

Cave Slayer

Part 1

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

Today's Game

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

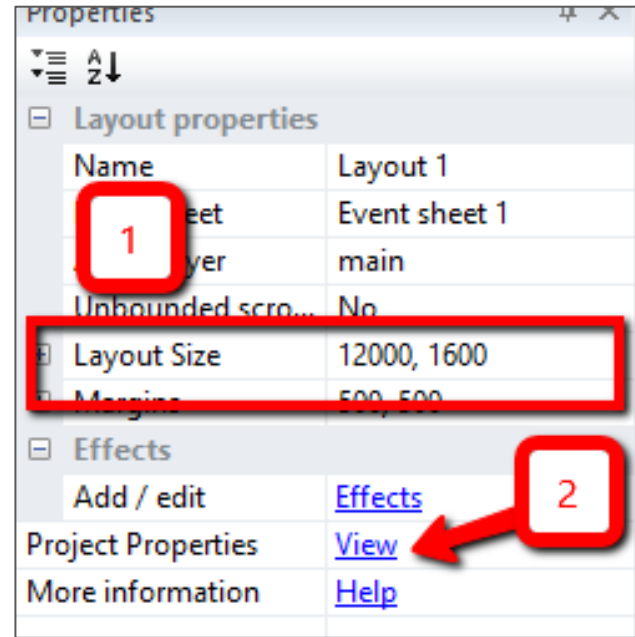
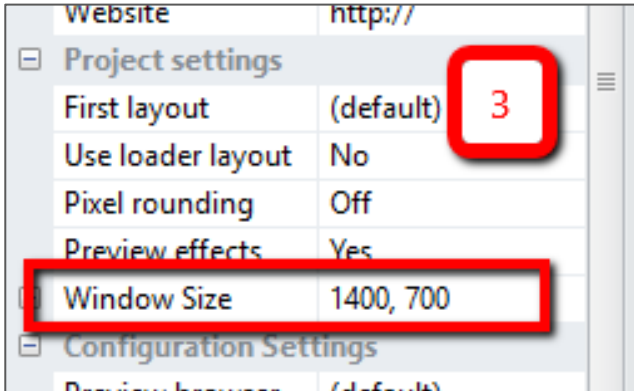
Goal: Impress our guests

Features:

- A hero with multiple animations
- An enemy that you need to use his sword to slay enemies
- Avoid the lava
- More!

Layout & Windows Size

- Layout (12000,1600) [1]
- Window size (1400, 700) [2 & 3]



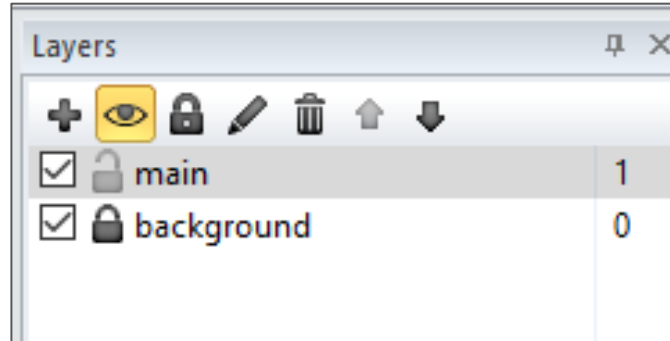
Background Templates

- Create *TiledBackground* and load “level-1_background.png”
 - Set *Position* to 0,0 & *Size* to 12000,1600
 - Set *Name* to lv1_background

- Create another *TiledBackground* and load “level-1_template.png”
 - Set *Position* to 0,0 & *Size* to 12000,1600
 - Set *Name* to lv1_template
 - Set *Opacity* to 25
 - Set *Initial visibility* to invisible

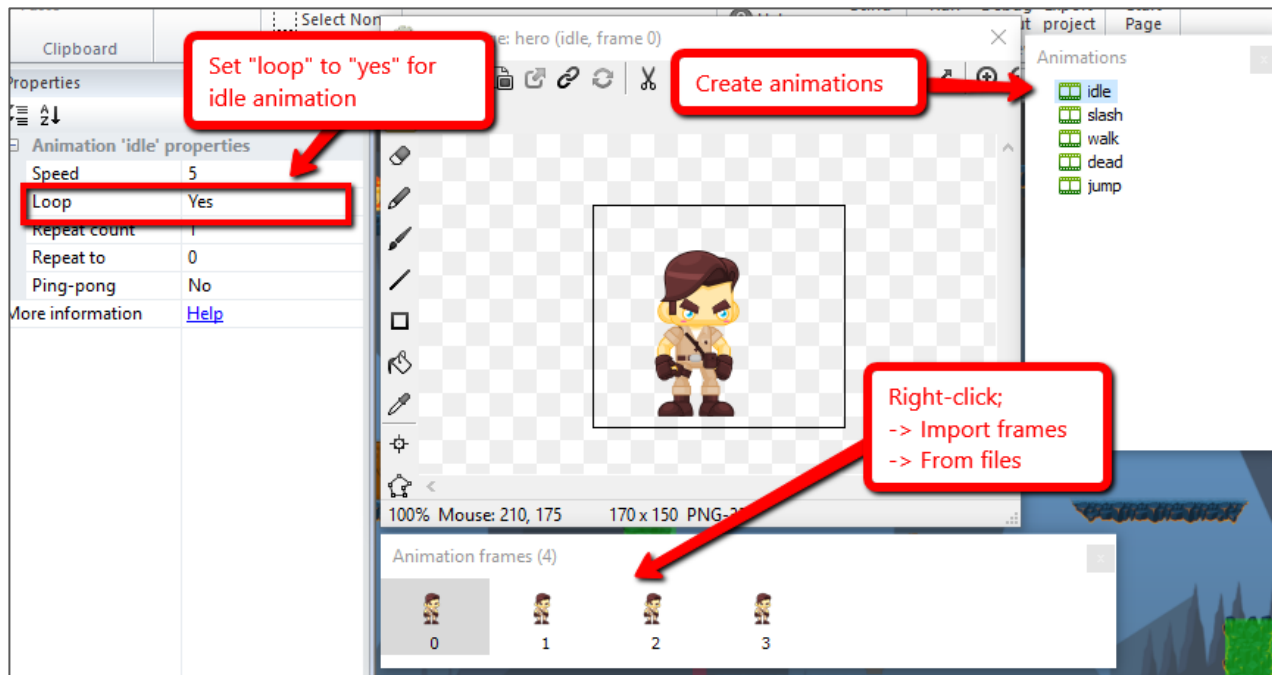
Setup Layers

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



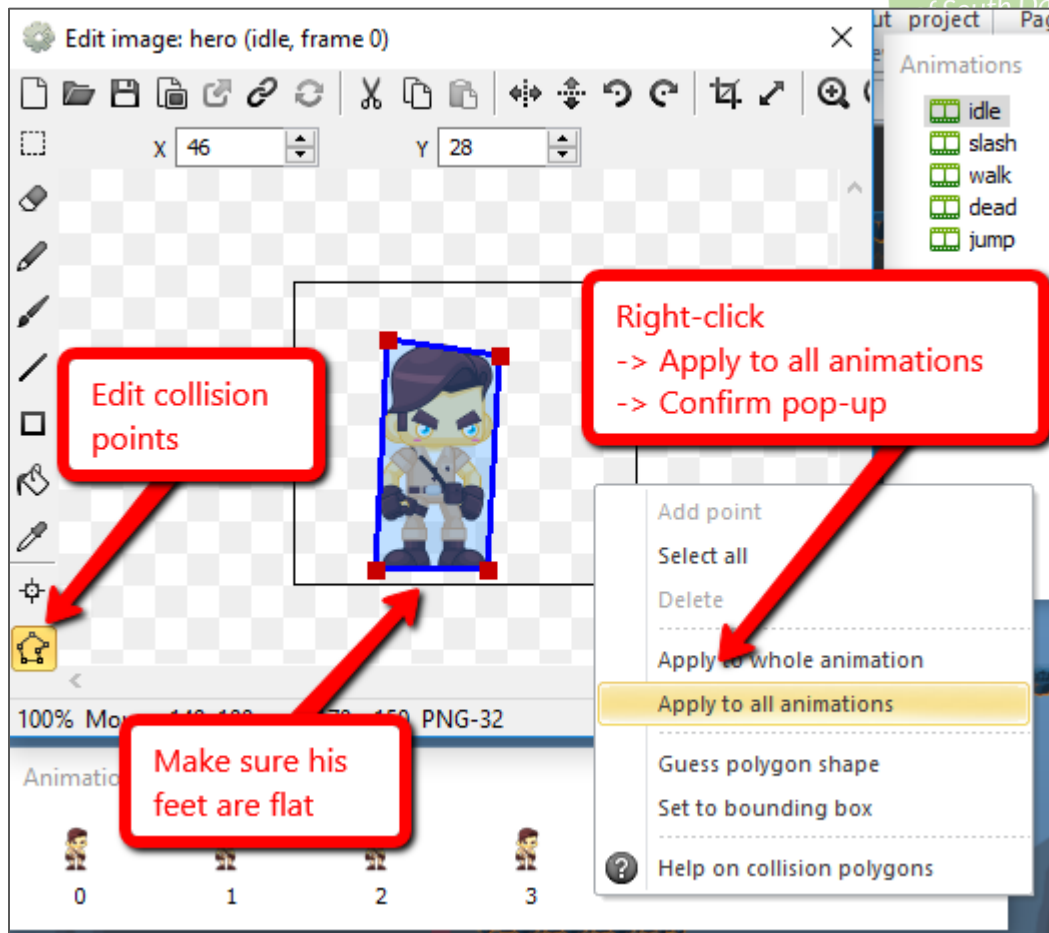
Create Our Hero

- Create a new *sprite*
- Load animations for idle, slash, walk, dead, and jump
- Set *loop* to yes for idle animation



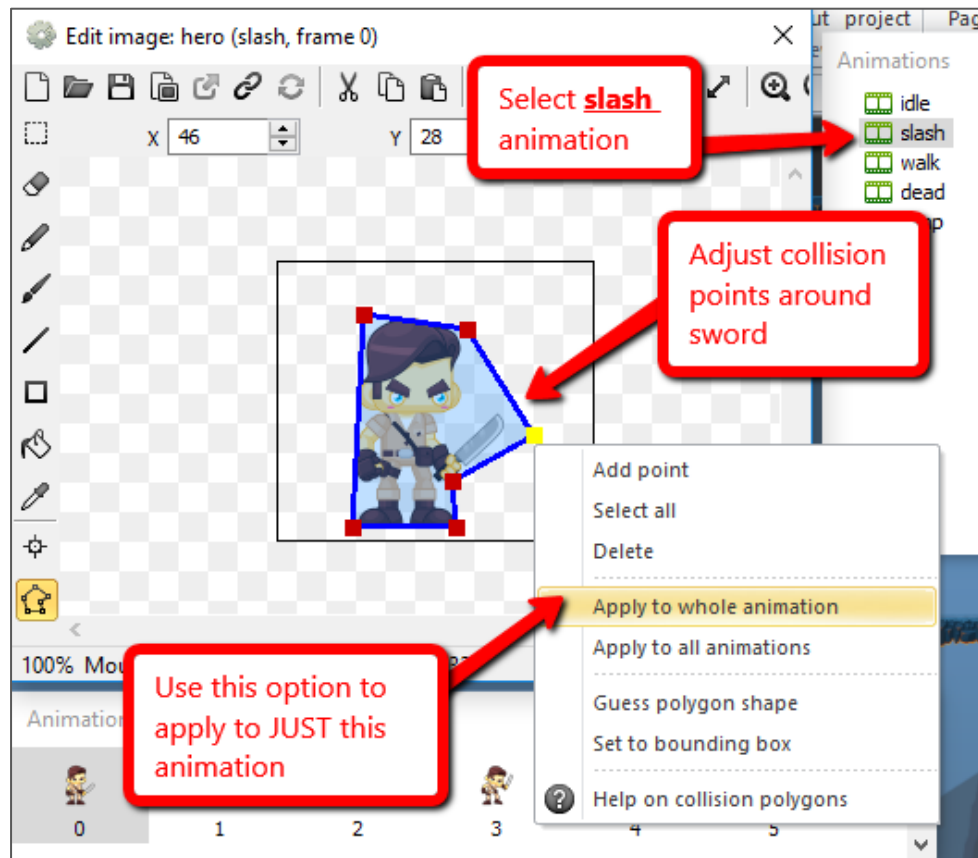
Create Our Hero

- Set Collision Points



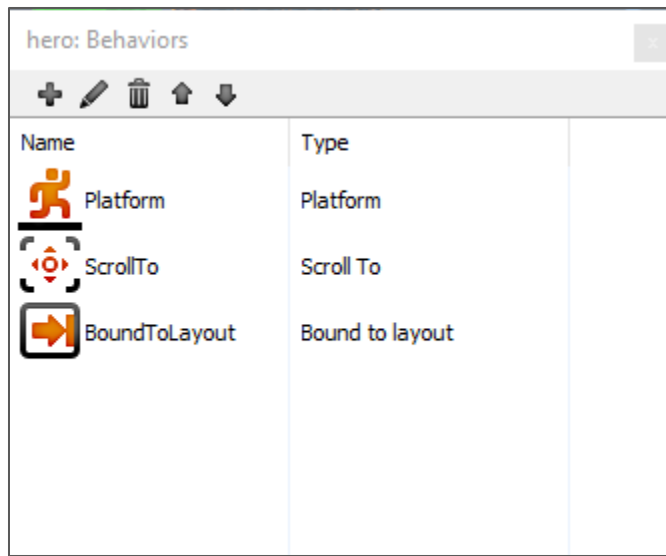
Create Our Hero

- Adjust the “sword” in the slash animation
- *Name* him hero



Create Our Hero

- Add Behaviors Platform, ScrollTo and BoundToLayout



Create Our Hero

- Adjust Properties
 - Max speed: 600
 - Jump strength: 800
 - Double Jump: Enabled

Behaviors		
Platform		
Max speed		600
Acceleration		1300
Deceleration		1500
Jump strength		800
Gravity		1300
Max fall speed		1000
Double jump		Enabled
Jump sustain		0
Default contr		Yes
Initial state		Enabled
ScrollTo		
Initial state		Enabled
BoundToLayout		
Bound by		Edge

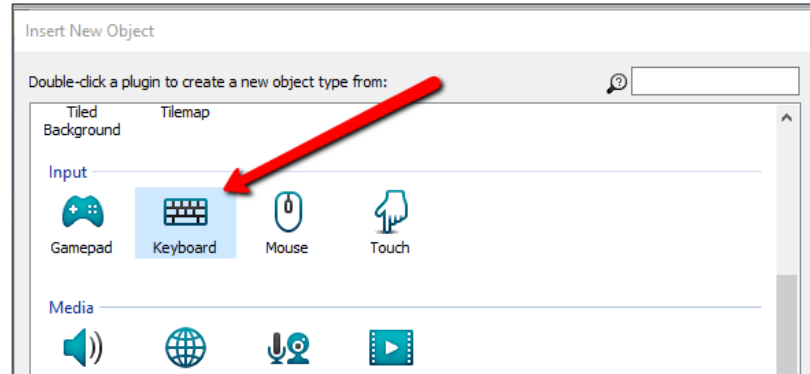
Adding Ground

- Create a new *sprite*
 - Give it a solid color (green)
- Properties:
 - Name: ground
 - Initial visibility: Invisible
- Add behavior solid



Animating Our Hero





- *Insert new object*, add the keyboard object



- Add event to mirror our hero depending on the direction keys

1	Keybo	On Right arrow pressed	hero	Set Not mirrored
			Add action	
2	Keybo	On Left arrow pressed	hero	Set Mirrored
			Add action	

Animating Our Hero

3	 hero	 Platform On moved	 hero	Set animation to "walk" (play from beginning)
				Add action
4	 hero	 Platform On stopped	 hero	Set animation to "idle" (play from beginning)
				Add action
5	 hero	On animation "slash" finished		Add action
6	 hero	 Platform is moving	 hero	Set animation to "walk" (play from beginning)
				Add action
7	 hero	  Platform is moving	 hero	Set animation to "idle" (play from beginning)
				Add action
8	 hero	 Platform On jump	 hero	Set animation to "jump" (play from beginning)
				Add action

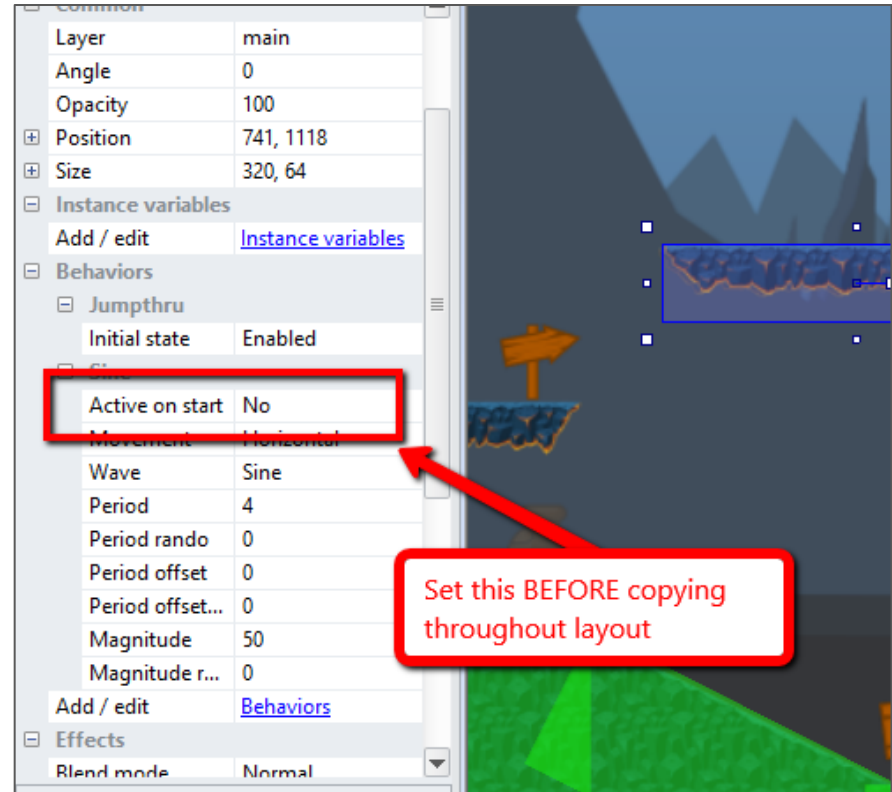
Adding Lava

- New Sprite
 - Set color to orange
- Properties:
 - Name: fire
 - Set opacity: 50
 - Set initial invisibility: invisible
- Behavior: Solid



Adding Small Platform

- New sprite
 - Image “platform-small.png”
 - Name: platformSmall
- Behaviors: JumpThru, Sine
- Properties
 - Sine → Activate on Start: No
- Layout throughout game



Adding Small Platform

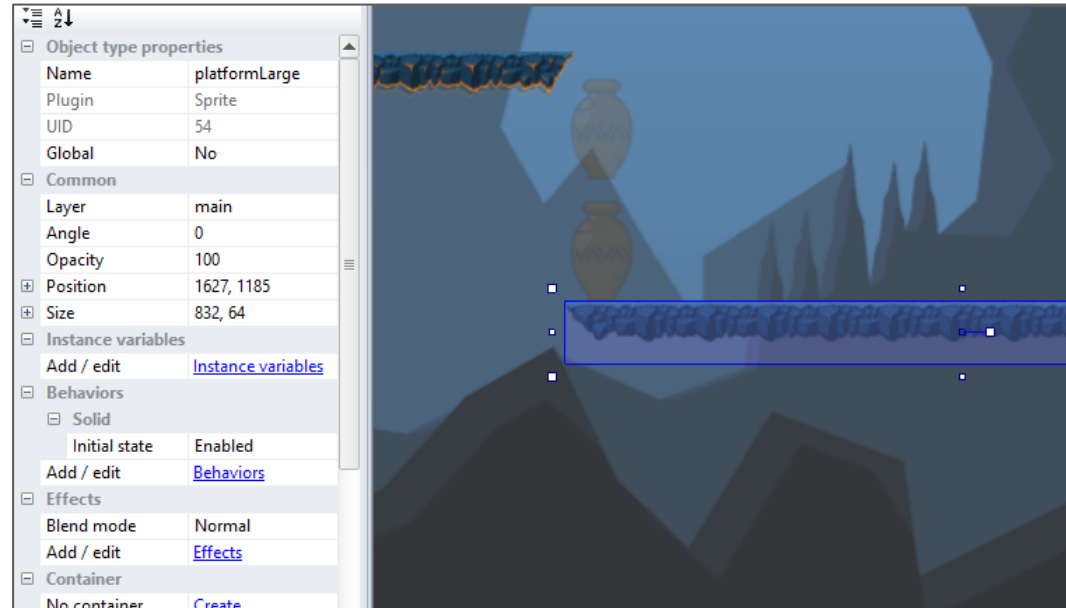
- For the SELECT small platforms, make them elevators
- Set properties:
 - Sine → Activate on start: **Yes**
 - Sine → Movement: **Vertical**
 - Sine → Period: **10**
 - Sine → Magnitude: **400**



Adding Large Platform

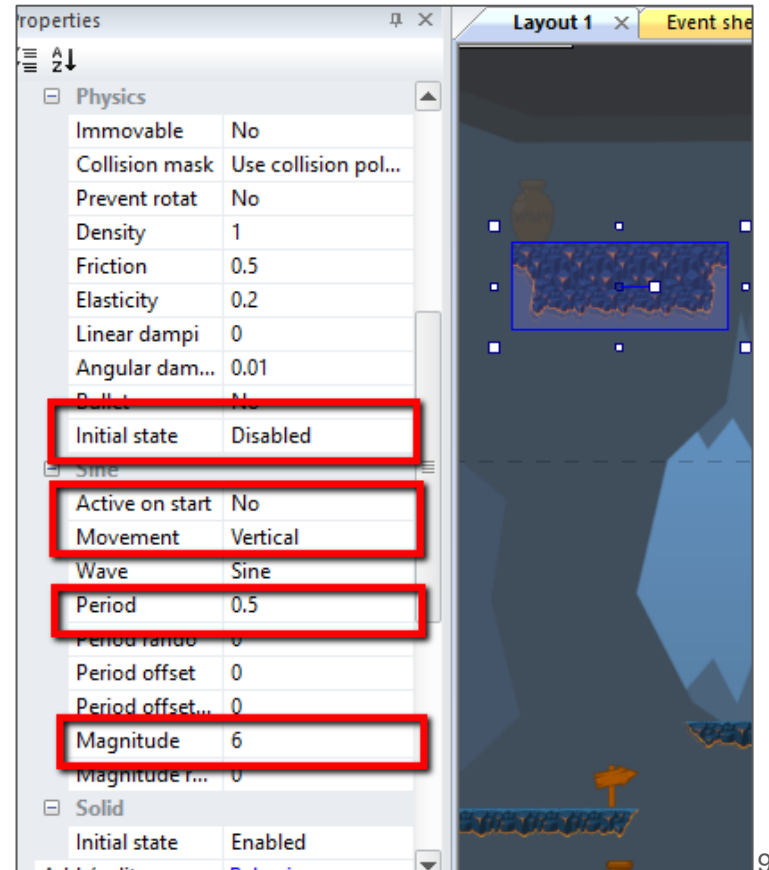
- New sprite
 - Image “platform-large.png”
 - Name: platformLarge
- Behaviors: Solid

- Layout throughout game












Adding Falling Platform

- New sprite
 - Image “platform-falls.png”
 - Name: platformFalling
- Behaviors: Solid, Physics, Sine
- Properties:
 - Sine → Activate on start: No
 - Sine → Movement: Vertical
 - Sine → Period: 0.5
 - Sine → Magnitude: 6
 - Physics → Initial state: Disabled
- Layout throughout game





Adding Falling Platform

- Events to make platform fall when hero jumps on it.

9	 hero	On collision with  platformFalling	 platformFalling	Set  Sine Active
			 System	Wait 3 seconds
			 platformFalling	Set  Physics enabled
			 platformFalling	Set  Sine Inactive
			Add action	

Using Our Sword

- Add an event to play the “slash” animation when the spacebar is pressed.

10	 Keybo	On Space pressed	 hero	Set animation to “ slash ” (play from beginning)
			Add action	

Next Part

- Adding an enemy
- Add Artificial Intelligence to our enemy
- Create shooting lava balls
- Setup save points
- Adding a Boss enemy
- Build a second level