1. Maze
2. Music related
3. Story
4. **Find something in several scenes**

So here comes the second function of the doc: copy code since it’s not allowed to open two greenfoot projects simultaneously.

In object:

private void move()

{

int dx = 0, dy = 0;

if (Greenfoot.isKeyDown("up")) dy--;

if (Greenfoot.isKeyDown("down")) dy++;

if (Greenfoot.isKeyDown("left")) dx--;

if (Greenfoot.isKeyDown("right")) dx++;

setLocation(getX() + dx, getY());

if (getOneIntersectingObject(Barrier.class) != null)

{

if (dy == 0)

{

setLocation(getX(), getY() + 1);

if (getOneIntersectingObject(Barrier.class) == null) return;

setLocation(getX(), getY() - 2);

if (getOneIntersectingObject(Barrier.class) == null) return;

setLocation(getX() - dx, getY() + 1);

return;

}

setLocation(getX() - dx, getY());

}

setLocation(getX(), getY() + dy);

if (getOneIntersectingObject(Barrier.class) != null)

{

if (dx == 0)

{

setLocation(getX() + 1, getY());

if (getOneIntersectingObject(Barrier.class) == null) return;

setLocation(getX() - 2, getY());

if (getOneIntersectingObject(Barrier.class) == null) return;

setLocation(getX() + 1, getY() - dy);

return;

}

setLocation(getX(), getY() - dy);

}

}

**Set barriers:**

private void updateImage(int length, int thickness, int rotation)

{

GreenfootImage img = new GreenfootImage(length, thickness);

img.setColor(Color.BLUE);

img.fill();

setRotation(rotation);

setImage(img);

}

Remember to call it

public Barrier(int thick, int len, int rot)

{

updateImage(len, thick, rot);

}

**Setup the lines in MyWorld**

addObject(new Barrier(lineBar.getValue(), 600, 0), 300, 100);

addObject(new Barrier(lineBar.getValue(), 298, 340), 239, 150);

addObject(new Barrier(lineBar.getValue(), 600, 0), 300, 300);

addObject(new Barrier(lineBar.getValue(), 420, 80), 500, 200);

addObject(new Barrier(lineBar.getValue(), 100, 0), 50, 200);

诸君，克苏鲁最棒了

But for sure I’m not going to do this for my final – it’s going to spend a lot of time

Characters:

* Protagonist: detective
* Old woman: ask the detective to find her cat
* Developer: ask for cheat code
* Worker: someone you can ask for hints
* Professor: if the detective talk to him with an object, start Line 2: (你以为这事侦探游戏但这其实是打怪游戏哒！)
* Prophecist: someone tell you directions
* The monster: final boss for Line 2

Start screen:

* v.1 brighter color
* v.2 darker color

scene 1: a room

* the old woman come to give task
* if go up, see developer and give cheat code
* if go out, start the character set up scene

scene 2: character set up

* different points, total 100

scene 3: street 1

* 两个花坛（被丢弃的一些东西）
* 两个灌木丛（浆果）
* 一棵树（叶子）（猫在这里！）
* 一辆车 （可以发现一些有趣的东西）
* 垃圾桶（可以找到一些好东西）
* 小巷
* 咖啡店
* 右边的街
* 港口

Scene 4: 小巷

* 奇怪的记号 （灵感）（可以拍照）（可以交给教授）（克苏鲁，启动！）
* 垃圾桶
* 野猫 (不是要找的)

Scene 5: 咖啡店

* 教授 （开启克苏鲁线，技能书）
* 咖啡
* 点心

Scene 6：右边的街

* 预言家 （预言，提示）（如果已开启克苏鲁线，技能书）
* 黑猫（不是要找的）
* 灌木丛

Scene 7：港口

* 码头工人：知道猫去了哪里，港口怪事，寻求帮助
* 奇怪的传销人员：唤醒boss

Scene 8：战斗

成功的话就会获得鱿鱼条一根

使用即可召唤猫猫

就算拯救了世界也不要忘记找猫哦