

## 1 Group 0 : Gravity patrol enemies

## 2 Group 1 : Solid blocks

- Start of Frame

: Set object to

: Start

: Set speed to 10

: Set direction to

: Change animation direction to

: Set Health to 100

: Set Ammo to 1000

: Bring to front

: Spread value 0 in Alterable Value A

: Set maximum X velocity to 220

: Set FallTimer to -20000

3

## 4 Setting fall timer at start prevents instant death when transitioning from a

- Always

: Set alpha-blending coefficient to 255

: Center display at (0,0) from

: Set Y position to Y Top Frame

: Set X position to X Left Frame

: Look at (0,0) from

: Set position at (0,0) from

: Set X position to XMouse

: Set Y position to YMouse

: Set X position to X Left Frame

: Set Y position to Y Top Frame

: Set X position to X Left Frame

: Set Y position to Y Top Frame

: Set X position to X Left Frame

: Set Y position to Y Top Frame

: Set X position to X Left Frame + 1

: Set Y position to Y Top Frame + 1

: Set Width to Health

: Set X position to X Left Frame + 47

: Set X position to X Left Frame + 47

: Set Y position to Y Top Frame + 14

5

 : Set Y position to Y Top Frame + 8

 : Set position at (0,0) from 

 : Set Score to Ammo

5 Start loop for each one of  , loop name "XCheck"

Start loop for each one of  , loop name "GravityCheck"

 : Move behind object 

 : Set PlayerYVel to GetYVelocity( "  " )

6 **^Keeps hud in position, aims gun, keeps animator at player position**

7 • Every 00"-02

 : Subtract 1 from grace

+  : Object is falling

+ PlayerYVel > 0

 : Add 1 to FallTimer

+ New condition

10 **^Keeps timers ticking down, increments fall damage timer when going down**

11 Bullet

12 •  is overlapping 

+ Always

 : Destroy

13 • New condition

14 **^Destroys bullets that touch platforms**

15 PlatformColl

16 •  : Test for obstacle overlap

+  is overlapping 

 : Selected object overlaps an obstacle

+ FallTimer >= 30

 : Subtract FallTimer from Health

 : Set grace to 60

 : Set FallTimer to 0

+ FallTimer < 30

 : Set FallTimer to 0

19 + New condition

 : Play sample DROPS

 : Subtract 100 from Health

• Y position of  >= 9000

+ Run this event once

 : Play sample DROPS

22 • New condition

23 **^Notifies engine that the collision box is touching a solid ground**

24 EnemyShoot

- On each one of [ ] , loop name "GravityCheck"
  - + [ ] is in the play area
  - + ✗ [ ] is overlapping [ ]
    - [ ] : Set Y position to Y( [ ] ) + Alterable Value C( [ ] )
    - [ ] : Add 0.1 to Alterable Value C
    - [ ] : Set Alterable Value B to Min(Alterable Value B( [ ] ), 1)

- 25
- + New condition
  - [ ] is in the play area
  - + [ ] is overlapping [ ]
    - [ ] : Set Y position to Y( [ ] ) - 1.1
    - [ ] : Set Alterable Value C to 0

- 26
- + New condition
  -  : Reverse
  -  : Set direction to Dir( [ ] ) + 16
  -  : Set authorised directions to [ ]
  -  : Restore animation direction

- 27
- On each one of [ ] , loop name "XCheck"
    - + [ ] is in the play area
    - + [ ] is overlapping [ ]
      - [ ] : Set Alterable Value B to 0 - Alterable Value B( [ ] )
      - [ ] : Set X position to X( [ ] ) + Alterable Value B( [ ] )
      - [ ] : Set direction to Dir( [ ] ) + 16

- 28
- + New condition
  - [ ] is in the play area
  - + ✗ [ ] is overlapping [ ]
    - [ ] : Set X position to X( [ ] ) + Alterable Value B( [ ] )

- 29
- + New condition
  -  : Destroy
  -  : Add 100 to Score
  -  : Destroy

- 30
- [ ] is overlapping [ ]
    - [ ] : Destroy
    - [ ] : Add 100 to Score
    - [ ] : Destroy

- 31
- + Always
  -  : Destroy

- 32
- New condition

33 ^Controls enemy movement behaviour, and makes enemies die in contact with Animation

- : Object is moving
- + : Object is standing on ground
  - : Change animation sequence to 1
  - : Change animation sequence to 1
- : Object is moving
- + : Object is standing on ground
  - : Change animation sequence to 0
  - : Change animation sequence to 0
- : Object is jumping
  - : Change animation sequence to Jumping
- New condition

^Changes animator sequence depending on what the engine is doing to the

## Control

- Repeat while "A" is pressed
  - : User is holding left input key
  - : Change animation direction to
- Repeat while "D" is pressed
  - : User is holding right input key
  - : Change animation direction to
- Repeat while "W" is pressed
  - + : Object is standing on ground
    - : Jump
    - : Set FallTimer to -20
- Repeat while "W" is pressed
  - + : Object is jumping
    - : User is holding jump in the air
- Repeat while "W" is pressed
  - + : Object is falling
    - : User is holding jump in the air
- XMouse < X( " " )  
 : Change animation direction to 16 + Char
- XMouse > X( " " )  
 : Change animation direction to Char
- New condition

^Processes player input and flips animator depending on where the mouse

## Gimmick

- is overlapping
  - : Play sample Big Boing (2)
  - : Set Y position to Y( " " ) - 32

	: Change animation sequence to Walking
56	: Set Y velocity to -1200
	: Set FallTimer to -50
57	<ul style="list-style-type: none"> <li>•  : Change animation sequence to Stopped</li> </ul>
	<ul style="list-style-type: none"> <li>• Collision between  and </li> </ul>
	<ul style="list-style-type: none"> <li>+  : Flag 0 is off</li> </ul>
	: Play sample crunchy
58	: Set Flag 0 on
	: Set Alterable Value A to 0
	: Play sample beep_high (2)
	: Add 100 to Ammo
	<ul style="list-style-type: none"> <li>•  : Flag 0 is on</li> </ul>
	<ul style="list-style-type: none"> <li>+ Every 00"-01</li> </ul>
59	: Add 1 to Alterable Value A
	: Set Alterable Value A to Min(Alterable Value A( "  " ), 100)
	: Set alpha-blending coefficient to Alterable Value A( "  " ) * 2
60	<ul style="list-style-type: none"> <li>• Alterable Value A of  = 100</li> </ul>
	: Destroy
	<ul style="list-style-type: none"> <li>• Collision between  and </li> </ul>
	<ul style="list-style-type: none"> <li>+  : Flag 0 is off</li> </ul>
	: Play sample crunchy
	: Set Flag 0 on
61	: Set Alterable Value A to 0
	: Play sample curious_up
	: Add 20 to Health
	: Set Health to Min(Health, 100)
	: Add 50 to Score
	<ul style="list-style-type: none"> <li>•  : Flag 0 is on</li> </ul>
	<ul style="list-style-type: none"> <li>+ Every 00"-01</li> </ul>
62	: Add 4 to Alterable Value A
	: Set Alterable Value A to Min(Alterable Value A( "  " ), 100)
	: Set alpha-blending coefficient to Alterable Value A( "  " ) * 2
63	<ul style="list-style-type: none"> <li>• Alterable Value A of  = 100</li> </ul>
	: Destroy
64	<ul style="list-style-type: none"> <li>• New condition</li> </ul>
65	<p style="color: red;">^Activates and destroys collectibles when picked up, propels player upwards when touching a spring</p>
66	Hurting

- 67
- Collision between  and   
 : Next frame

- 68
- Collision between  and 
  - + Grace  $\leq 0$   
 : Subtract 20 from Health  
 : Add 60 to grace

- 69
- Collision between  and 
  - + Grace  $\leq 0$   
 : Subtract 20 from Health  
 : Add 60 to grace

- 70
- Grace  $> 0$   
 : Set alpha-blending coefficient to 128

- 71
- Grace  $\leq 0$   
 : Set grace to 0  
 : Set alpha-blending coefficient to 0

- 72
- Health  $\leq 0$   
 : Play sample Bash 2  
 : Set Health to 100  
 : Set grace to 0  
 : Set alpha-blending coefficient to 0  
 : Restart current frame

- 73
- New condition

74 ^Processes touching enemies, including damage, and the grace period in which the player is invincible after taking damage.

## 75 GunMode

- 76
- Repeat while left mouse-key is pressed
  - + Ammo  $> 0$
  - + Every 00"-10
  - + Number of   $> 0$
  - + Weapon = 0
    -  : Create  at (0,0) from  (action point, located, oriented)
    -  : Start
    -  : Play sample Laser2
    -  : Subtract 1 from Ammo

- 77 + New condition

- 78
- Ammo  $> 0$
  - + Number of   $> 0$
  - + Weapon = 1
    -  : Play sample Laser2
    -  : Create  at (0,0) from  (action point, located, oriented)
    -  : Subtract 1 from Ammo
    -  : Start

- 79 • User double-clicks with left button

- Ammo > 0
- + Number of  > 0
- + Weapon = 1
  -  : Play sample Laser2
  -  : Create  at (0,0) from  (action point, located, oriented)
  -  : Subtract 1 from Ammo
  -  : Start

79

- 80 • New condition

81 ^Controls how the weapon works based on its mode value ("weapon").

## 82 GunGraphics

- Always
  -  : Change animation sequence to weapon

- 83 • New condition

84 ^Sets the gun graphic based on the weapon mode value