Bunny Hop Adventure

Part 2...Boars & Bears

Play the game we are building:
click

Today's Game

Gaming Bootcamp of South Dakota

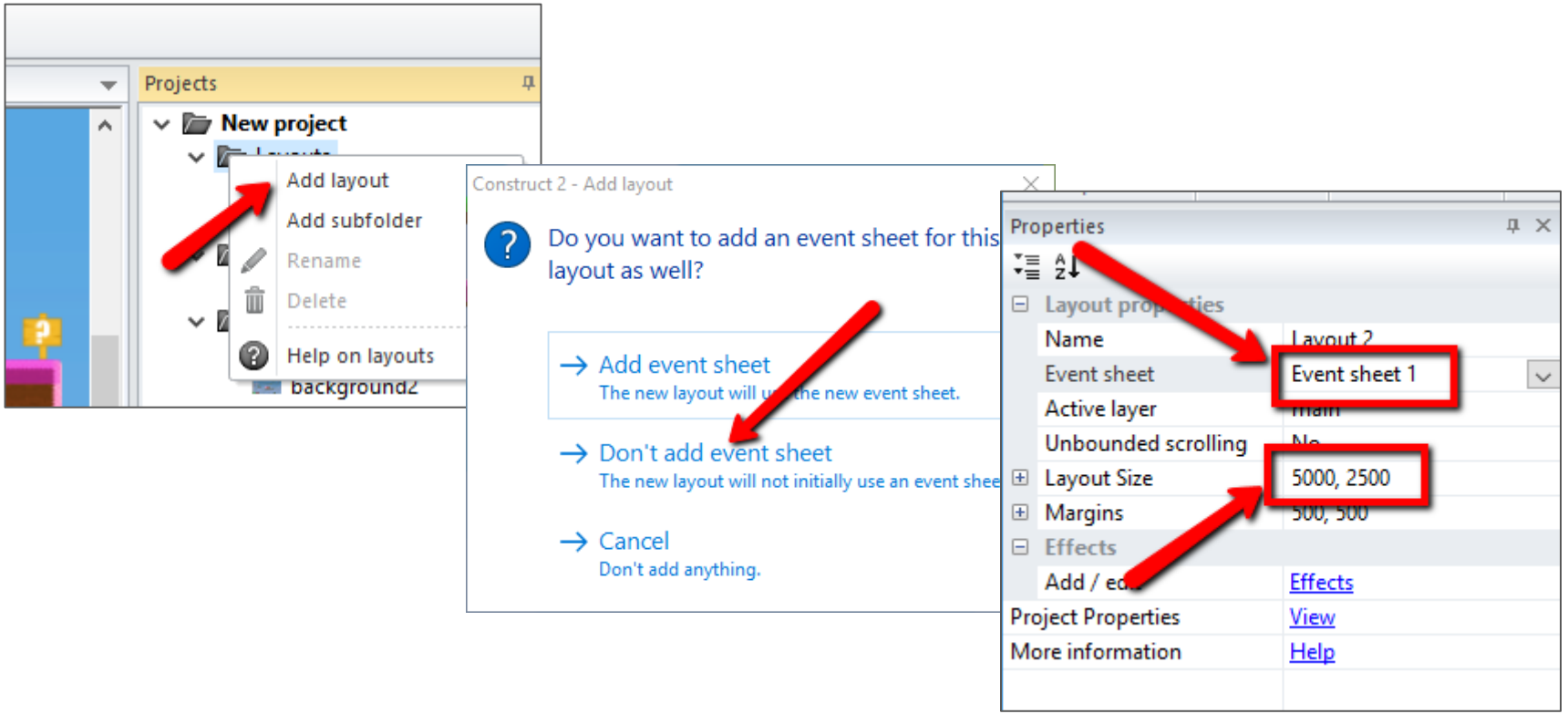
Challenge: Build a platform game complete with hero, enemies, rewards, and multiple levels.

Goal: Impress our guests

Features:

- A hero with multiple animations
- An enemy that you need to jump on or shoot
- Gens to collect
- More!

Adding Layout 2

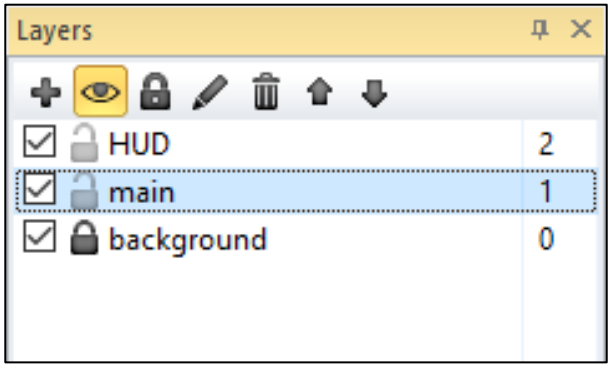


Background Templates

- Create ***TiledBackground*** and load "**level_02_background.png**"
  - Set ***Position*** to **0,0** & ***Size*** to **5000,2500**
  - Set ***Name*** to **background**

- Create another ***TiledBackground*** and load "**level_02_template.png**"
  - Set ***Position*** to **0,0** & ***Size*** to **5000,2500**
  - Set ***Name*** to **backgroundtemplate**
  - Set ***Opacity*** to **50**
  - Set ***Initial visibility*** to **invisible**

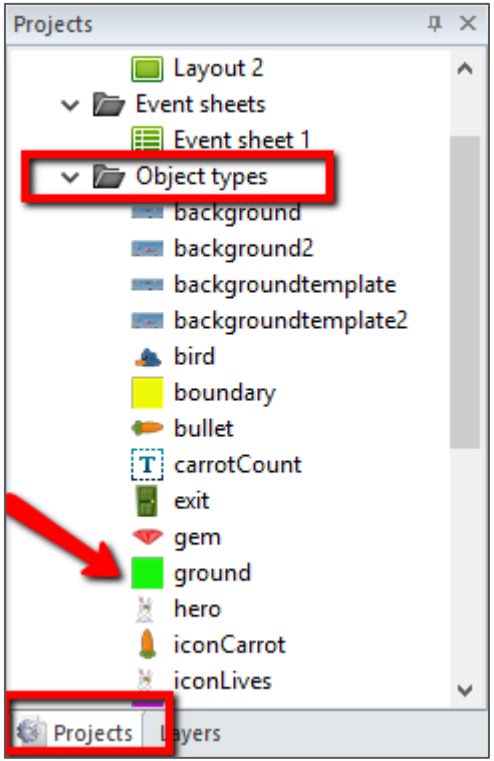
Setup Layers



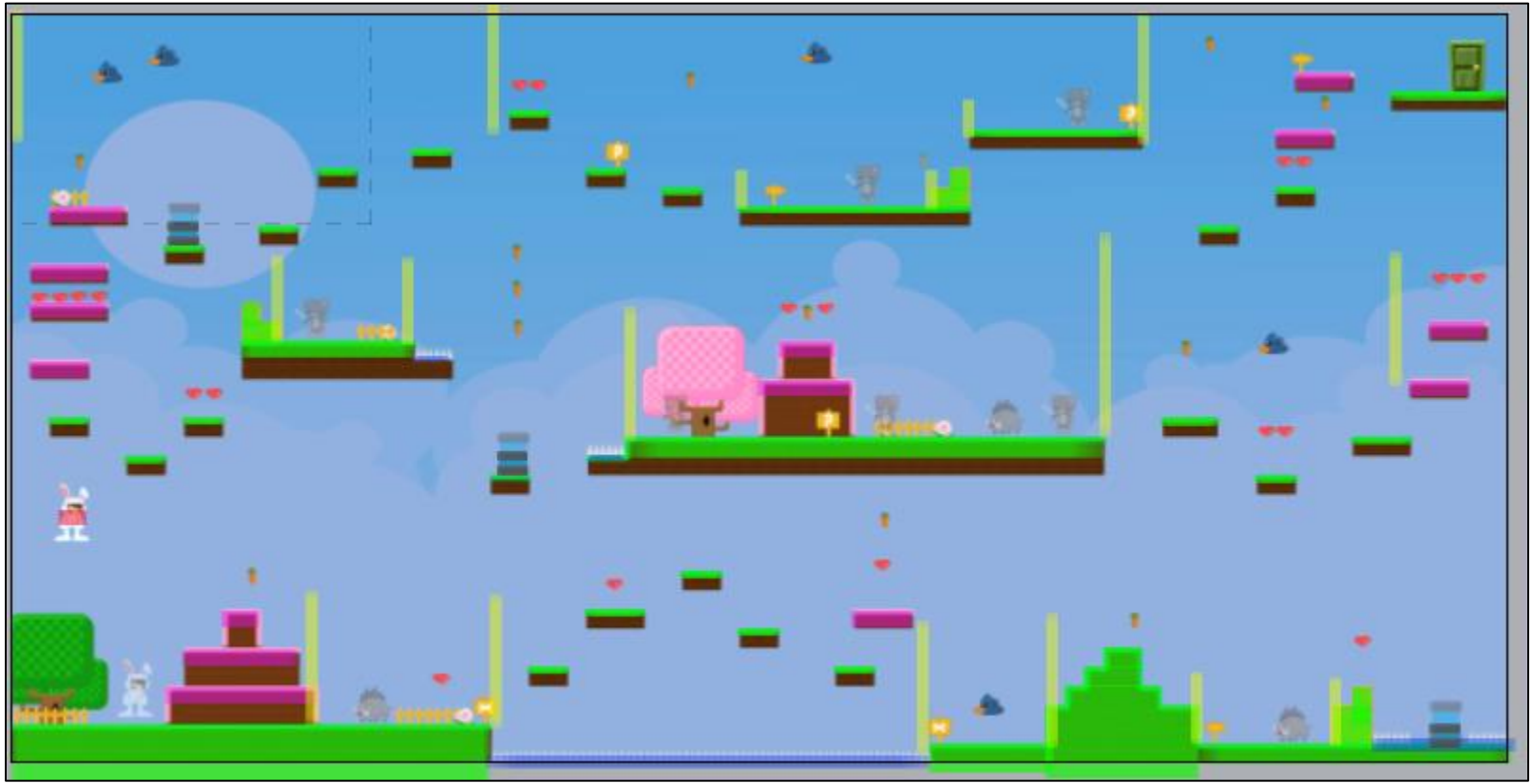
- Rename current layer to ***background***
- Click “+” to add another layer
  - Name new layer ***main***
- Click “+” to add another layer
  - Name new layer ***HUD***
- Lock ***background*** layer (Press the ‘lock’ icon)
- Click ***main*** layer to make it the active layer

Load Images FROM Level 1

- **IMPORTANT:** Do Not Create New Images
- Locate in the “Object Types” tree
  - ***Drag*** them onto Layout 2
  - ***Copy*** as needed
- Re-use these:
  - Bird, boundary, exit, gem, ground, hero, jumpthru, respawn, spikes, spring, bullet
  - ***(Skip HUD objects for now)***

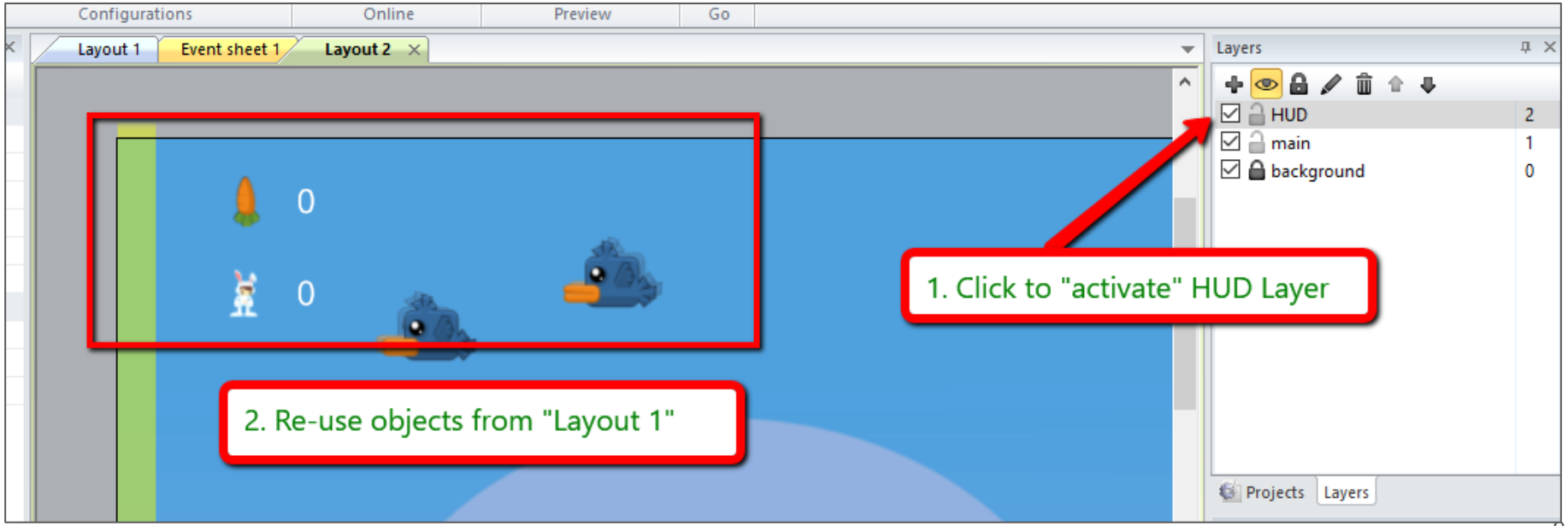


Adding All Objects



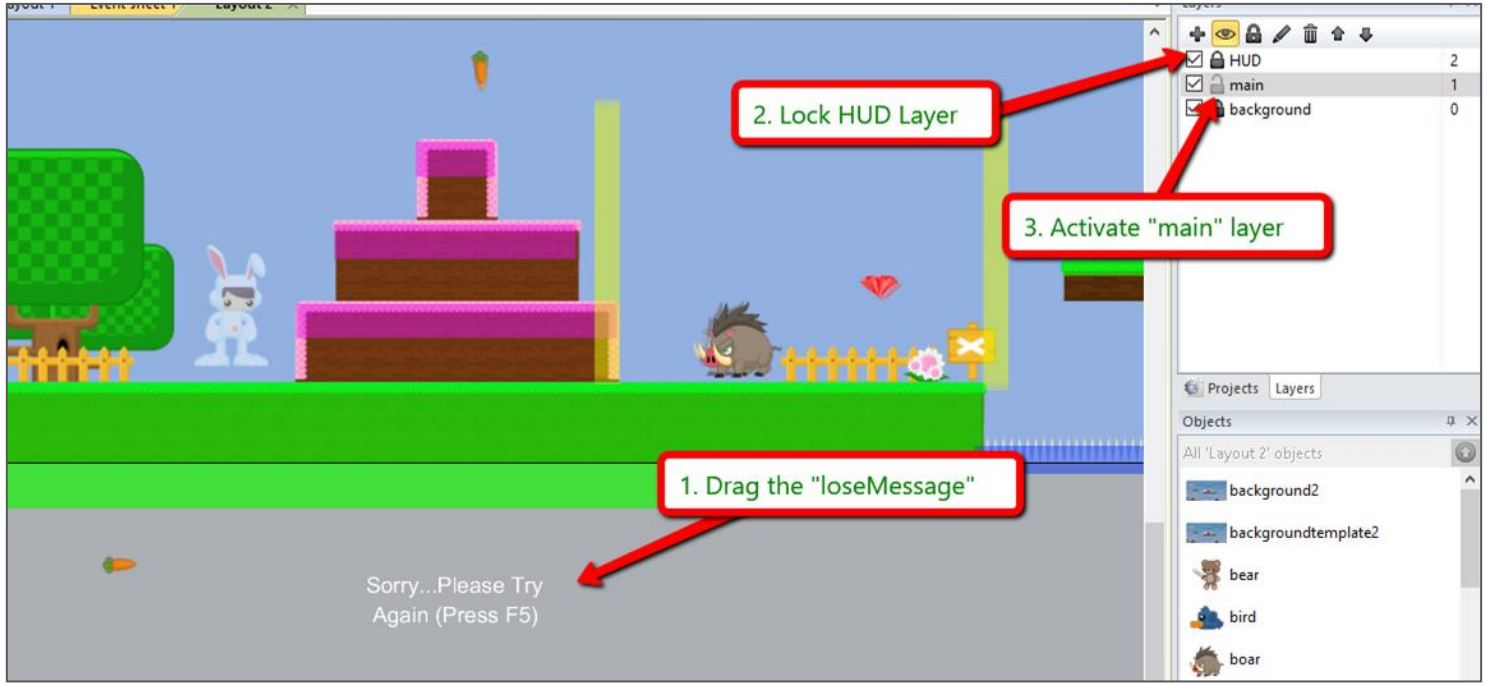
Add HUD Objects

- Select the HUD as the active display
  - Click on it
- Drag over the **icons** & **text**, layout accordingly

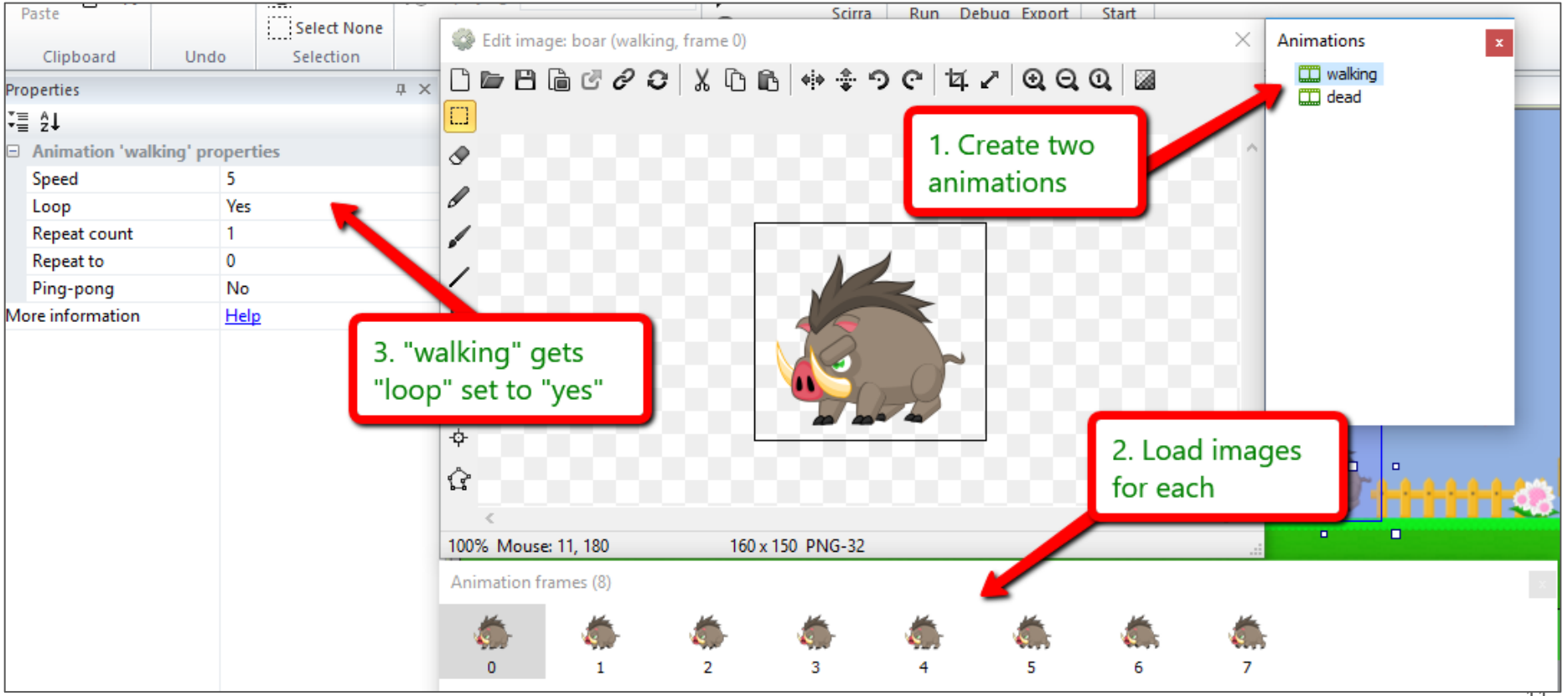


Adding HUD Message

- Drag the “loseMessage” onto Layout 2
- Lock the HUD
- Set “main” as active

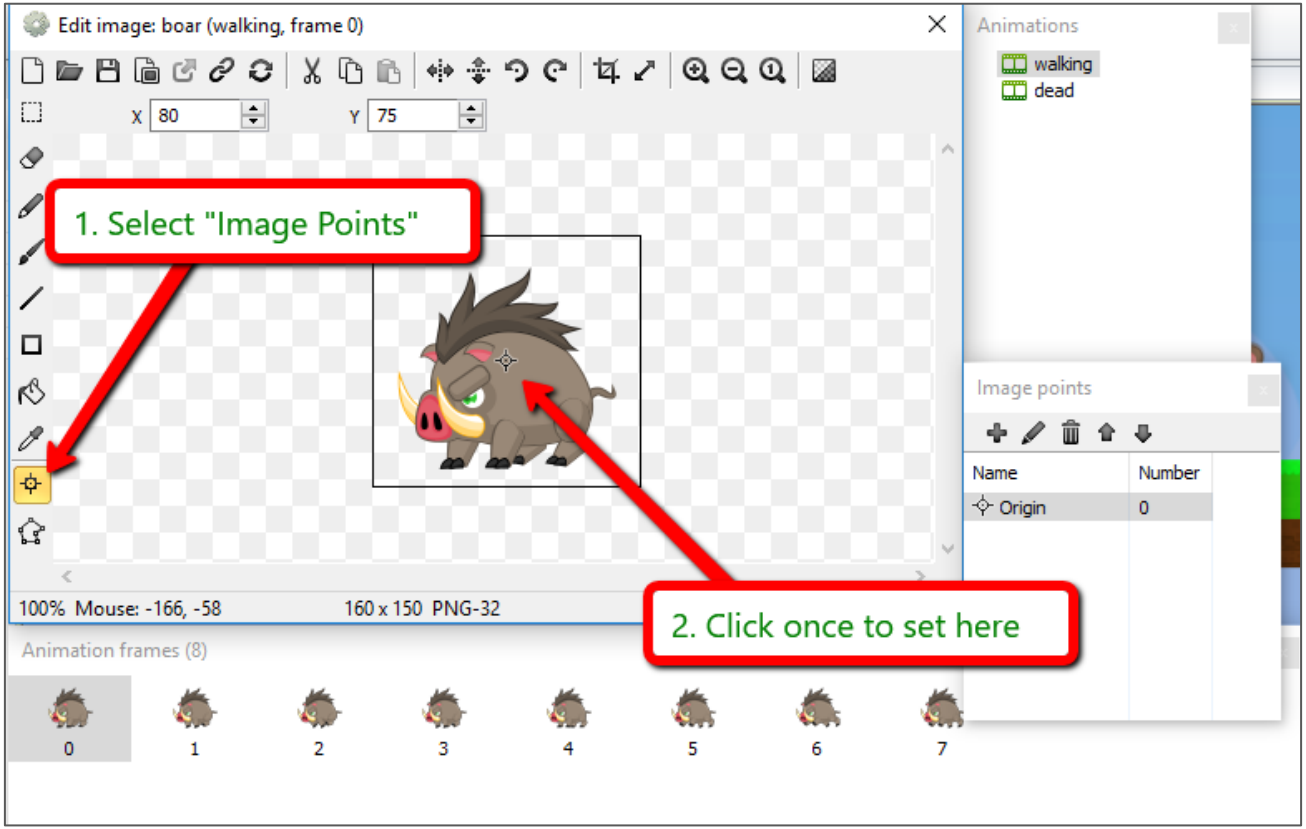


Adding the Boar enemy



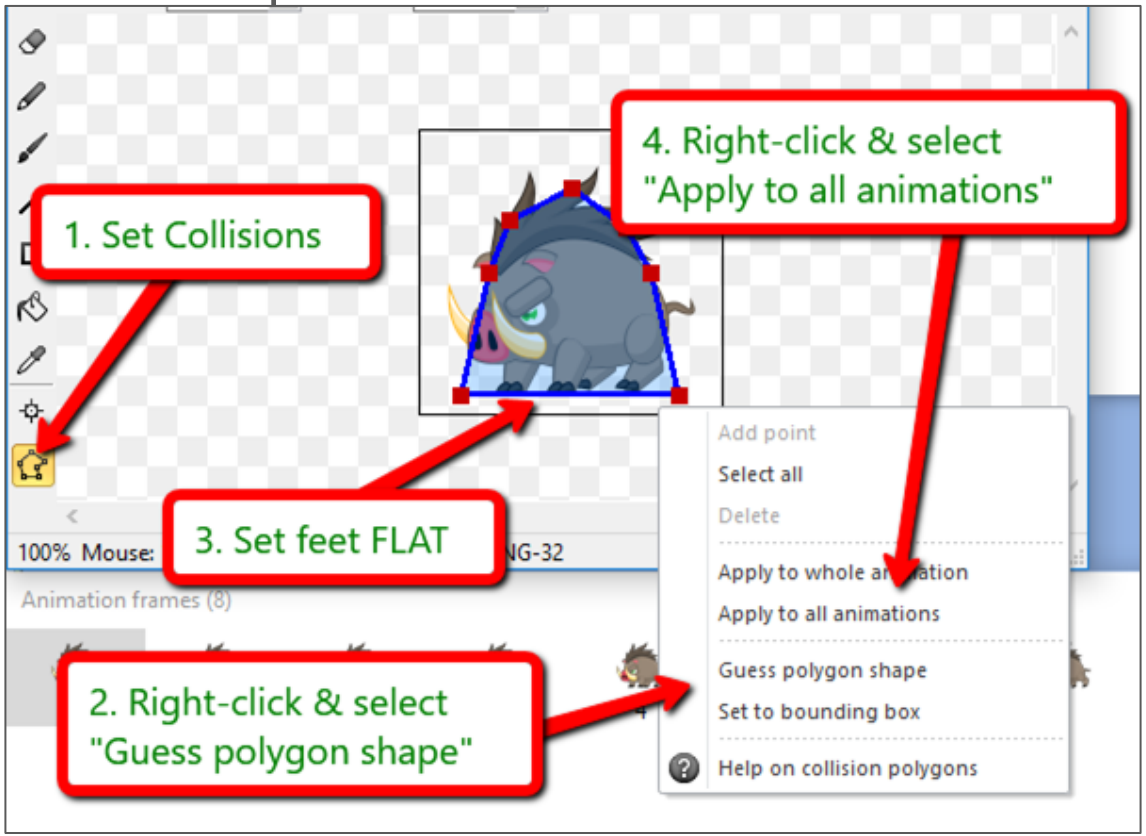
Adding the Boar enemy

- Adjust the “Image Point” so he moves smoothly



Adding the Boar enemy

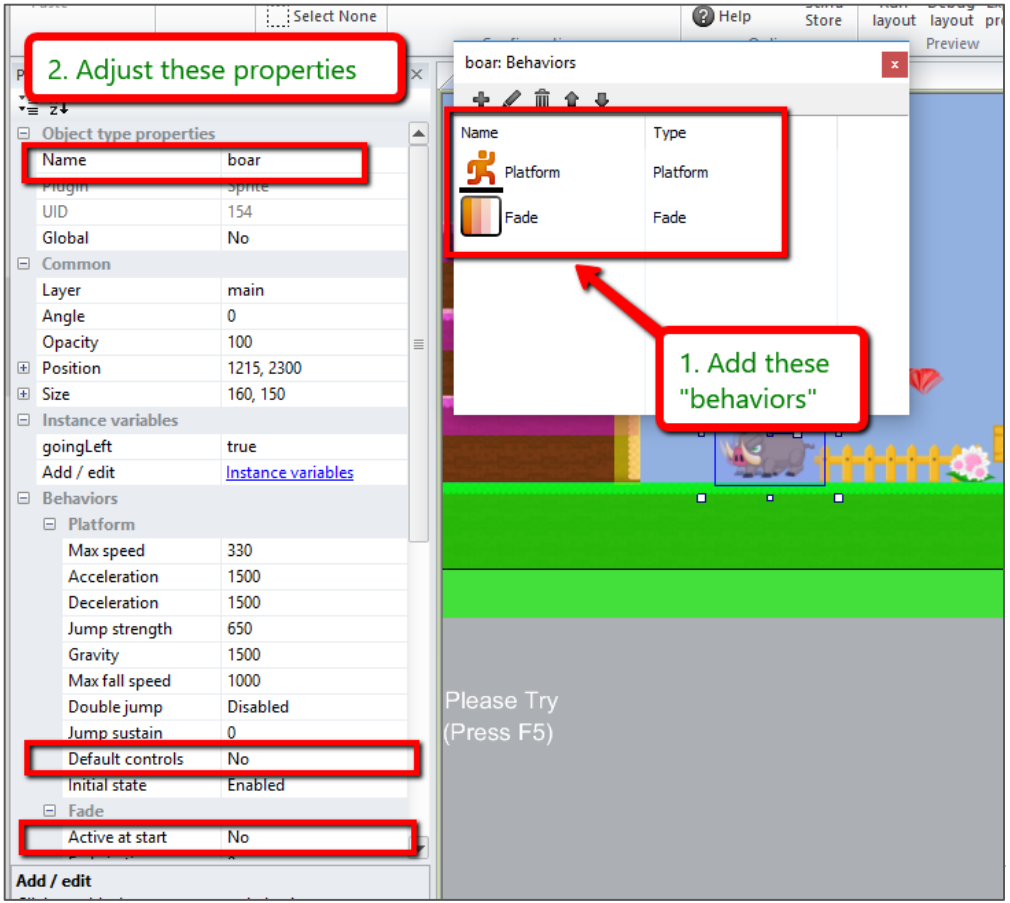
- Adjust the “collision points”



Adding the Boar enemy

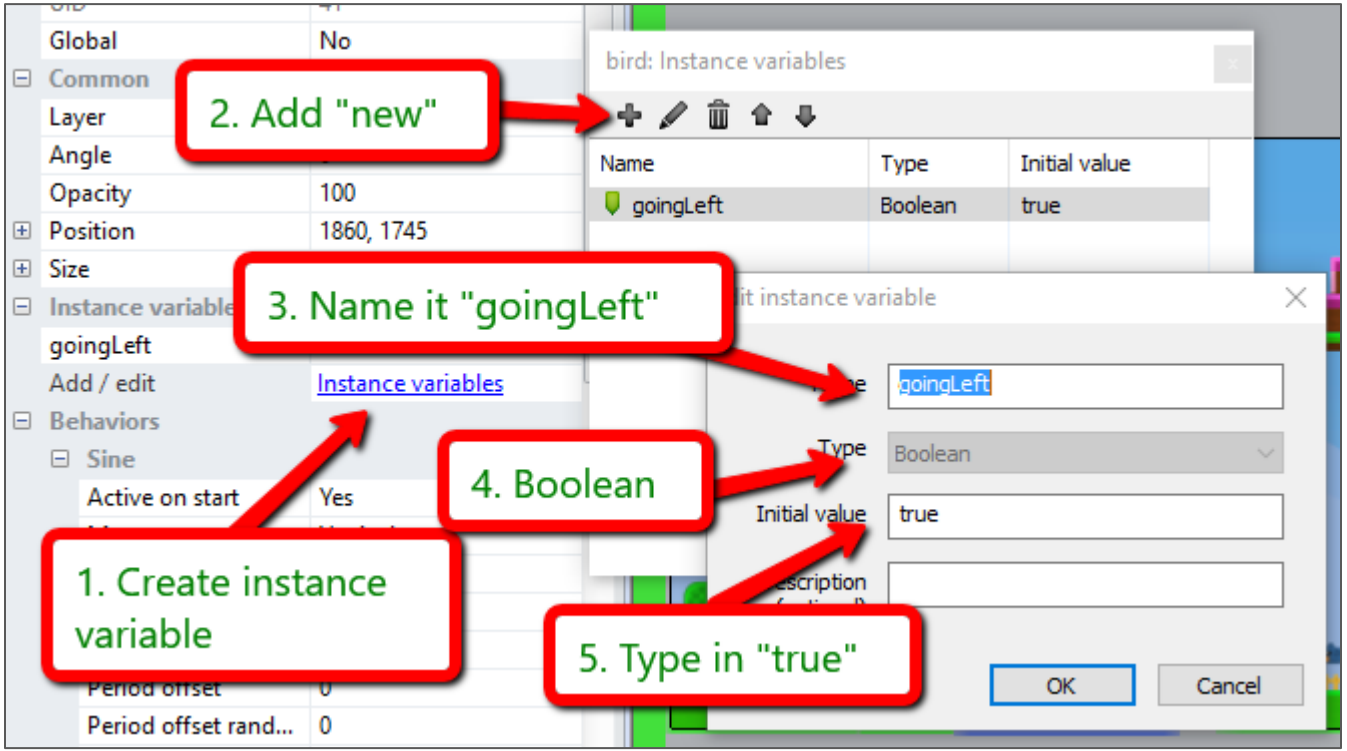
- Rename to **boar**
- Behaviors: **Fade**, and **Platform**

- Set up boars throughout game

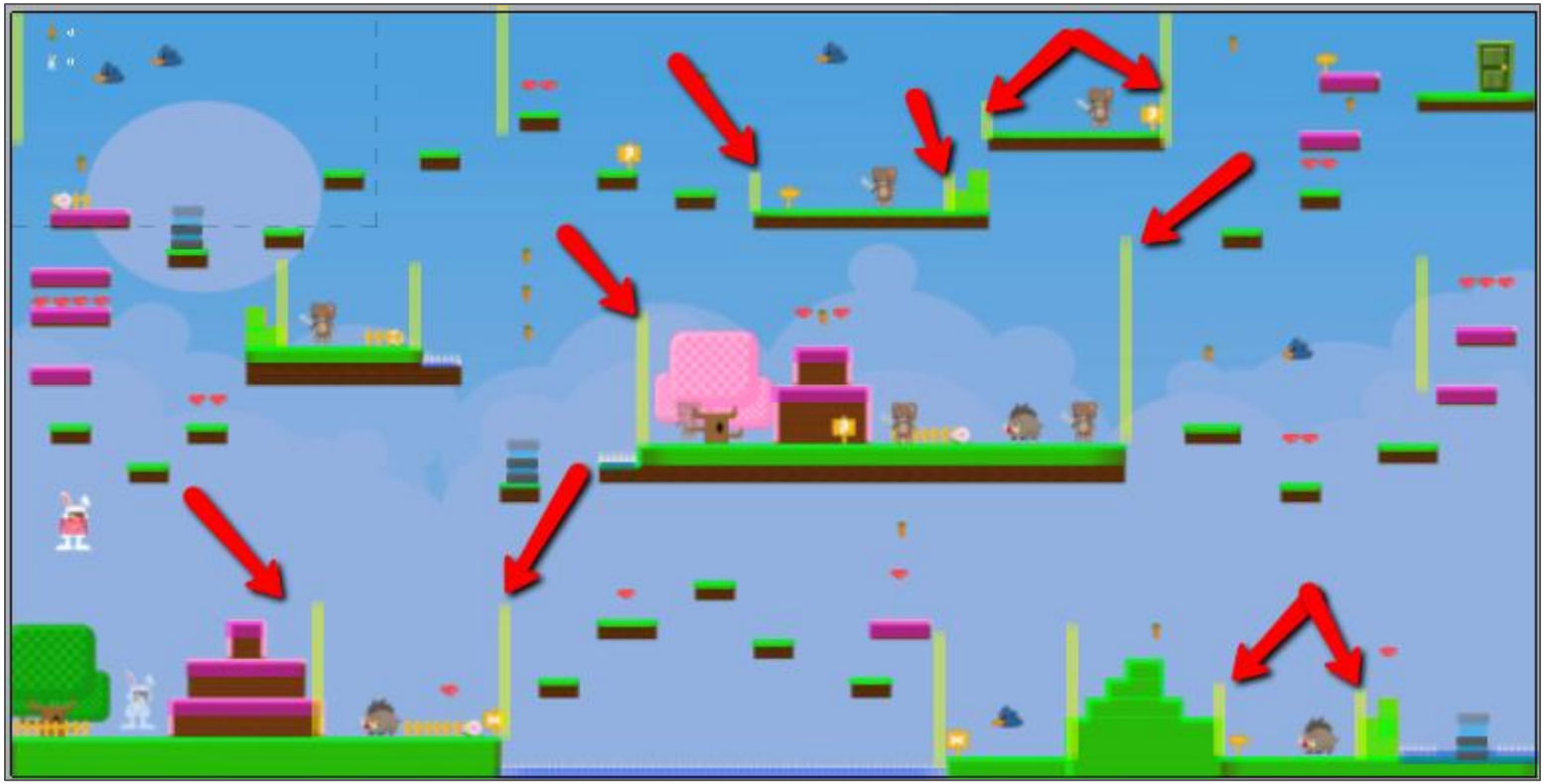


Adding the Boar enemy

- Define a boolean variable to keep track of direction

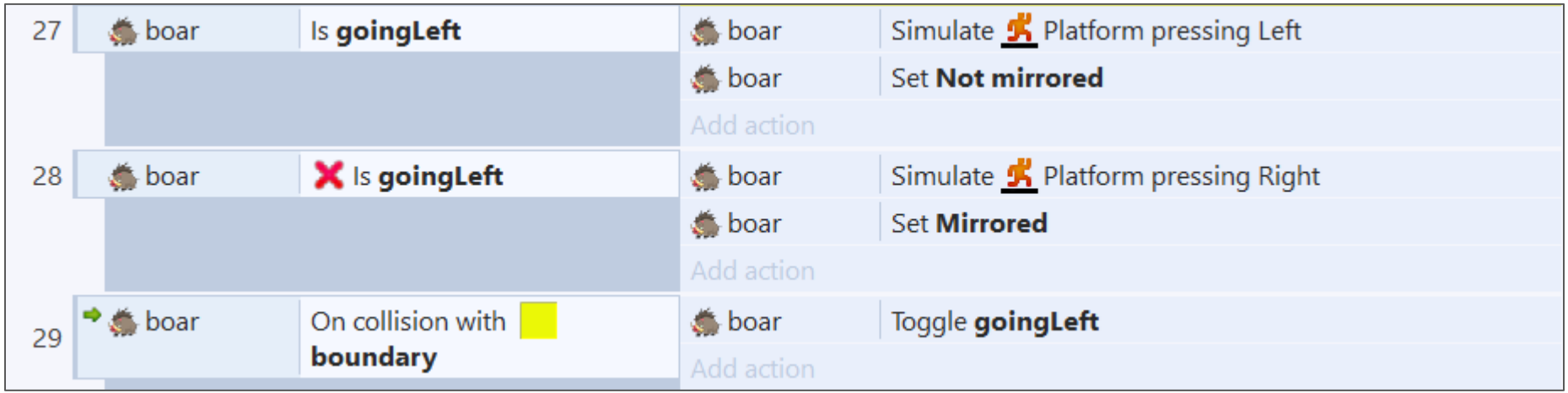


Check the Enemy Boundaries



Adding the Boar enemy

- Add these events

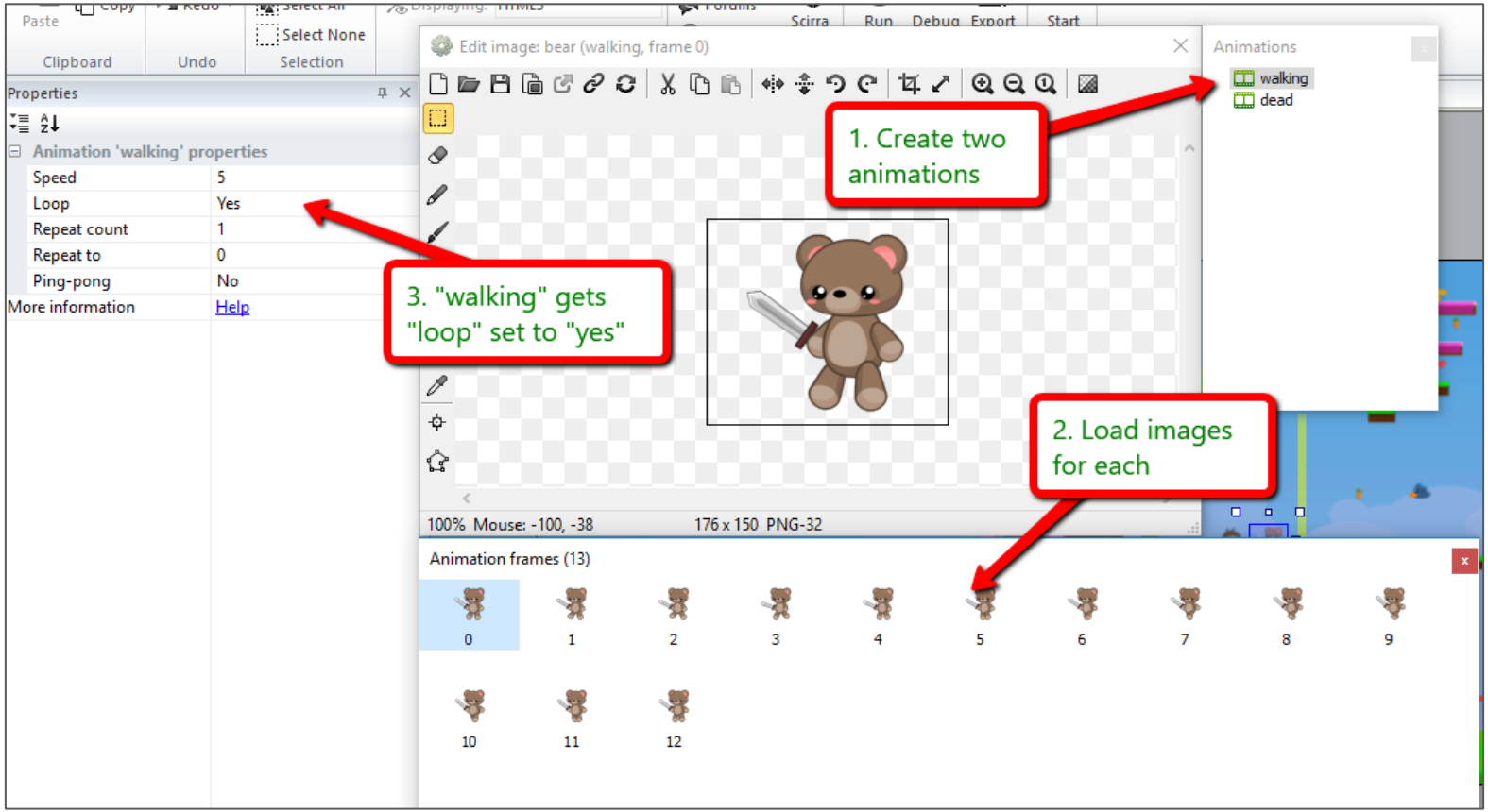


Killing the Boar Enemy

- Add these events

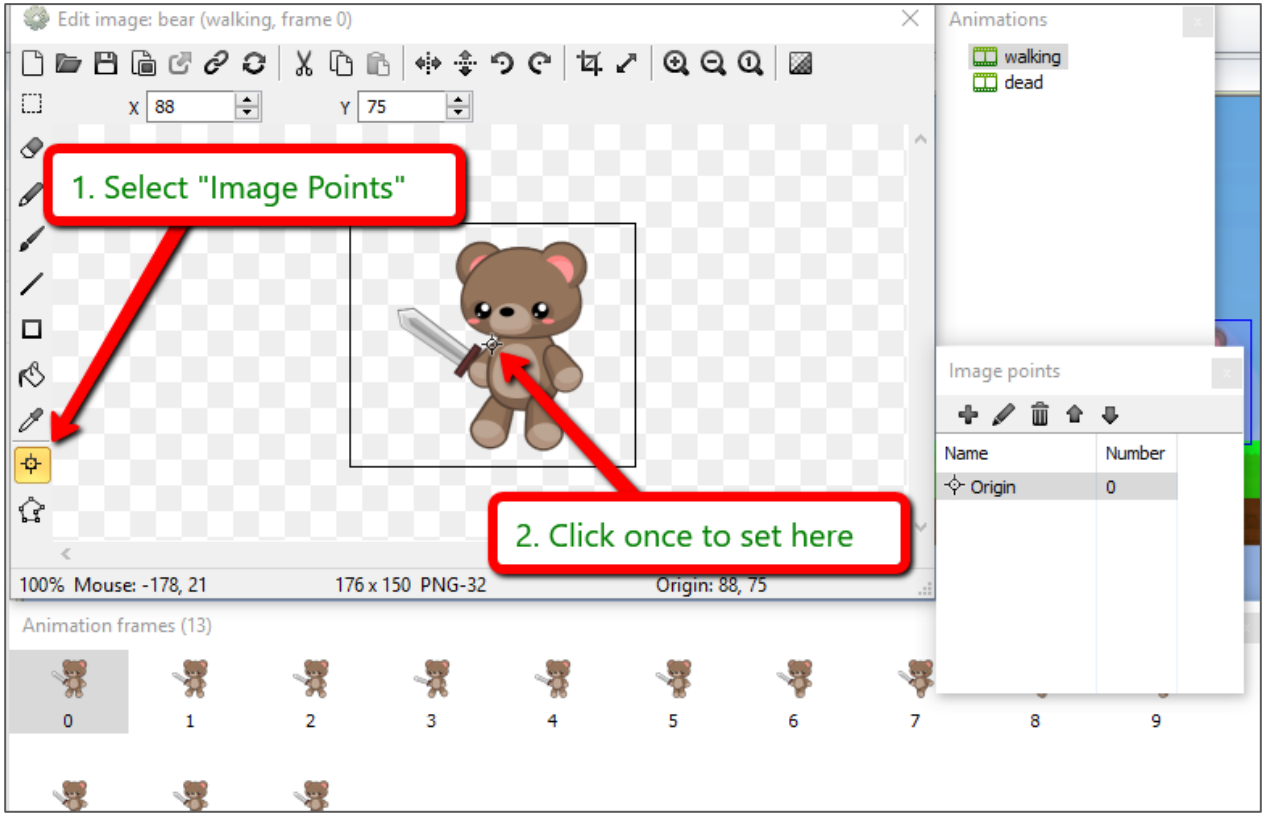
30	boar	On collision with **hero**	hero	Set Platform **Disabled**
			hero	Set collisions **Disabled**
			hero	Set animation to **"dead"** (play from beginning)
			System	Wait **2** seconds
			hero	Destroy
			Add action	
31	bullet	On collision with **boar**	bullet	Destroy
			boar	Set Platform **Disabled**
			boar	Set collisions **Disabled**
			boar	Set animation to **"dead"** (play from beginning)
			boar	Fade: start fade
			Add action	

Adding the Bear enemy



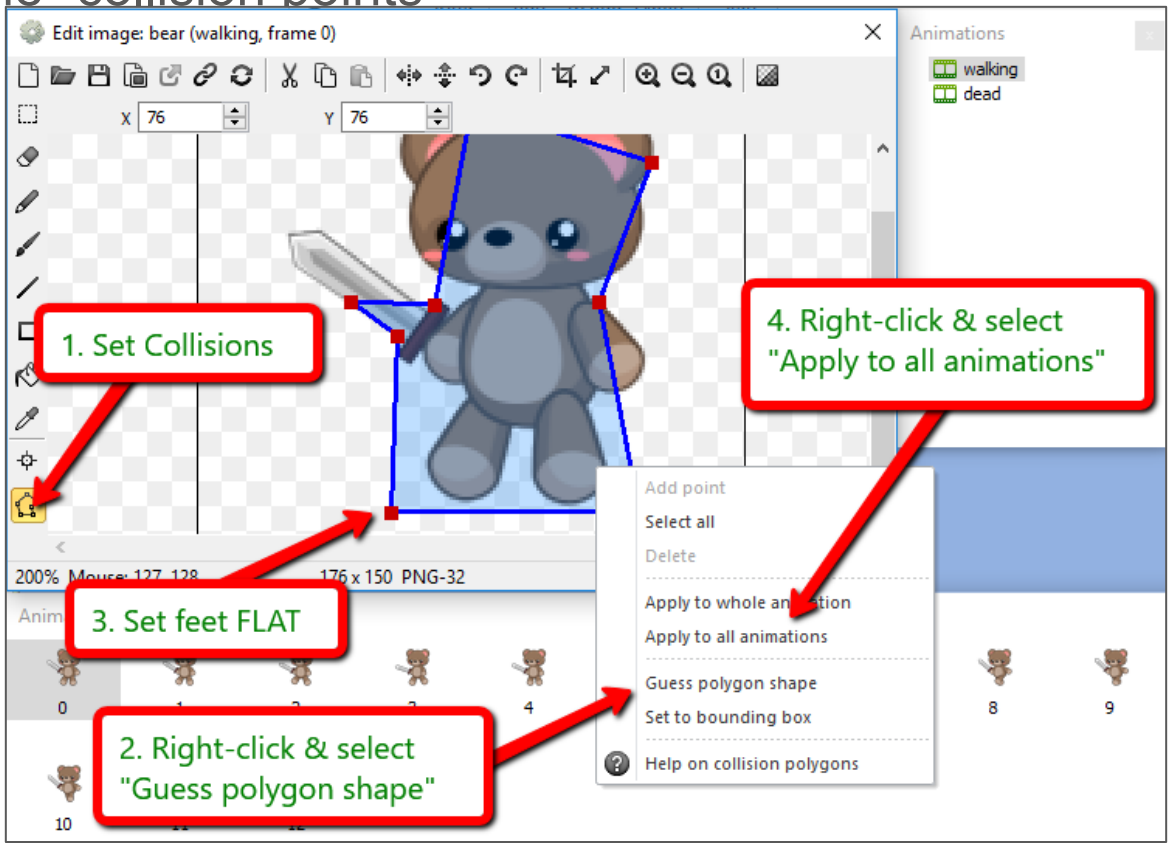
Adding the Bear enemy

- Adjust the “Image Point” so he moves smoothly



Adding the Bear enemy

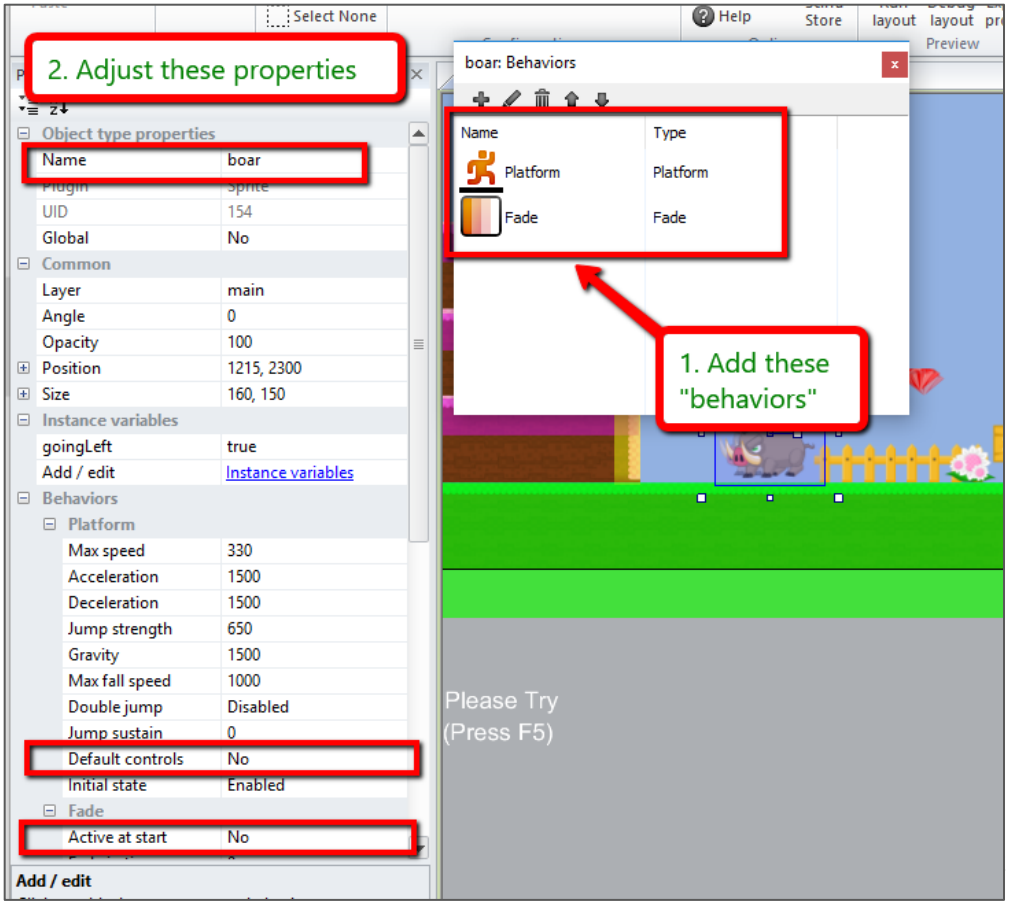
- Adjust the “collision points”



Adding the Bear enemy

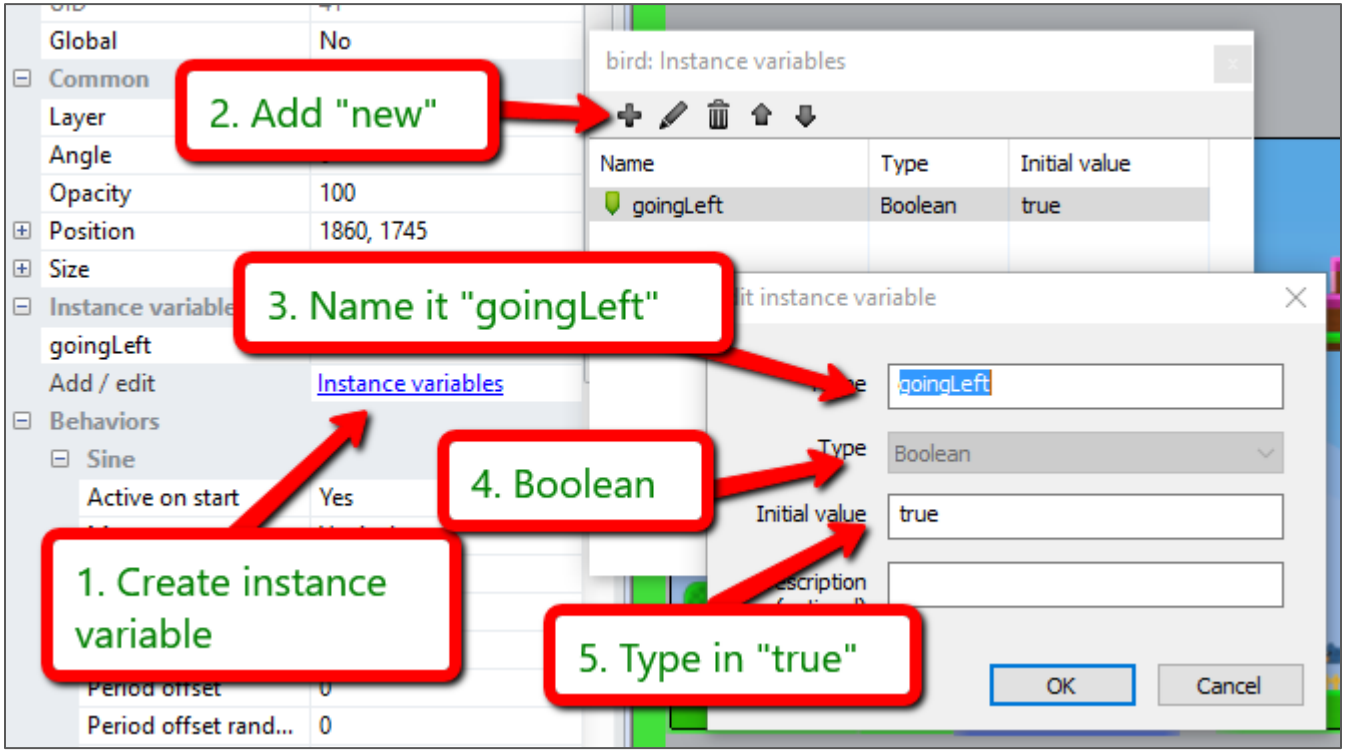
- Rename to **bear**
- Behaviors: **Fade**, and **Platform**

- Set up bears throughout game



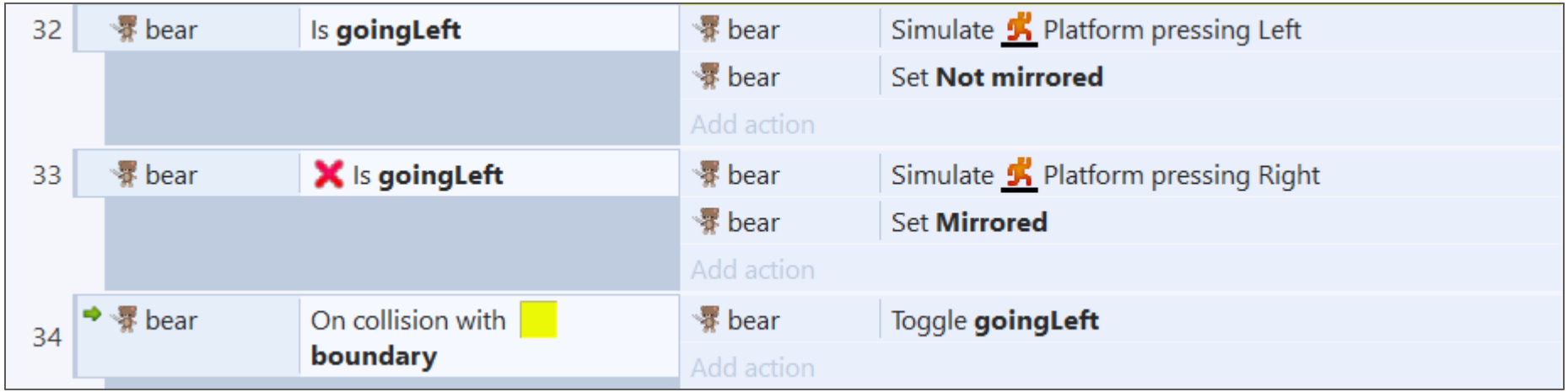
Adding the Bear enemy

- Define a boolean variable to keep track of direction



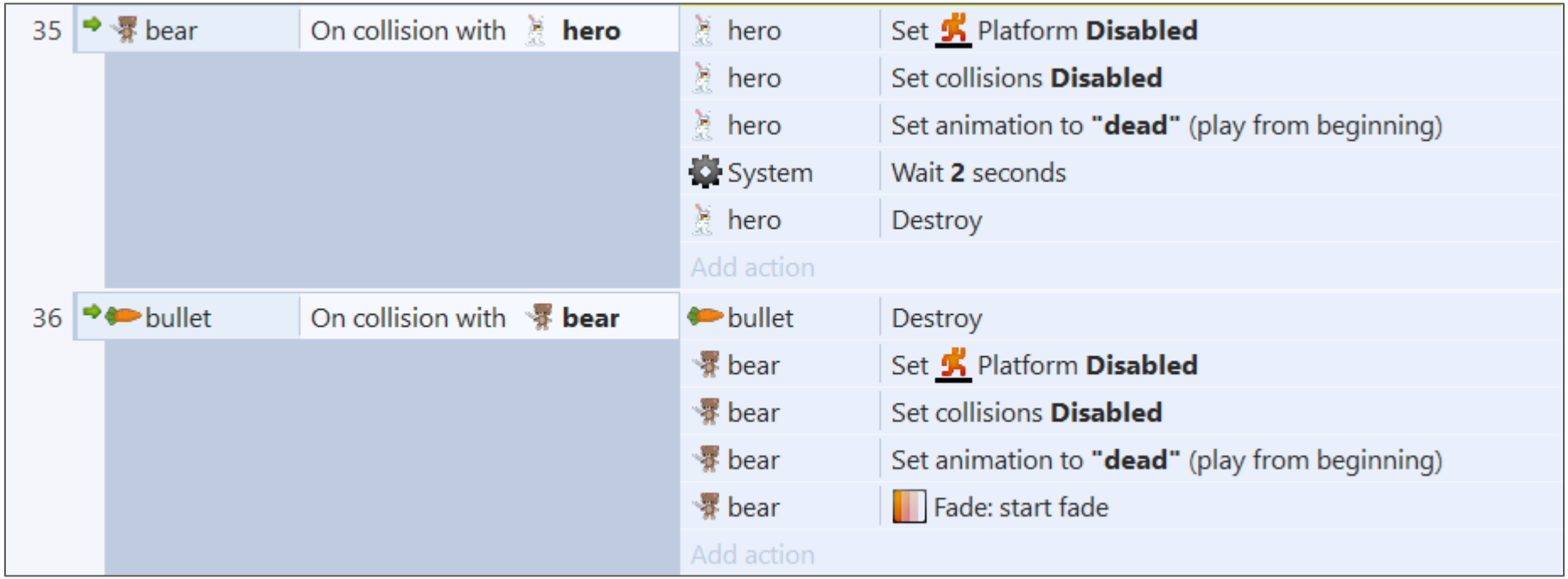
Adding the Bear enemy

- Add these events



Killing the Bear Enemy

- Add these events



Adding a Carrot Reward

- Create a new ***sprite***
  - Load one of the carrot images
  - Name it “**carrot**”
- Place throughout layout
- Add events

Next Part

- Add level 3
- Create a BOSS!

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of South Dakota