

Bunny Hop Adventure

Part 3...The BOSS

Play the game we are building:
[click](#)

Today's Game

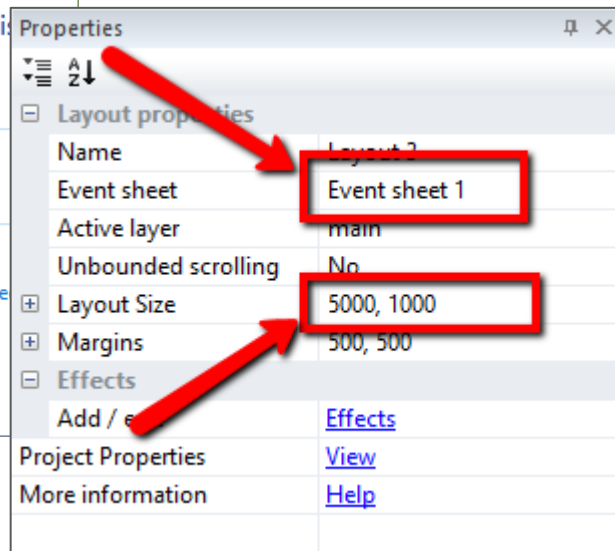
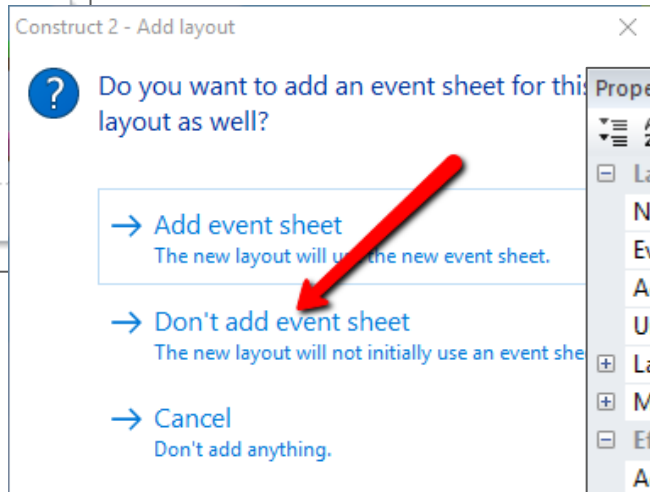
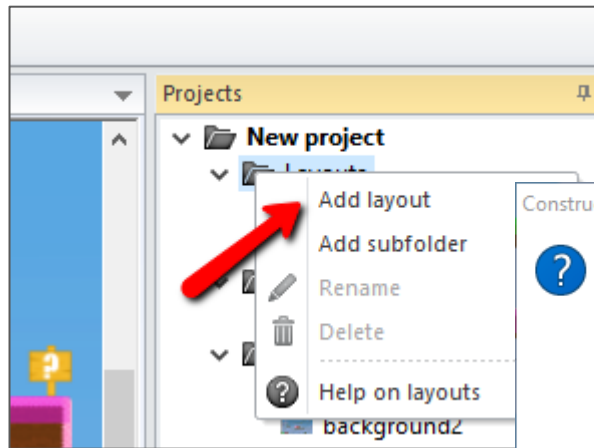
Challenge: Build a platform game complete with hero, enemies, rewards, and multiple levels.

Goal: Impress our guests

Features:

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

Adding Layout 3



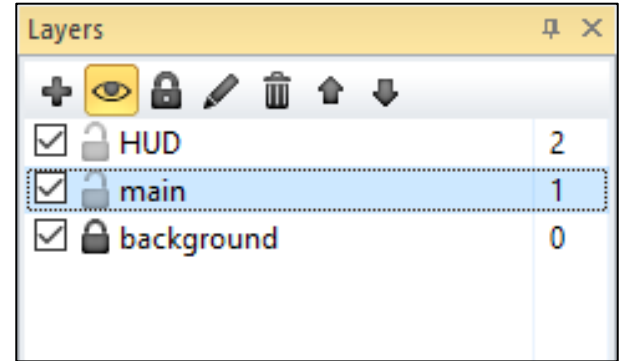
Background Templates

- Create *TiledBackground* and load “level_03_background.png”
 - Set *Position* to 0,0 & *Size* to 5000,1000
 - Set *Name* to background

- Create another *TiledBackground* and load “level_03_template.png”
 - Set *Position* to 0,0 & *Size* to 5000,1000
 - Set *Name* to backgroundtemplate
 - Set *Opacity* to 50
 - Set *Initial visibility* to invisible

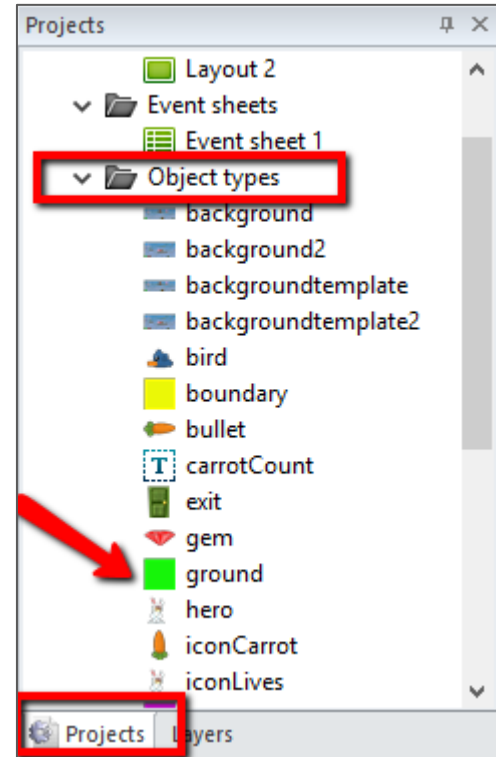
Setup Layers

- 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 2

- **IMPORTANT:** Do Not Create New Images
- Locate in the “Object Types” tree
 - **Drag** them onto Layout 3
 - **Copy** as needed
- Re-use these:
 - Boundary, gem, ground, hero, jumpthru, respawn, bears, bullet
 - **(Skip HUD objects for now)**

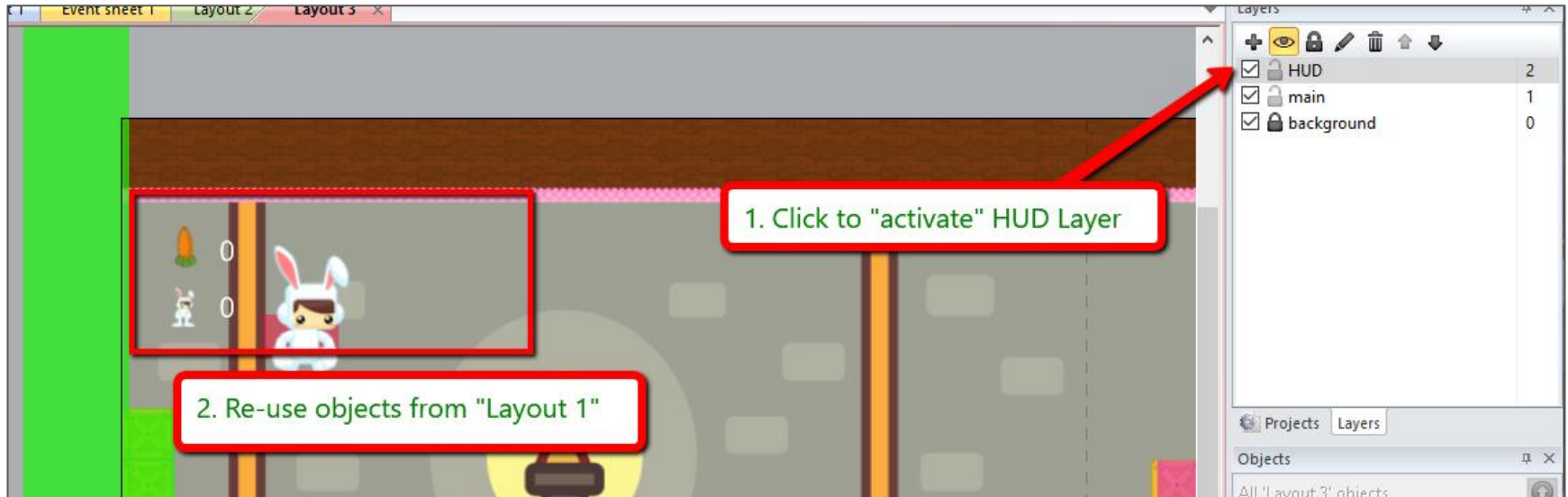


Adding All Objects



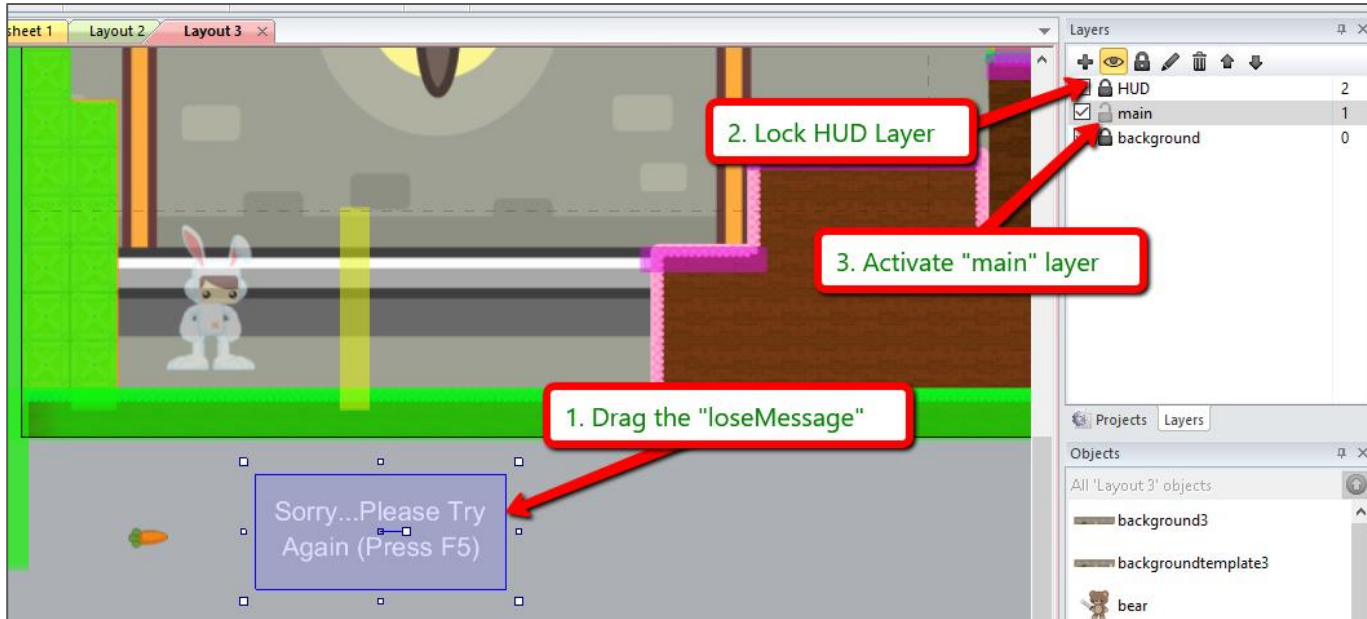
Add HUD Objects

- 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 BOSS!!

The screenshot shows an animation software interface with the following components:

- Properties Panel (Left):**
 - Clipboard, Undo, Selection
 - Animation 'walking' properties:

Speed	5
Loop	Yes
Repeat count	1
Repeat to	0
Ping-pong	No
 - More information: [Help](#)
- Canvas (Center):** Displays a pink, fluffy boss character with a yellow horn. A red box with the text "1. Create two animations" points to the canvas area.
- Animations Panel (Right):** Lists two animations: "walking" and "dead". A red arrow points from the "walking" animation to the Properties Panel.
- Animation frames (Bottom):** A sequence of 11 frames (0-10) showing the boss character in various walking poses. A red box with the text "2. Load images for each" points to frame 5. A red arrow also points from the "walking" animation to this frame sequence.
- Properties Panel Callout:** A red box with the text "3. 'walking' gets 'loop' set to 'yes'" points to the "Loop" property in the Properties Panel.

Adding the BOSS!!

- Adjust the "Image Point" so he moves smoothly

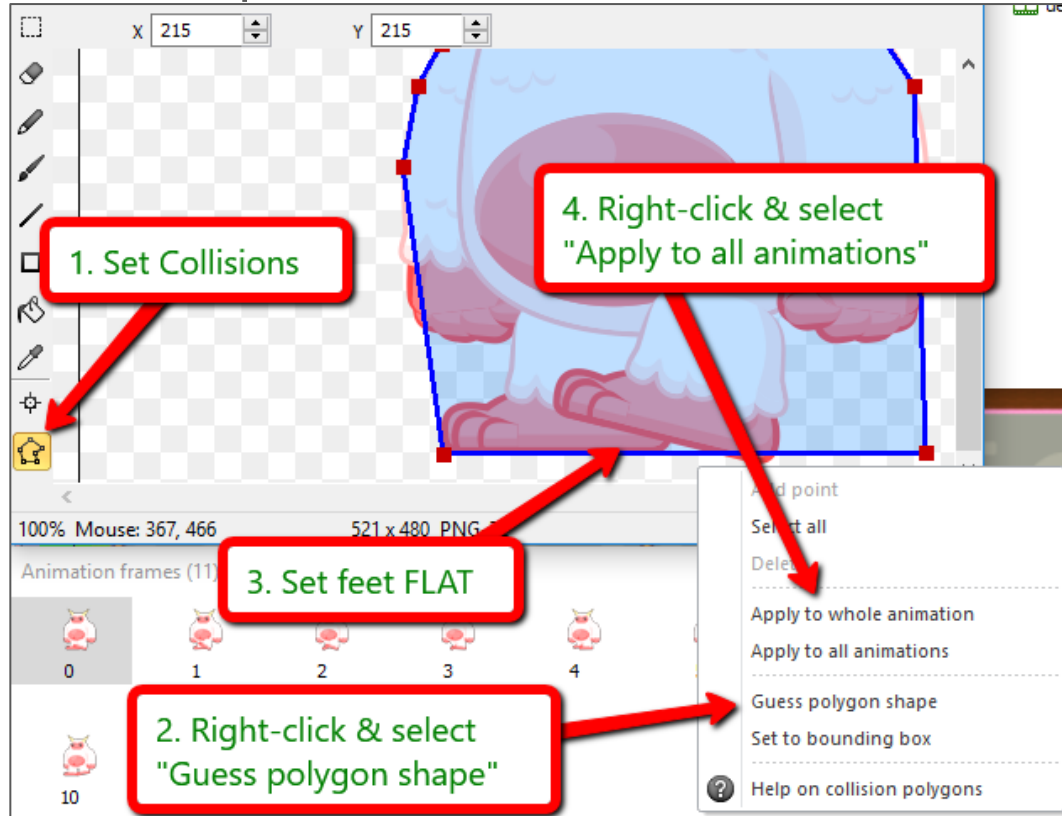
The screenshot shows an animation software interface. In the center, a pink, fluffy boss character with yellow horns is positioned on a checkerboard background. The character's origin point is marked with a crosshair. Two red callout boxes provide instructions: one points to the 'Image Points' icon in the left toolbar, and the other points to the origin point on the character. The top toolbar shows various editing tools, and the top status bar displays 'X 329' and 'Y 296'. On the right, a 'Timeline' panel shows two animation states: 'walking' and 'dead'. Below it, an 'Image points' panel is open, displaying a table with the following data:

Name	Number
Origin	0

At the bottom of the interface, a sequence of frames is visible, numbered 0 through 9, each containing a small version of the boss character.

Adding the BOSS!!

- Adjust the “collision points”



Adding the BOSS

- Rename to boss
- Behaviors: Platform and Flash

- Add other “bear” enemies

The screenshot shows the software interface with two main panels:

- Properties Panel (Left):**
 - Name:** boss (highlighted with a red box and labeled "2. Adjust these properties")
 - Common:** Layer: main, Angle: 0, Opacity: 100, Position: 4429, 755, Size: 521, 480
 - Instance variables:** goingLeft: true, life: 10
 - Behaviors:**
 - Platform:** Max speed: 330, Acceleration: 1500, Deceleration: 1500, **Jump strength: 1200** (highlighted with a red box), Gravity: 1500, Max fall speed: 1000, Double jump: Disabled, Jump sustain: 0, **Default controls: No** (highlighted with a red box)
 - Flash:** (no properties)
- Behaviors Panel (Right):**
 - Shows a table of behaviors for the 'boss' object:

Name	Type
Platform	Platform
Flash	Flash

 - A red box highlights this table and is labeled "1. Add these 'behaviors'" with an arrow pointing to the table.

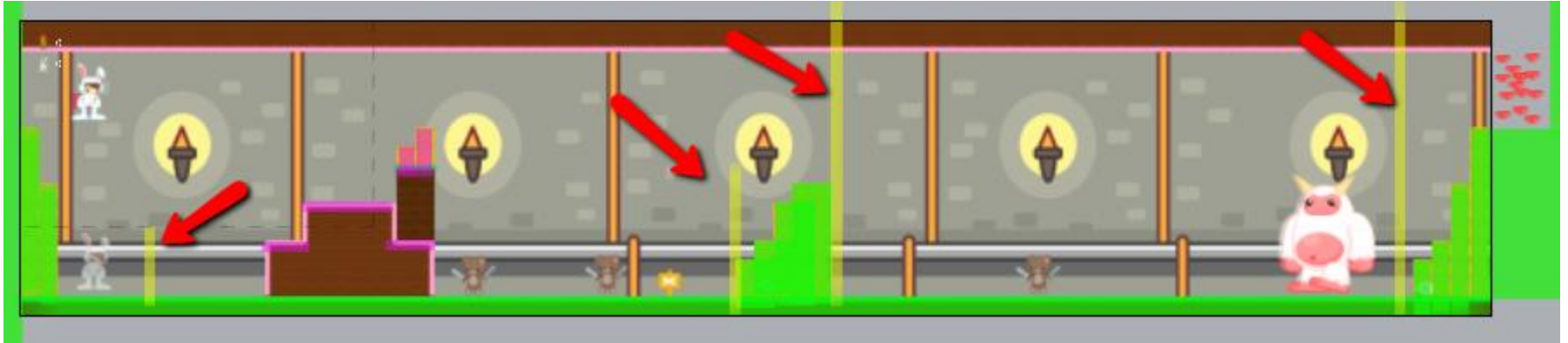
Adding the BOSS

- Define a boolean variable to keep track of direction

The screenshot shows the 'Instance variables' panel for a 'bird' object. A table lists the variable 'goingLeft' with a Boolean type and an initial value of 'true'. A dialog box titled 'Add instance variable' is open, showing the same variable name and type. Red callout boxes with arrows indicate the following steps:














1. Create instance variable (points to the 'Add / edit' button in the Instance variable panel)
2. Add "new" (points to the '+' button in the Instance variables table)
3. Name it "goingLeft" (points to the 'Name' input field in the dialog)
4. Boolean (points to the 'Type' dropdown menu in the dialog)
5. Type in "true" (points to the 'Initial value' input field in the dialog)

Check the Enemy Boundaries






Adding the BOSS

- Add these events

38	 boss	Is goingLeft	 Simulate  Platform pressing Left  Set Not mirrored Add action
39	 boss	 Is goingLeft	 Simulate  Platform pressing Right  Set Mirrored Add action
40	  boss	On collision with  boundary	 Toggle goingLeft Add action









Adding the BOSS

- Make the BOSS jump around!

41	 System	Every 2 seconds	 Simulate  Platform pressing Jump
			Add action















BOSS Kills Hero

- Add these events

42	 boss	On collision with  hero	 Set  Platform Disabled
			 Set collisions Disabled
			 Set animation to "dead" (play from beginning)
			 Wait 2 seconds
			 Destroy
			Add action

Killing the BOSS

- Add these events

43	 bullet	On collision with  boss	 Destroy
			Add action
44	 boss	life > 0	 Subtract 7 from life
			 ⚡ Flash: Flash 0.1 on 0.1 off for 0.5 seconds
			Add action
45	 boss	life = 0	 Set  Platform Disabled
			 Set collisions Disabled
			 Set animation to "dead" (play from beginning)
			 Wait 2 seconds
			 Destroy
			 Set position to $(windowWidth/2, WindowHeight/2)$
			Add action

Next Part

- Add level 3
- Create a BOSS!