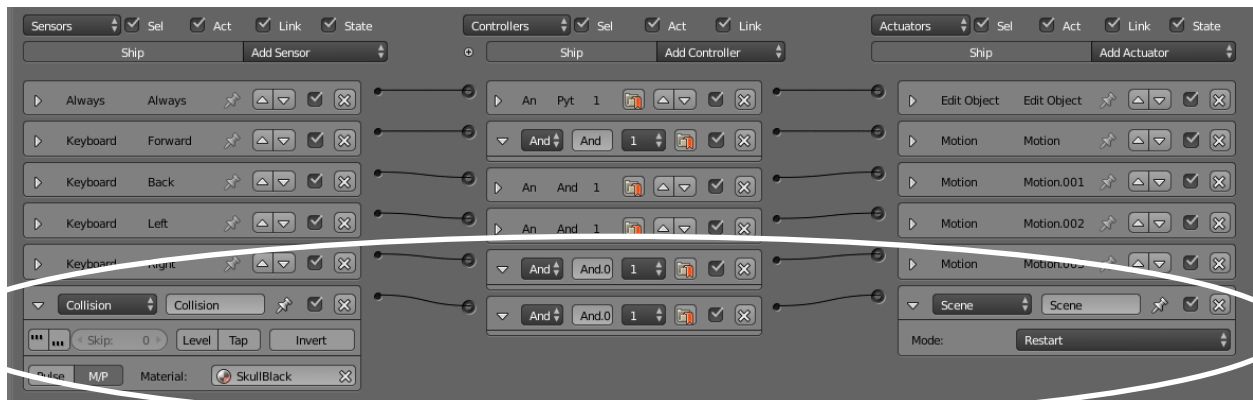
21) YOUR COLLISION SENSOR CAN BE SET TO MATERIAL OR PROPERTY. PRESS THE M/P TO SELECT MATERIAL.



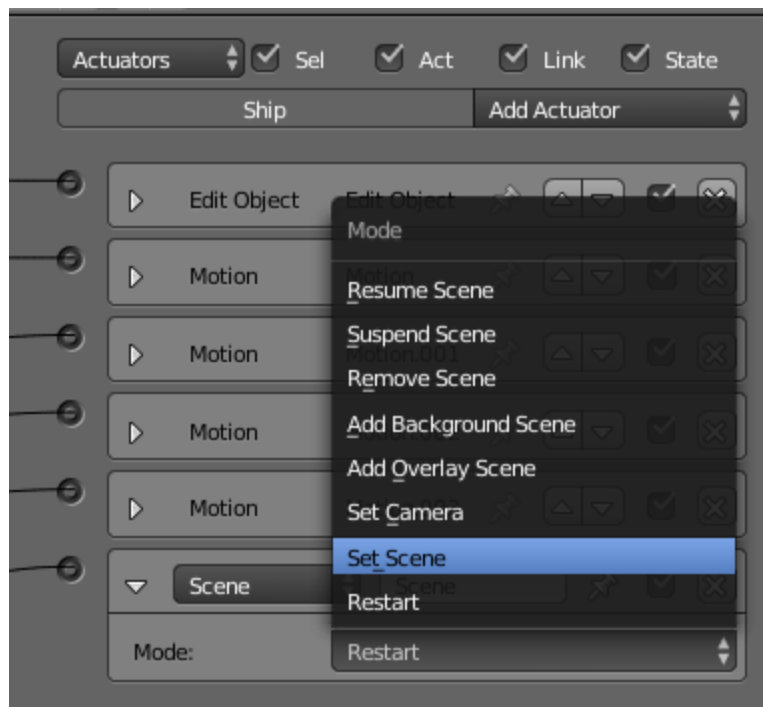
22) IN THE MATERIAL BOX, SELECT THE SAME MATERIAL YOU USED FOR YOUR ENEMY. IN THIS CASE, I'M SELECTING 'SKULLBLACK'.



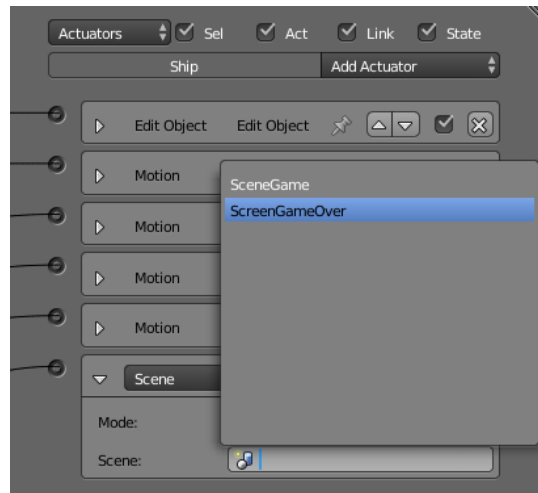
23) ADD A 'SCENE' ACTUATOR.



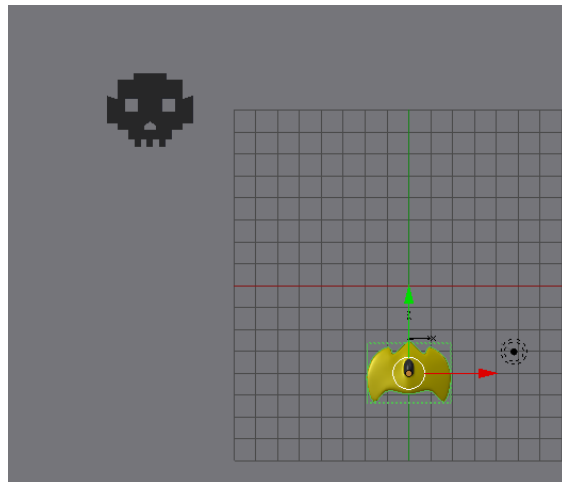
24) CONNECT THE COLLISION SENSOR AND THE SCENE ACTUATOR.



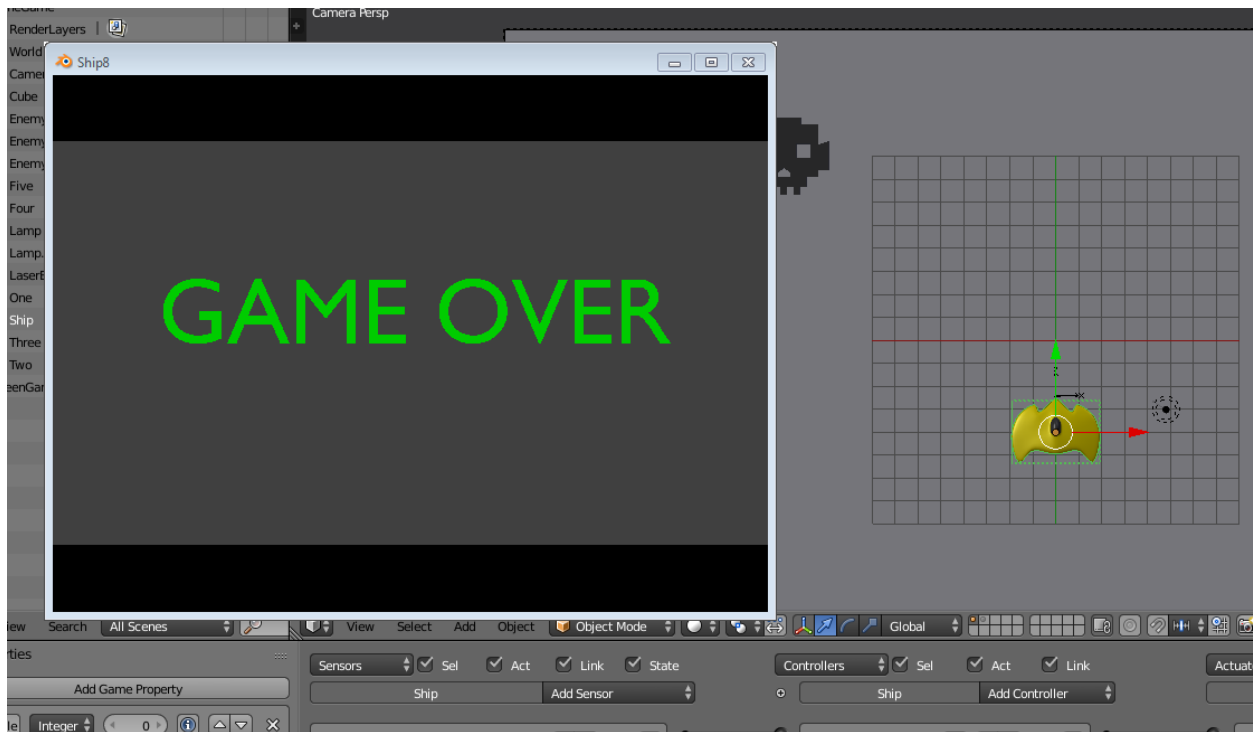
25) IN THE SCENE ACTUATOR, SELECT 'SET SCENE' IN THE MODE BOX.



26) IN THE SCENE BOX BELOW THE MODE, SELECT YOUR GAME OVER SCREEN.



27) WE HAVE JUST TOLD OUR GAME TO SWITCH TO THE 'GAME OVER' SCREEN ANY TIME OUR HERO SHIP COLLIDES WITH THE 'SKULLBLACK' MATERIAL. IF YOU PLAY YOUR GAME NOW (BY PRESSING 'P' OR 'START'), THE 'GAME OVER' SCREEN SHOULD APPEAR WHEN YOUR SHIP IS HIT BY AN ENEMY.



28) SUCCESS!!!!

FROM HERE, WE JUST NEED TO ADD
A MENU SCREEN AND SOME
FUNCTIONALITY BUTTONS AND WE
WILL HAVE A COMPLETE, ALBEIT
BARE, GAME!!!

[illegible]