

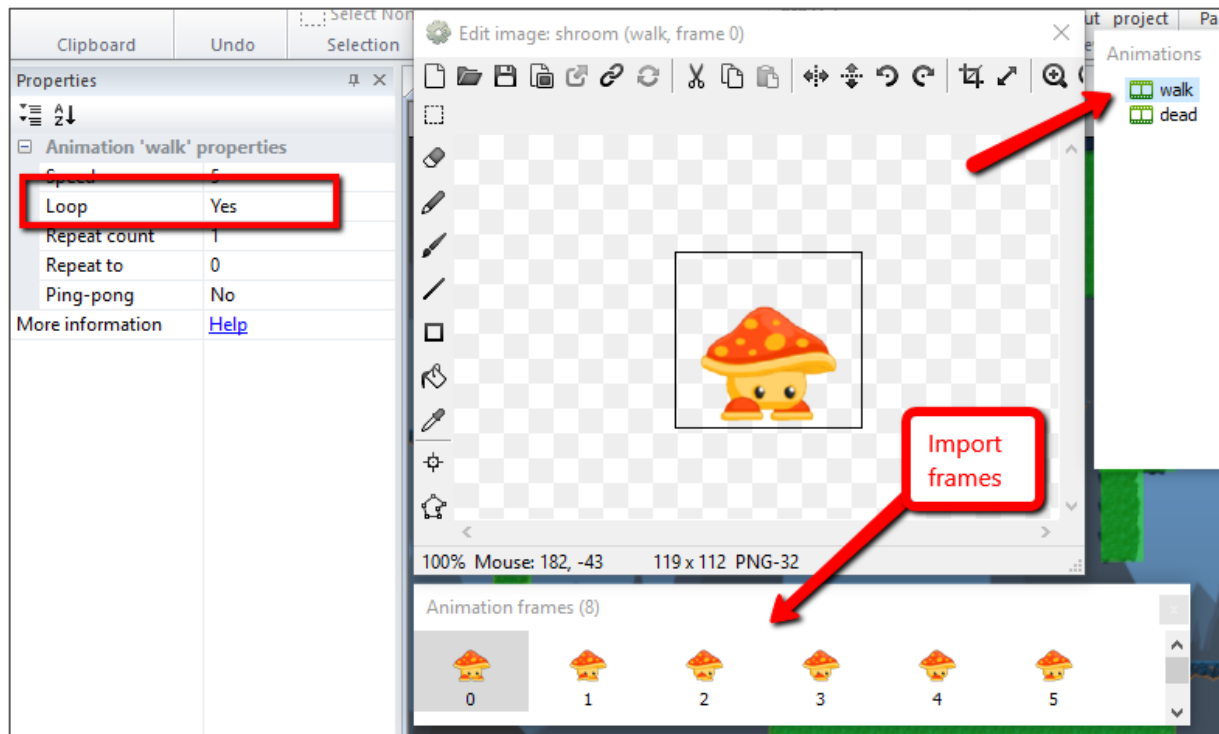
Cave Slayer

Part 2

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

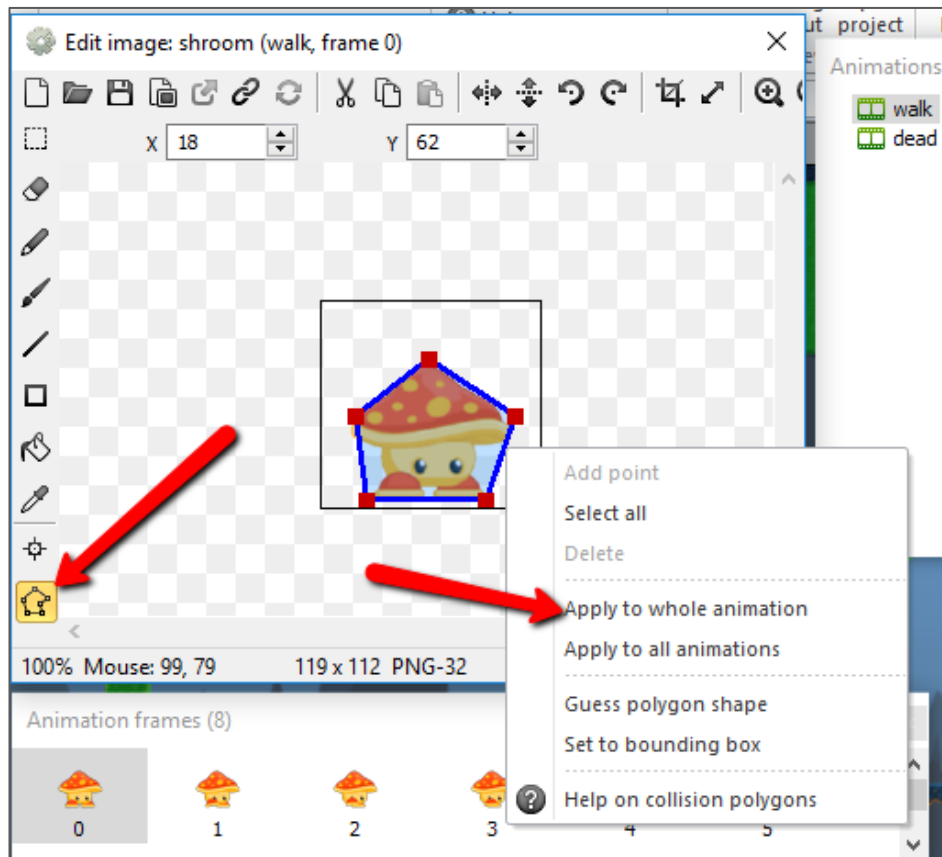
Adding Shroom Enemy

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



Adding Shroom Enemy

- Set Collision Points



Adding Shroom Enemy

- Behaviors: Platform, Fade, Flash
- Properties:
 - Name: shroom
 - Platform → Default control: No
 - Fade → Activate on start: No

- Layout through game

Behaviors	
Platform	
Max speed	330
Acceleration	1500
Deceleration	1500
Jump strength	650
Gravity	1500
Max fall speed	1000
Double jump	Disabled
Jump sustain	0
Default contr	No
Initial state	Enabled
Fade	
Active at start	No
Fade in time	0
Wait time	0
Fade out time	1
Destroy	After fade out
Flash	(no properties)
Add / edit	Behaviors

Adding Shroom Enemy

- Create two instance variables
 - goingLeft → Boolean → false
 - hitcount → Number → 5

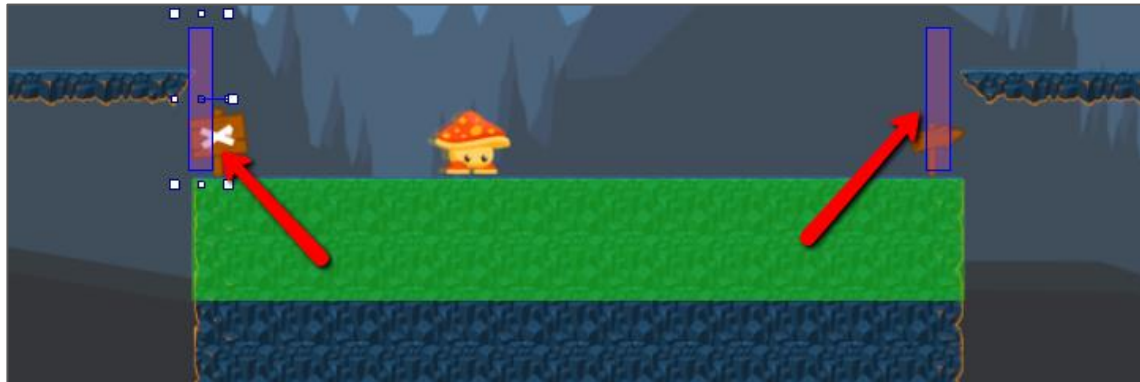
The screenshot shows the 'Instance variables' panel for a 'shroom' object. The panel is divided into two sections: 'Common' and 'Instance variables'. The 'Instance variables' section is expanded, showing a table with the following data:

Name	Type	Initial value
goingLeft	Boolean	false
hitcount	Number	5

Two red callouts are present: one pointing to the '+' button in the 'Instance variables' section with the text 'Add instances variables', and another pointing to the 'goingLeft' and 'hitcount' rows with the text 'Need two variables'.













Adding Shroom Enemy

- Create a new *sprite*
- Give it a solid color (red)
- Properties:
 - Name: boundary
 - Initial visibility: Invisible
 - Opacity: 25
- Set up where there the enemies need to turn around



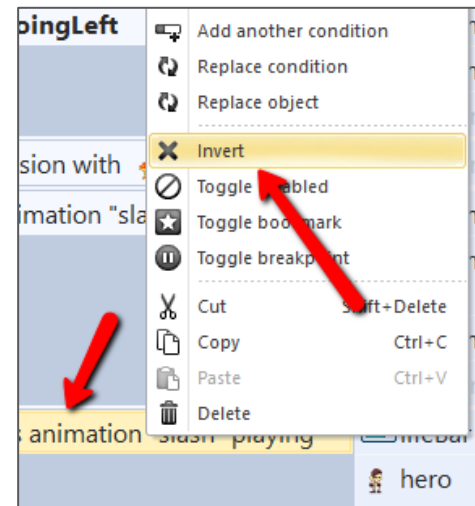
Adding Shroom Enemy

- Add events to turn around when the enemy hits a boundary
- To get the red "X" on row 13
 - Add the event
 - Then right-click → **Invert**
 - *(Must right-click on the event part)*

11	 shroom	On collision with  boundary	 shroom	Toggle goingLeft
			Add action	
12	 shroom	Is goingLeft	 shroom	Simulate  Platform pressing Left
			 shroom	Set Mirrored
			Add action	
13	 shroom	 Is goingLeft	 shroom	Simulate  Platform pressing Right
			 shroom	Set Not mirrored
			Add action	

Adding Shroom Enemy

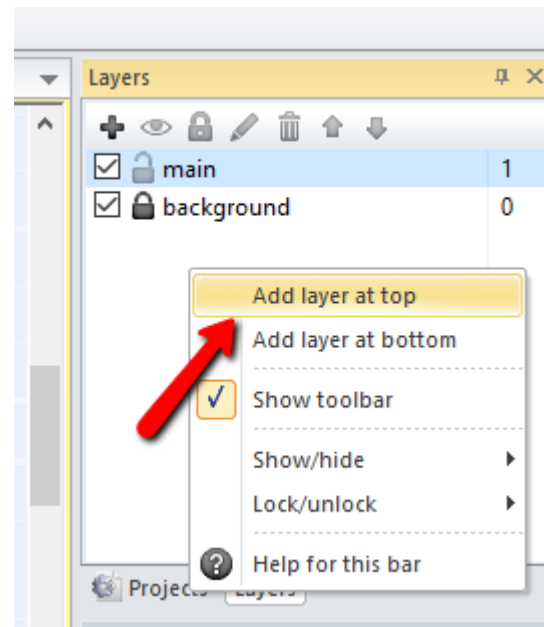
- Slashing our enemy. The enemy won't die yet, nor will we get hurt, but this is the first part.
- To get the red "X" on row 16
 - Add the event
 - Then right-click → Invert
 - *(Must right-click on the event part)*



14	hero	On collision with shroom	Add action
15	hero	Is animation "slash" playing	shroom Subtract 1 from hitcount
			shroom ⚡ Flash: Flash 0.1 on 0.1 off for 0.5 seconds
			shroom Toggle goingLeft
			Add action
16	hero	X Is animation "slash" playing	Add action

Add HUD Layer

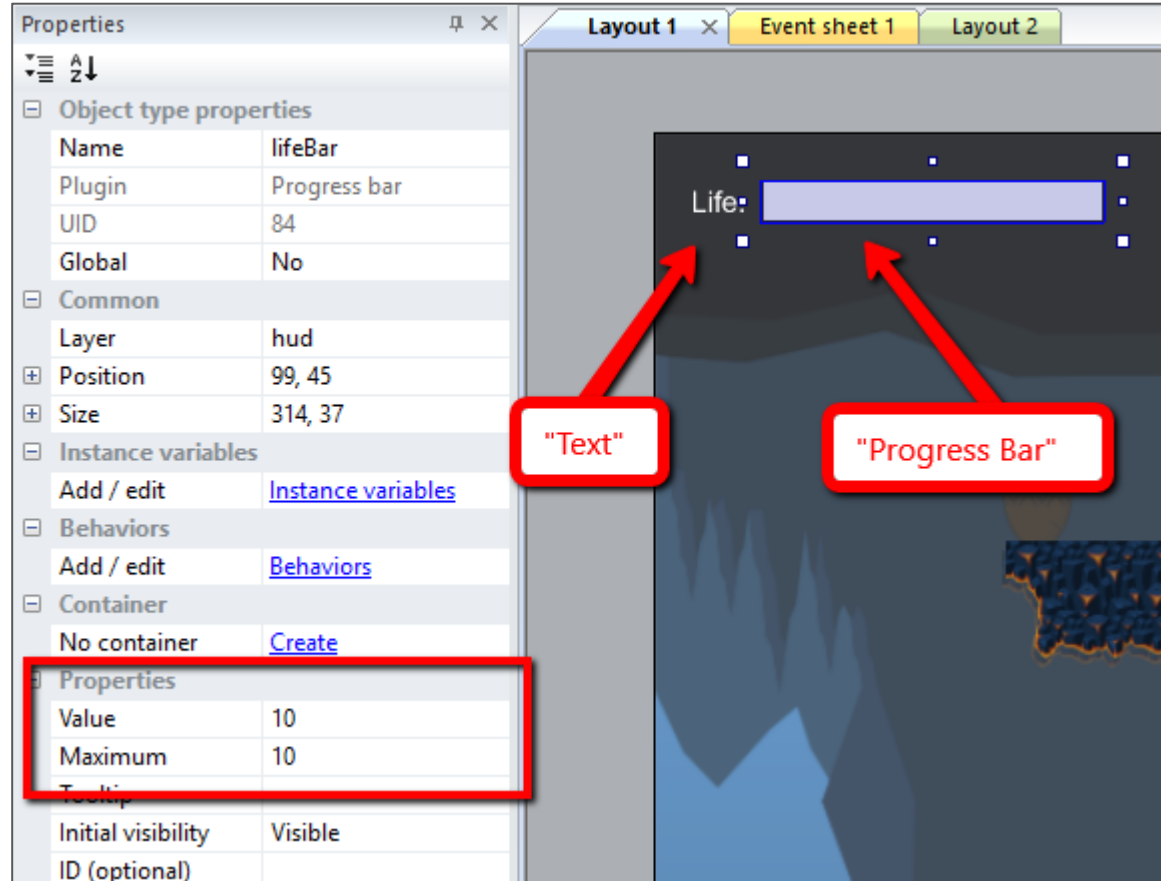
- Right-click and select “Add layer at top”
- Add new layer called “hud”
- Properties:
 - Parallax: 0,0



Adding HUD Layer

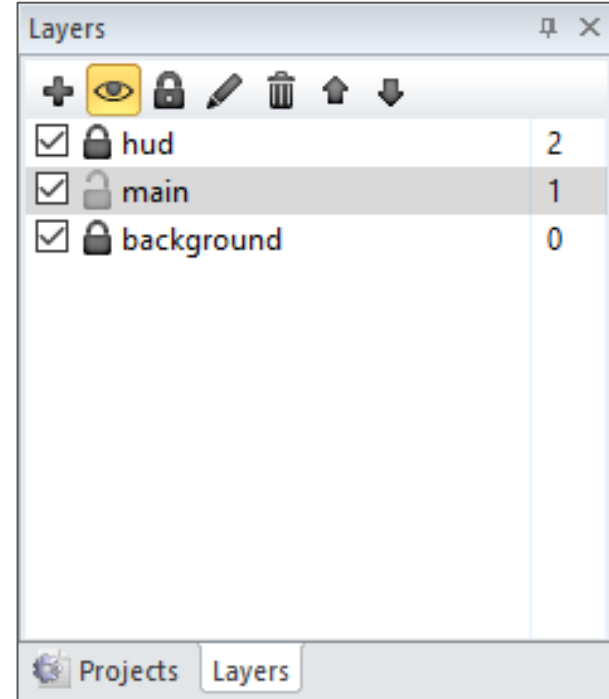
- Add a **Text**
- Add a **Progress Bar**
- Properties:
 - Name: **lifeBar**
 - Value: **10**
 - Maximum: **10**

(Must be in top left of entire layout)



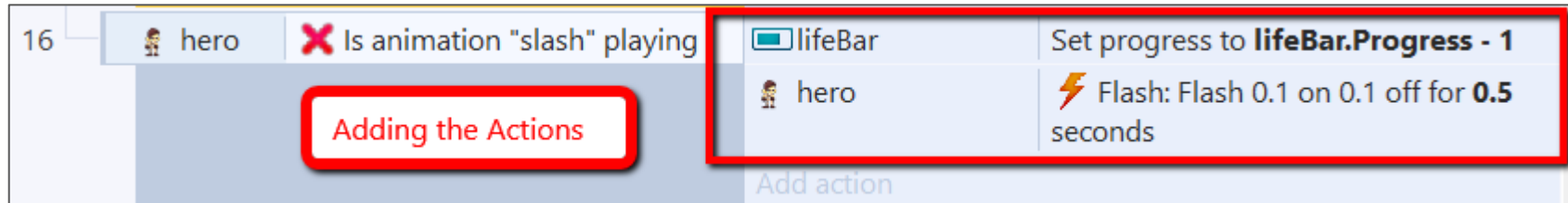
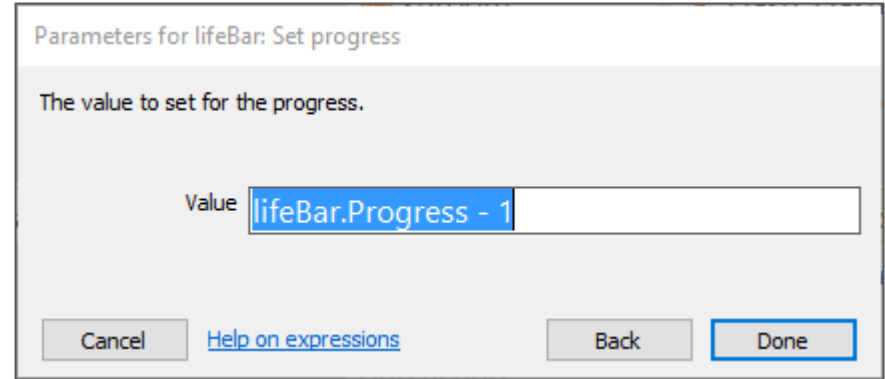
Adding HUD Layer

- Lock the HUD layer
- Set the “main” layer active
 - (click on main)
- Note: Must be in this order











Hero Taking Damage

- Fill in the “*action*” from our earlier event
- The “value” for the lifeBar is shown to the right →



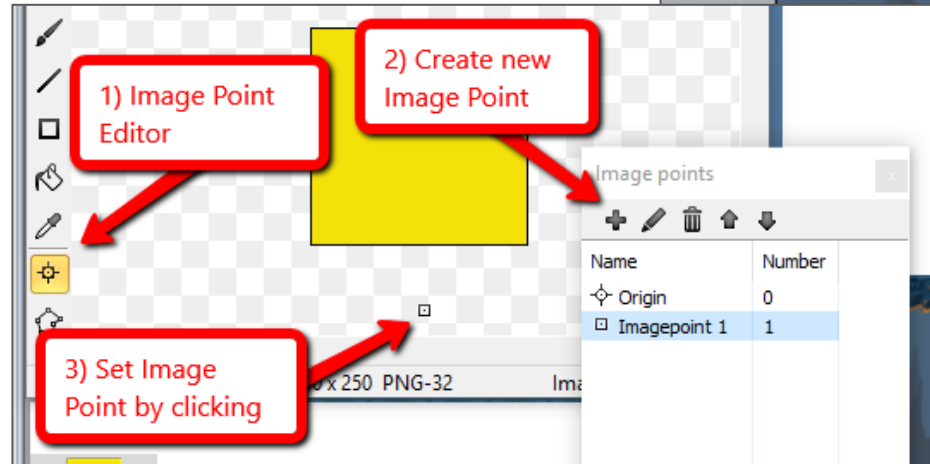
Killing Shroom

- Events and actions when Shroom is killed

17	 shroom	hitcount = 0	 shroom	Set animation to "dead" (play from beginning)
			 shroom	Set  Platform Disabled
			 shroom	Set collisions Disabled
			Add action	
18	 shroom	On animation "dead" finished	 shroom	 Fade: start fade
			Add action	

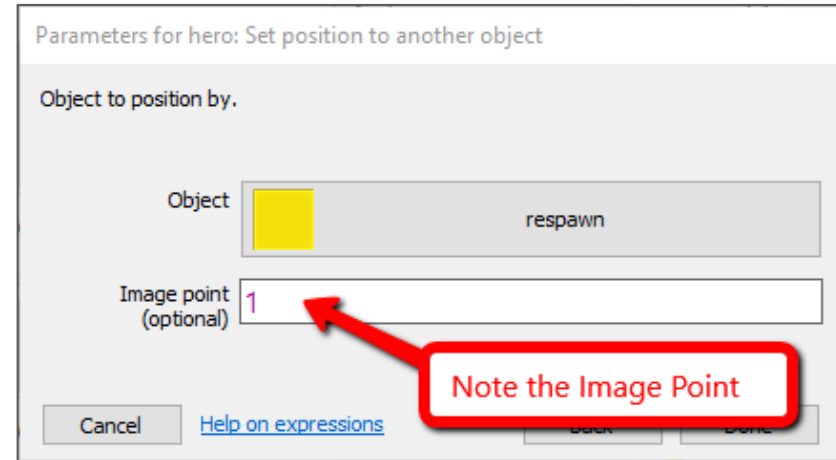
Hero Respawn

- Create a new *sprite*, fill with yellow
- Create a 2nd Image Point
- Properties
 - Name: respawn
 - Initial visibility: invisible
 - Opacity: 50



Hero Respawn

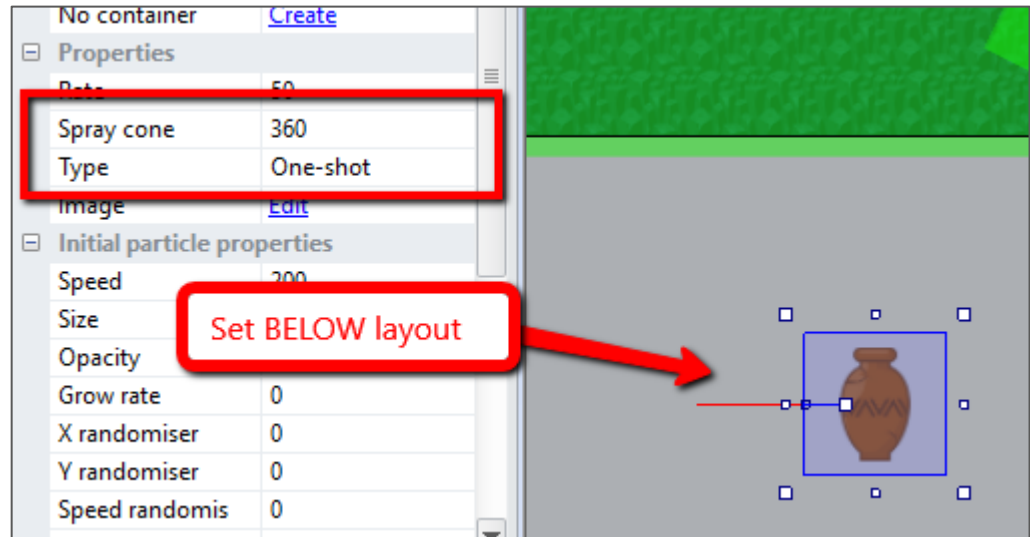
- Respawn (or move) our hero back to the beginning of the game.
- *(Later, we will move to the last save point)*
- Reset our hero's life back to "max"



19	<div style="background-color: #e0e0e0; padding: 2px; border: 1px solid #ccc;"> lifeBar </div>	Progress = 0	hero	Set position to respawn <i>(image point 1)</i>
	<div style="background-color: #e0e0e0; padding: 2px; border: 1px solid #ccc;"> lifeBar </div>			Set progress to lifeBar.Maximum
			Add action	

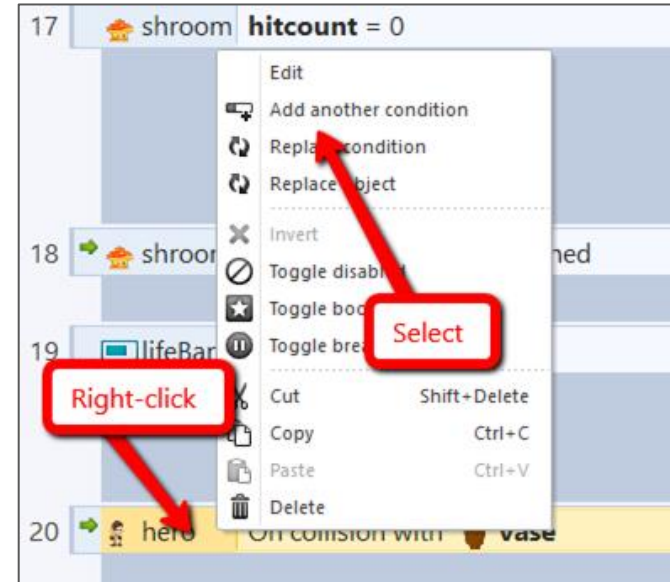
Add Vases to Crush

- Create a new *sprite*, use “vase.png”
 - Behavior: **Solid**
 - Name: **vase**
- Create a new *Particle*, use “vase.png” (*again*)
- Properties:
 - Spray cone: **360**
 - Type: **One-shot**



Add Vases to Crush

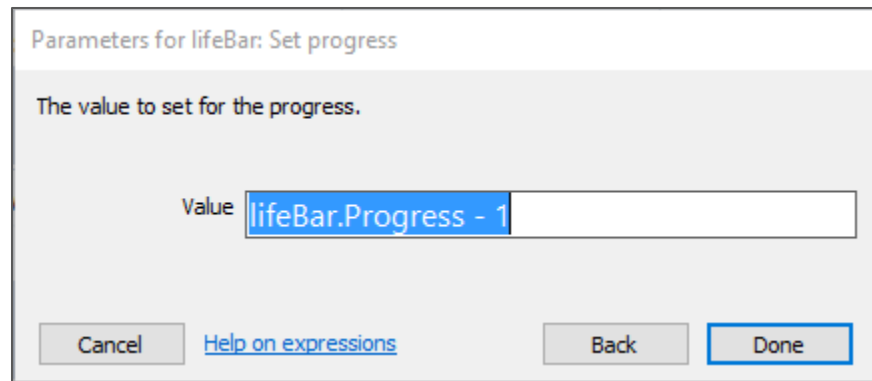
- Add first event (hero on collision with vase)
- Right-click to **Add another condition**
 - Add second event (hero is playing)
- Setup vases throughout layout










20	hero	On collision with vase	vase	Spawn Particles on layer 0 (image point 0)
	hero	Is animation "slash" playing	vase	Destroy
Add action				

Hero In Hot Lava

- Add first event and then “Add another condition” to add second
- Use “hero → Is Flashing” and then right-click to “invert”

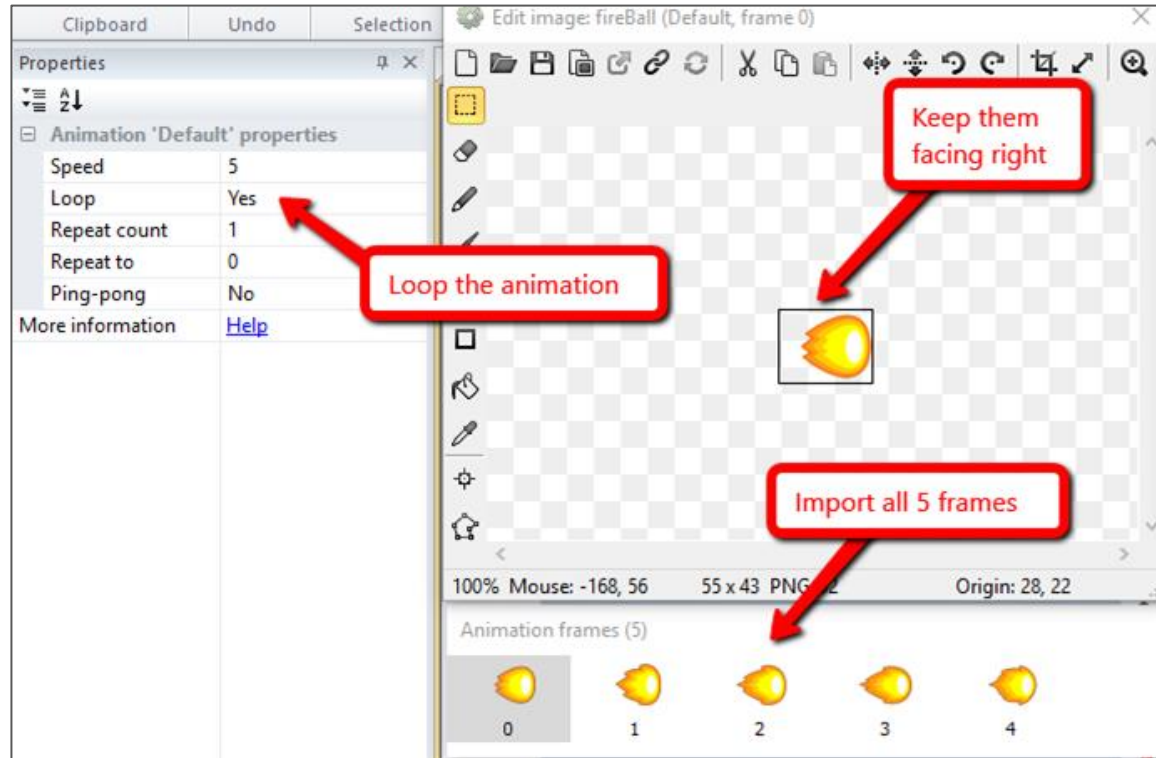


21	 hero	On collision with  fire	 lifeBar	Set progress to lifeBar.Progress - 1
	 hero	 Is flashing	 hero	 Flash: Flash 0.1 on 0.1 off for 0.5 seconds
Add action				

Shooting Hot Lava

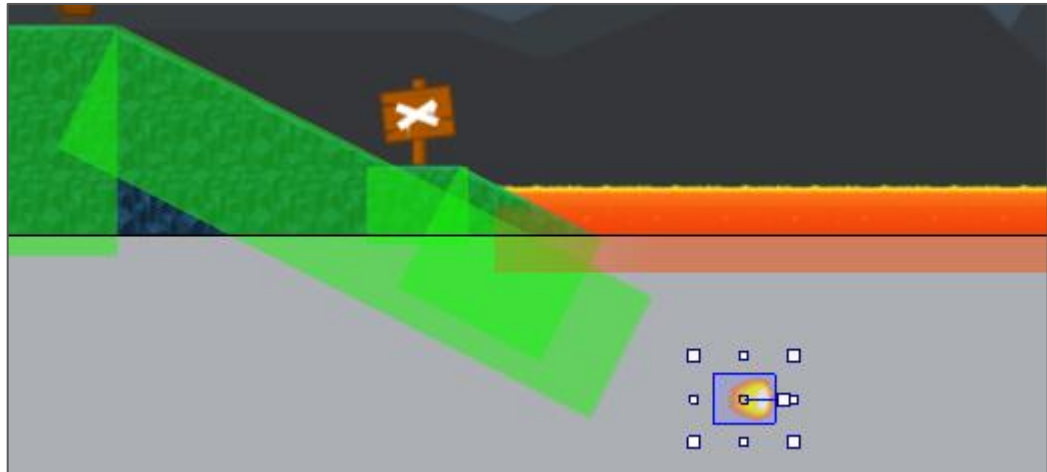
- Create a new *sprite*
- Use images
 - **“Fireball Small (1).png”** thru
 - **“Fireball Small (5).png”**

- Place BELOW layout



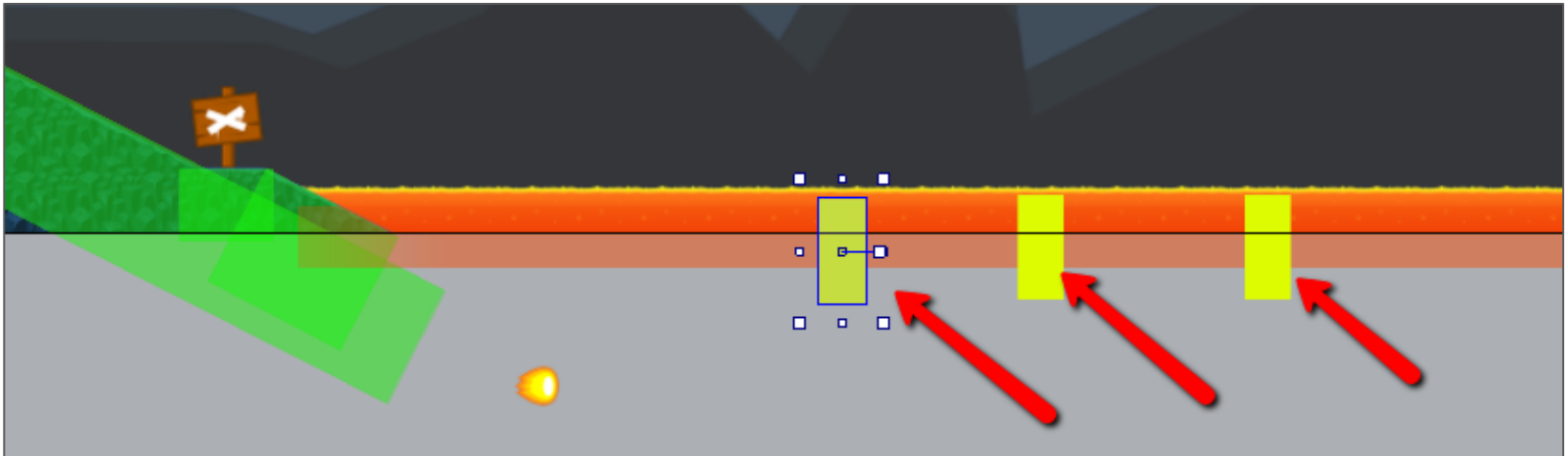
Shooting Hot Lava

- Properties:
 - Name: fireBall
- Behaviors:
 - Bullet, Destroy outside of Layout
- NOTE: Needs to be facing right












Shooting Hot Lava

- Create a new *sprite*
 - Fill with yellow
 - Name: fireLauncher
 - Initial visibility: invisible
- Setup on the layout








Shooting Hot Lava

- Add event to randomly launch fireballs from each of the fire launchers.

22	 System	Every random(1, 3) seconds	 fireLauncher	Spawn  fireBall on layer 0 (<i>image point 0</i>)
			 fireBall	Set  Bullet angle of motion to <i>270</i> degrees
			 fireBall	Set  Bullet gravity to <i>random(150, 350)</i>
			 fireBall	Set  Bullet acceleration to <i>random(80, 200)</i>
			Add action	





Shooting Hot Lava

- Hero gets hurt by hot lava balls.

23	 hero	On collision with  fireBall	 lifeBar	Set progress to lifeBar.Progress - 1
			 hero	 Flash: Flash 0.1 on 0.1 off for 0.5 seconds
			Add action	

Gems Give us Life

- Create a new sprite
 - Use image: *gem-1.png* (or *gem-2.png* or *gem-3.png*)
 - Name: gem

24	 hero	On collision with  gem	 lifeBar	Set progress to lifeBar.Progress + 1
			 gem	Destroy
			Add action	

Next Part

- Create Save Points
- Add our Boss enemy, Kong
- Use a door to go to second level
- Add a second level to our game
- Know when the game ends.