Bad Birds Game

Part 2

Play the game we are building:
click

Today's Game

Challenge: Finishing and polishing our Bad Birds game that we started last week.
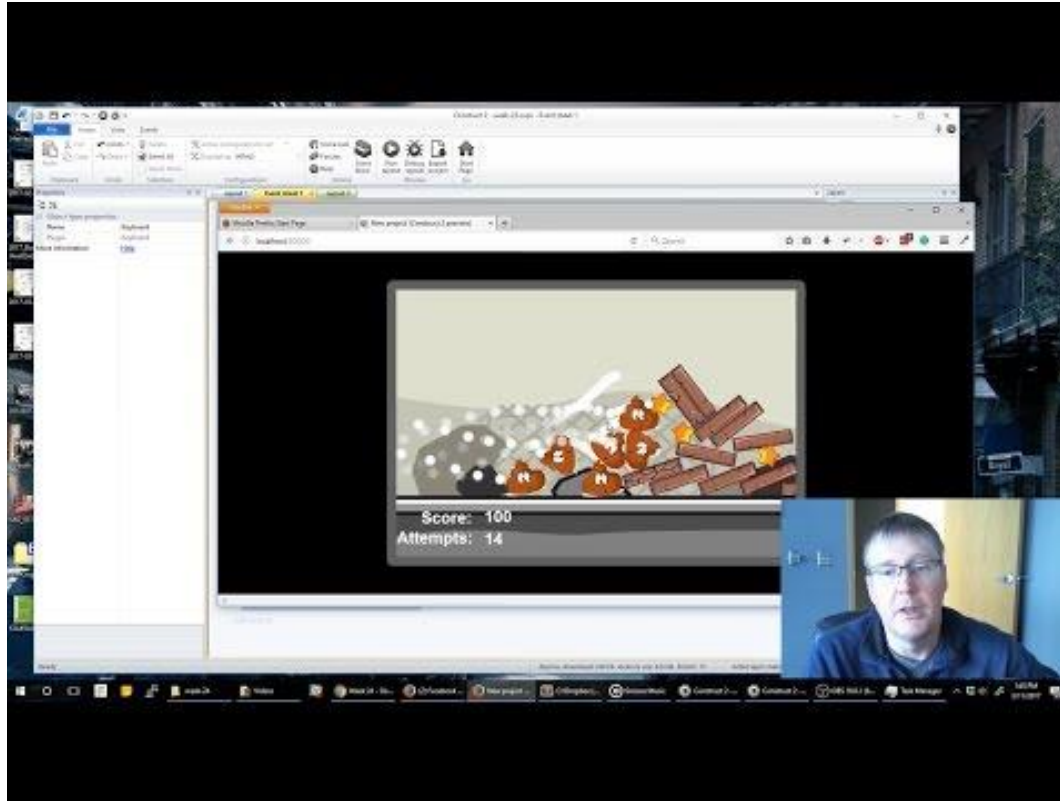
Goal: Complete a fully-playable game to impress your friends & family. **You NEED a complete game!**

Features:

- Add a "hud" layer NEW
- Add a trailing to our ammo
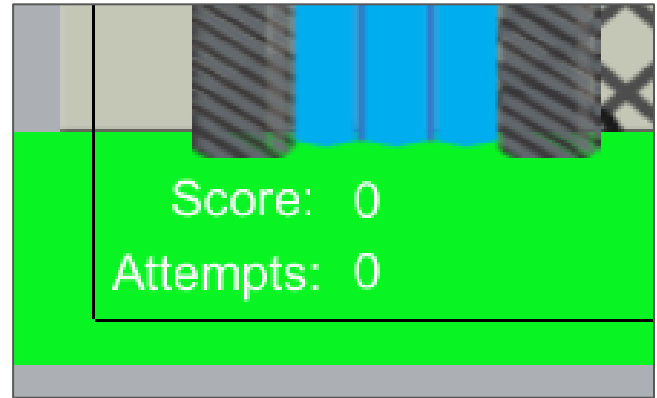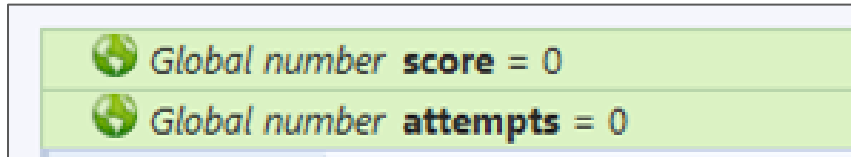- Make breaks breakable after multiple hits
- Add score & attempt count
- Add more levels

Walkthrough Video (It's VERY GOOD!)

https://youtu.be/XCfj85sUHOk

Add Counters

- Add 4 text boxes:
  - Score label, score value
  - Attempt label, attempt value
- Name them accordingly
  - So we can find them
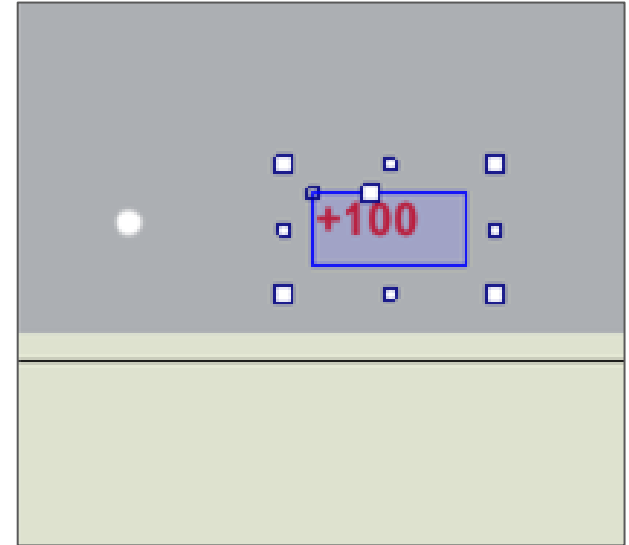- Add Behavior "**Anchor**"
- Add two global variables

Track Counters

- Add another "***Every Tick***" at bottom of the event sheet
- Set the text to the global variable values (small globe icon)

Add "trail" Icon & Prize Score

- Add a sprite for our "*trail*". Use "**trail.png**"
  - Add **Fade** behavior
  - Set "**Wait Time**" to "**5**"
  - Adjust size to about **20,20**
- Add a text for the prize score
  - Add **Fade** behavior
  - Set "**Wait Time**" to "**3**"
  - Set text to "**+100**"
  - Adjust size & color
  - Place BOTH off the screen & name them

Add logic for Prize Score & Trail

5	⭐ prize	On collision with ⬛ **ground**	⭐ prize	Spawn 🧨 **explosion** on layer **0** *(image point 0)*
			⭐ prize	Spawn [T] **scorePrize** on layer **0** *(image point 0)*
			[T] scorePrize	Set angle to *0* degrees
			⭐ prize	Destroy
			⚙ System	Add *100* to **score**
				Add action
6	💩 ammo	⚛ Physics X velocity > 100	💩 ammo	Spawn ⚪ **trail** on layer **0** *(image point 0)*
	⚙ System	Every **0.05** seconds		Add action

Add New Layouts

- Use the Layout Duplicate option to make 5 new Layouts
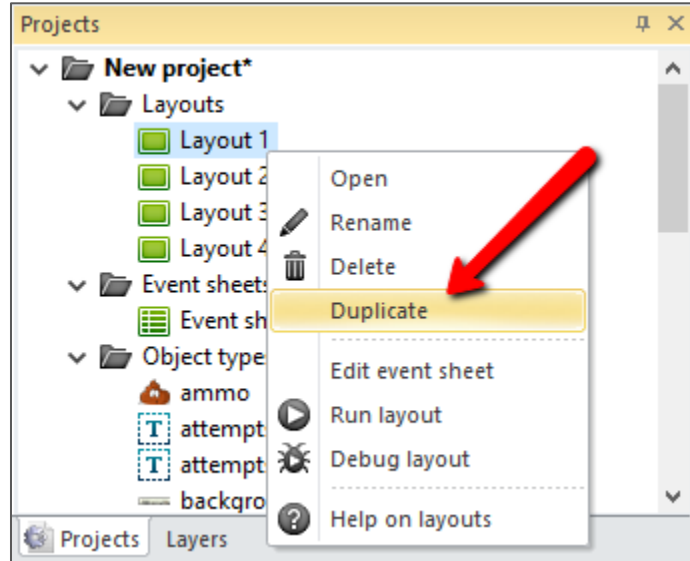
Additional Animation Blocks

- Edit the current "block"
  - Add two new "**animations**"
  - Set "speed" to "0"
  - Import new blocks in each

Add Additional Animation Blocks

Set "Speed" to "0"

Add New Animations

Import images

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Build Layout 2 Structure

- Use "initial animation" to set animation type ("block1", "block2" or "block3")

Container	
No container	Create
Properties	
Animations	Edit
Size	Make 1:1
Initial visibility	Visible
Initial animation	block2
Initial frame	0
Collisions	
More information	

No Quotes, must match Animation name

Allow Blocks to Break

- Each time a block is hit, change animation frames
- On the last frame, destroy the block
  - The animation frame value is: **block.AnimationFrameCount-1**

8	🔴 ammo	On collision with 🟠 **block**		Add action
	🔴 ammo	⊙ Physics X velocity > 200		
9	🟠 block	Animation frame = block. AnimationFrameCount-1	🟠 block	Destroy
				Add action
10	⚙ System	Else	🟠 block	Set animation frame to **block.AnimationFrame+1**
				Add action

Allow Up To 5 Ammo

● Change the max "ammo.Count" to "less than" to "5"

Split Ammo

- Add "Keyboard" object
- When the "space" key is pressed, split the current Ammo into two
- But, only if there is only 1 ammo current on the screen
- Use the "**ammo**" -> "**Apply force**"

11	🎹 Keyb...	On **Space** pressed	💩 ammo	Spawn 💩 **ammo** on layer **0** *(image point 0)*
	⚙️ System	ammo.Count < 2	💩 ammo	Apply 🔘 Physics force (*ammo.Physics.VelocityX*, *ammo.Physics.VelocityY*) at image point 0
				Add action

"Win" Screen

- Last Layout; adjust "Layout Size" to **720, 480**

Flash "You Won" Message

- Add "Flash" behavior
- Add "On Start of Layout" event to start the flash

12	➡️⚙️ System	On start of layout	🔳 T Text	⚡ Flash: Flash 0.1 on 0.1 off for **9999999999999999** seconds
			Add action	