

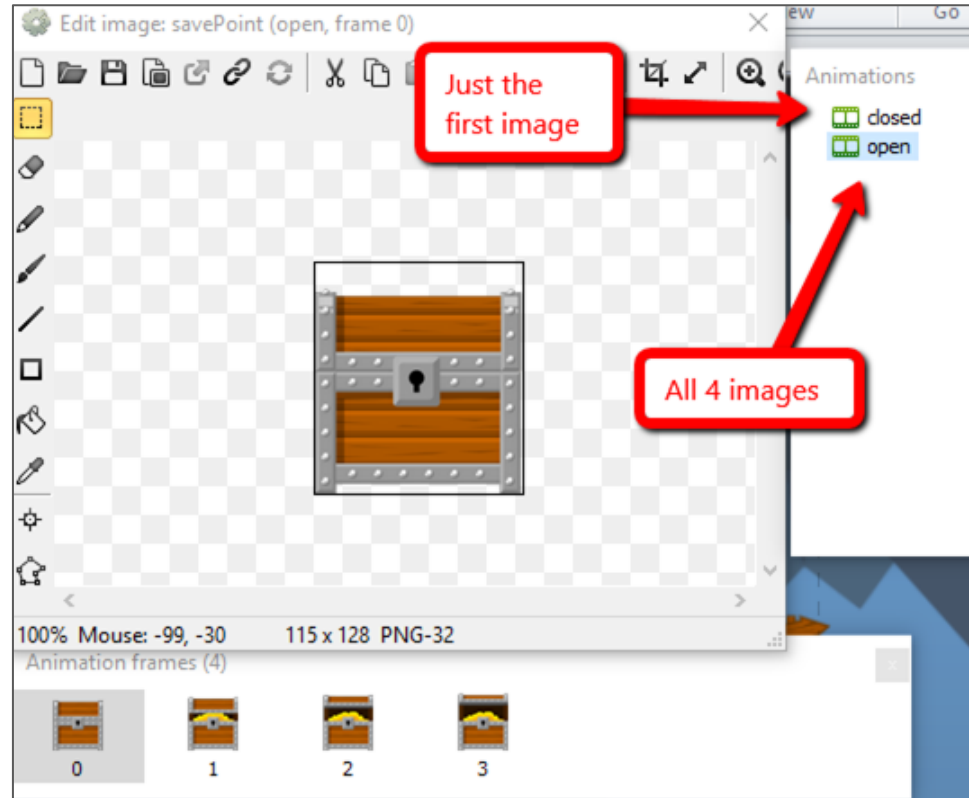
Cave Slayer

Part 3

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

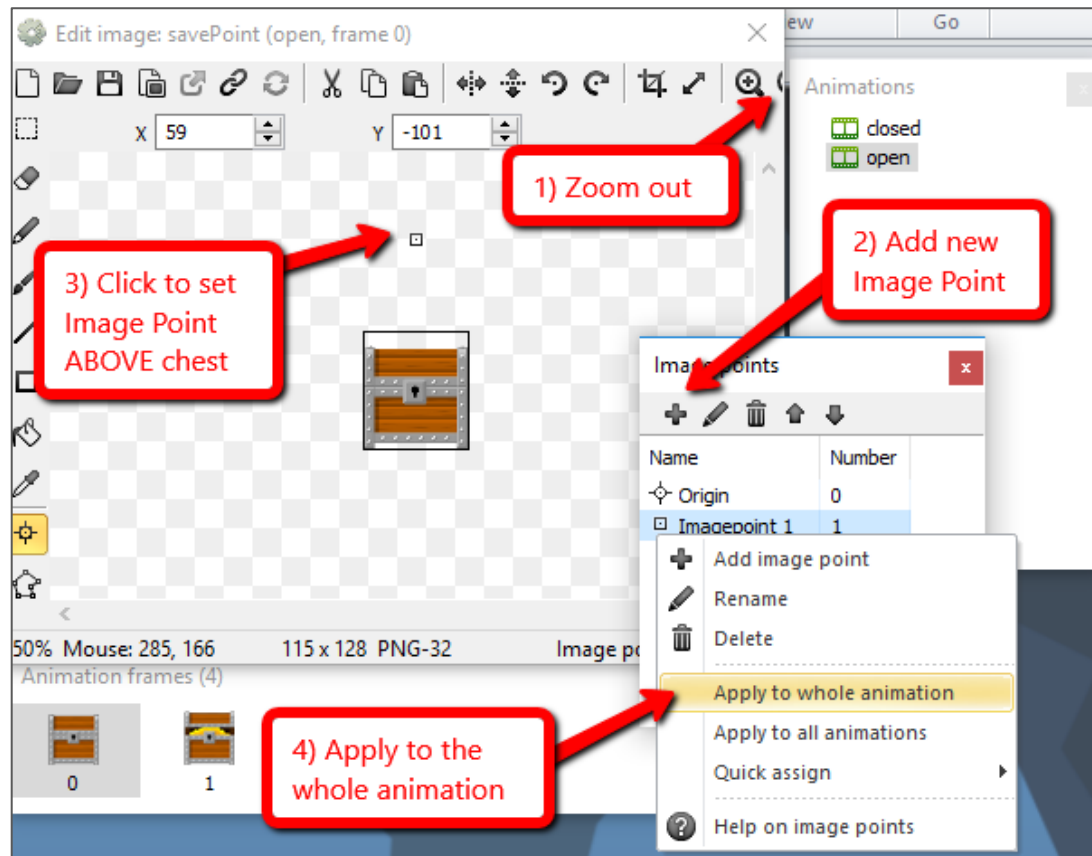
Creating Save Points

- *Each time a chest is opened, move our “respawn” object to the that chest.*
- Create a new *sprite*
 - Two animations



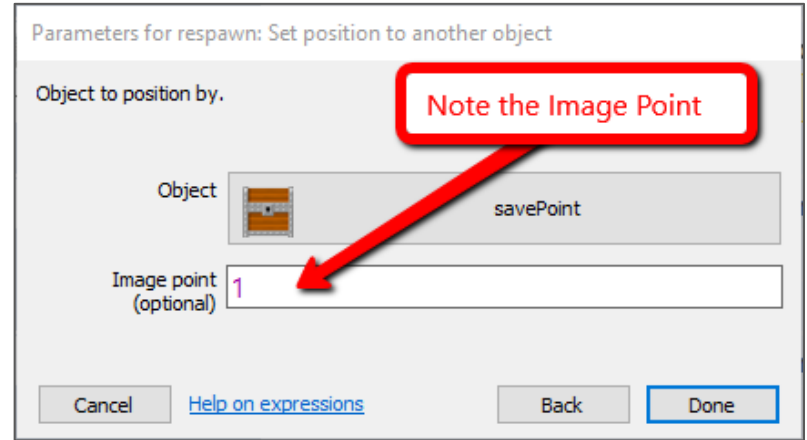
Creating Save Points

- Set the image point to move our respawn image
- Name: savePoint
- Layout chests throughout the game



Creating Save Points

- When the hero is overlapping chest AND he swings the sword, open the chest & move the respawn point.



25	hero	Is overlapping savePoint	savePoint	Set animation to "open" (play from beginning)
	hero	Is animation "slash" playing	respawn	Set position to savePoint (<i>image point 1</i>)
Add action				

Create Kong Boss

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

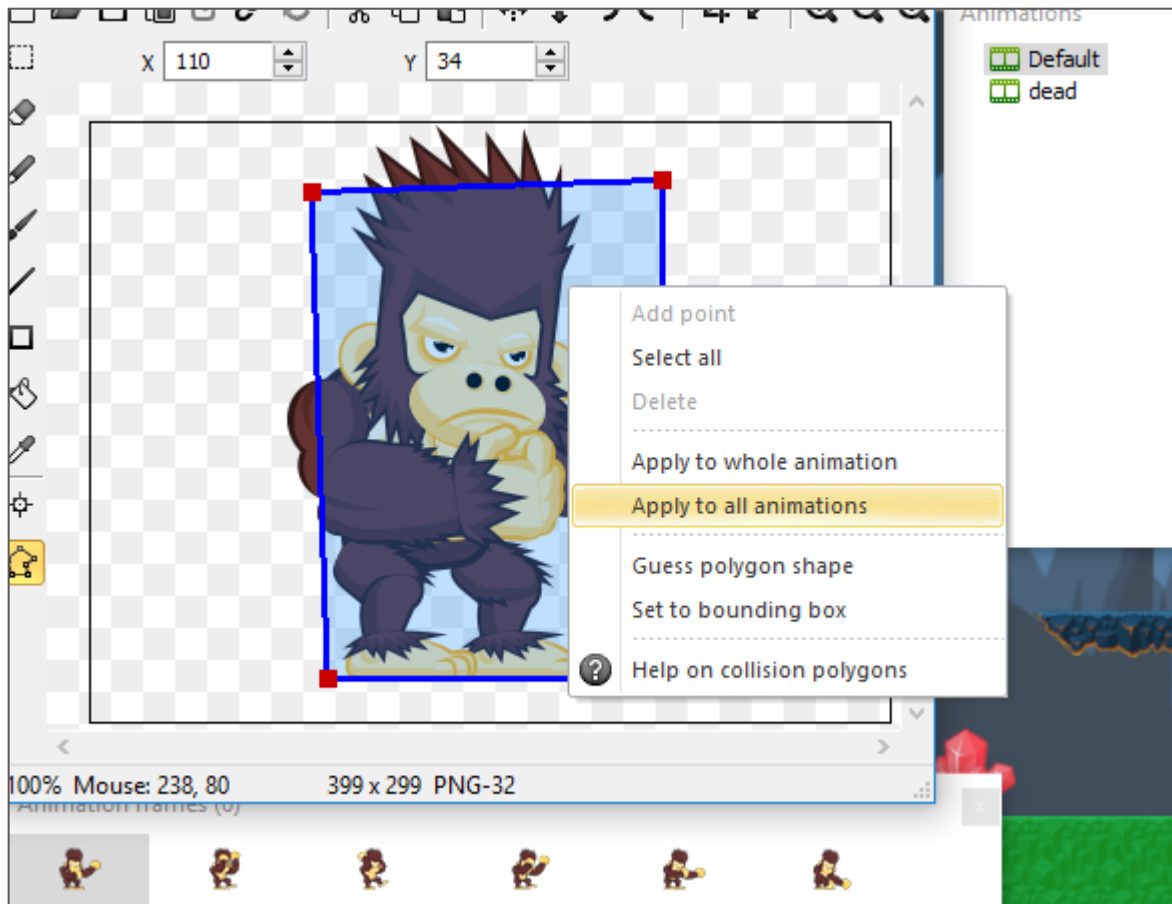
- Clipboard**, **Undo**, and **Selection** tabs at the top.
- Edit image: kong (Default, frame 0)** window title.
- Properties** panel on the left with a red box around the **Animation 'Default' properties** section, containing:
 - Speed: 5
 - Loop: Yes
 - Repeat count: 1
 - Repeat to: 0
 - Ping-pong: No
 - More information: [Help](#)
- Animations** panel on the right with a red arrow pointing to the **Default** animation.
- Central canvas showing a Kong character on a yellow platform against a checkerboard background.
- Bottom status bar: **100%** Mouse: 16, -19 | 399 x 299 PNG-32 | Animation frames (0)
- Bottom timeline showing frames 0 through 5.

"Default" should loop

Create two animations

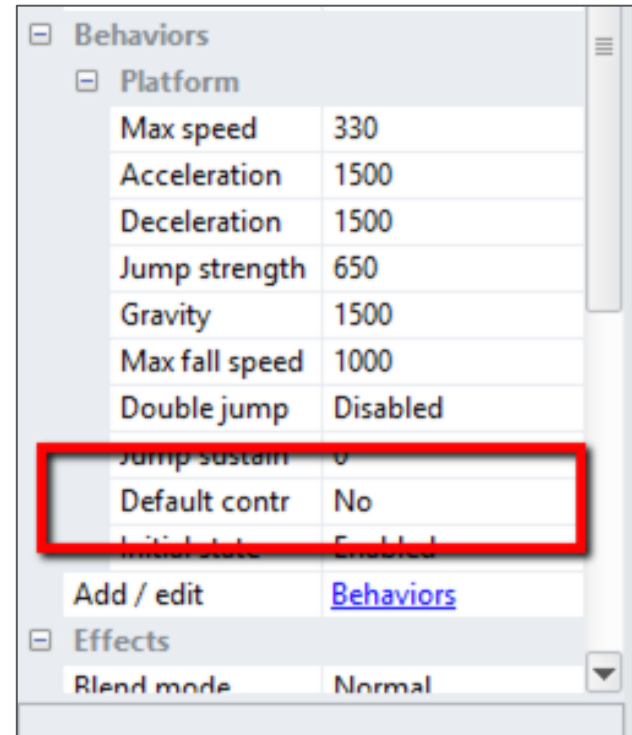
Create Kong Boss

- Create a rectangle collisions point, centering around his body.
- Apply to “all animations”



Create Kong Boss

- Name: kong
- Behaviors:
 - Platform
- Properties:
 - Default control: No



Create Kong Boss

- Create two instance variables
 - goingLeft → Boolean → false
 - hitcount → Number → 10














The screenshot shows two panels from an animation software interface. The left panel displays a list of properties for an object, including 'Instance variables' with 'goingLeft' set to 'false' and 'hitcount' set to '10'. The right panel is a window titled 'kong: Instance variables' containing a table with the following data:

Name	Type	Initial value
goingLeft	Boolean	false
hitcount	Number	10

A red callout box with a white background and a red border points to the table in the right panel. The text inside the callout box reads: "Create two instance variables".

Create Kong Boss

- Add the artificial intelligence to Kong
- *(Make sure you have “boundary” images)*

26	 kong	Is goingLeft	 kong	Simulate  Platform pressing Left
			 kong	Set Mirrored
			Add action	
27	 kong	 Is goingLeft	 kong	Simulate  Platform pressing Right
			 kong	Set Not mirrored
			Add action	
28	  kong	On collision with  boundary	 kong	Toggle goingLeft
			Add action	

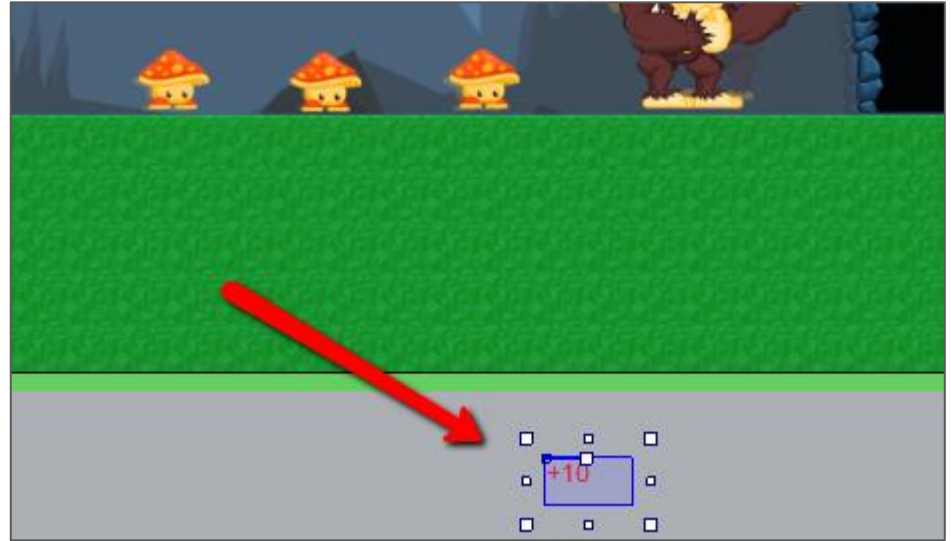
Create Kong Boss

- Add collisions for hero & Kong

29	→ hero	On collision with kong	Add action	
30	hero	Is animation "slash" playing	kong	Toggle goingLeft
			kong	Subtract 1 from hitcount
			Add action	
31	hero	✗ Is animation "slash" playing	lifeBar	Set progress to lifeBar.Progress - 1
			hero	⚡ Flash: Flash 0.1 on 0.1 off for 0.5 seconds
			Add action	

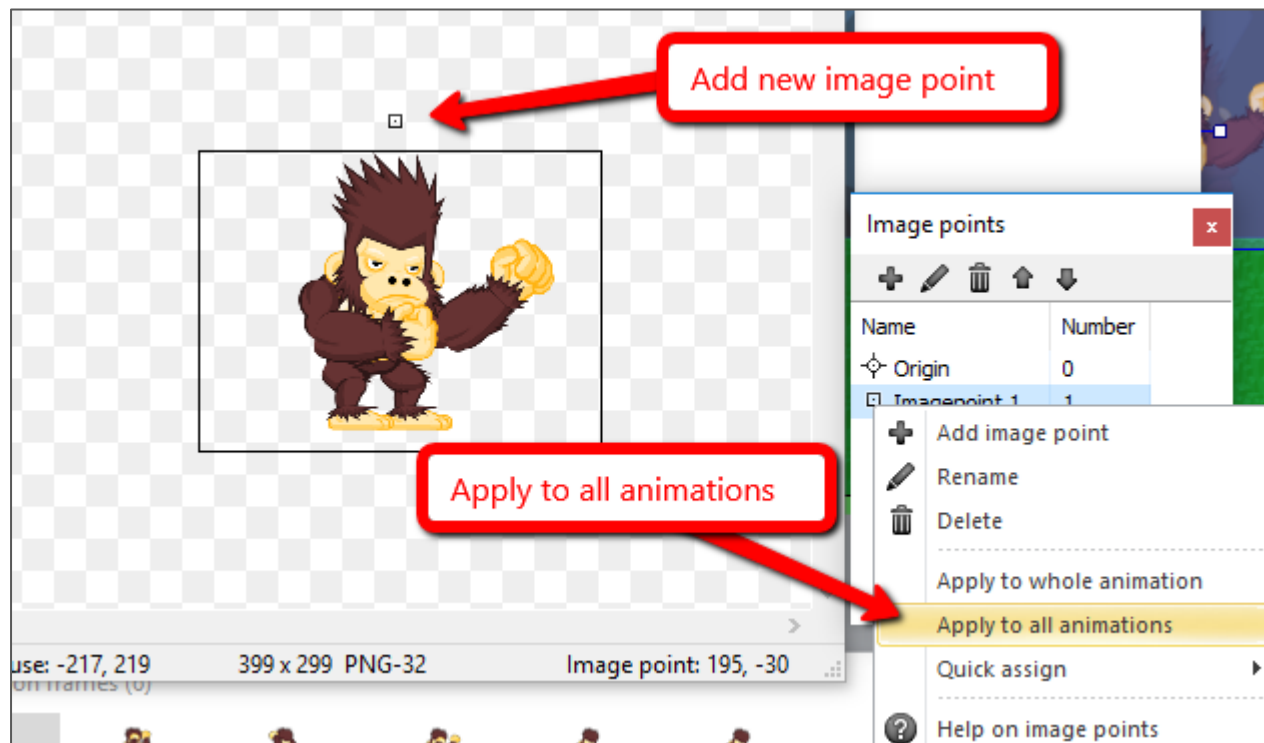
Create Kong Boss

- Add his “life” as a text on the screen
- Create a *Text* object
- Behaviors: **Fade**
- Properties:
 - Name: **kongLife**
 - Text: **+10**
 - Font: **Arial (24)**
 - Color: **red**
- Place below layout



Create Kong Boss

- Add an image point to spawn his health



Create Kong Boss

- Show Kong's current life points

The screenshot shows an animation software interface with a timeline and an actions panel. A red box highlights two actions in the actions panel:








- Spawn **kongLife** on layer 0 (image point 1)
- Set text to "+" & kong.hitcount

A dialog box titled "Parameters for kongLife: Set text" is open, showing the text input field containing "+" & kong.hitcount. A red arrow points from a red box labeled "Add two new actions" to the highlighted actions in the actions panel.

Timeline	Object	Condition	Action
29	hero	On collision with kong	Add action
30	hero	Is animation "slash" playing	kong toggle goingLeft
	kong		Subtract 1 from hitcount
	kong		Spawn kongLife on layer 0 (image point 1)
	kongLife		Set text to "+" & kong.hitcount
			Add action
31	hero	Is animation "slash" playing	lifeBar Set progress to lifeBar.Progress - 1
	hero		Flash: Flash 0.1 on 0.1 off for 0.5 seconds
			Add action

Create Kong Boss

- Killing the Boss

32	 kong	hitcount = 0	 kong	Set animation to "dead" (play from beginning)
			 kong	Set  Platform Disabled
			 kong	Set collisions Disabled
			Add action	
33	 kong	On animation "dead" finished	 kong	Destroy
			Add action	

Door to Level Two

- Create a new *sprite*
- Use image “door.png”
- Properties:
 - Name: door
 - Initial Visibility: Invisible



Door to Level Two

- Only show the door after Kong is dead

Parameters for System: Compare two values

Enter the first value to compare. This condition does not pick any objects - it is a simple value comparison.

First value

Comparison

Second value

[Help on expressions](#)

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System kong.Count = 0







door

Set Visible

Add action

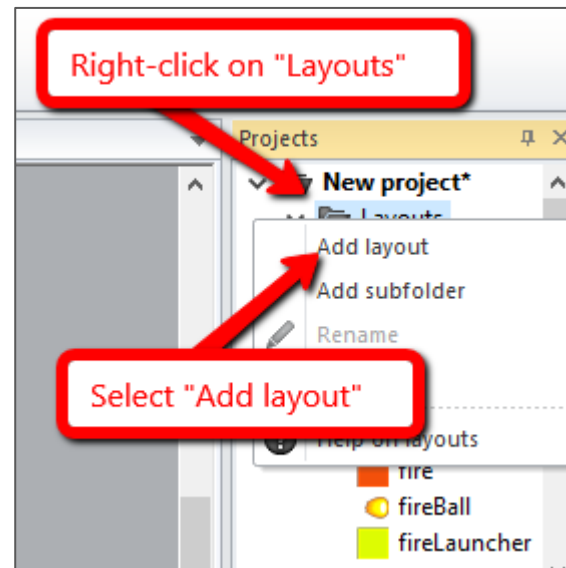
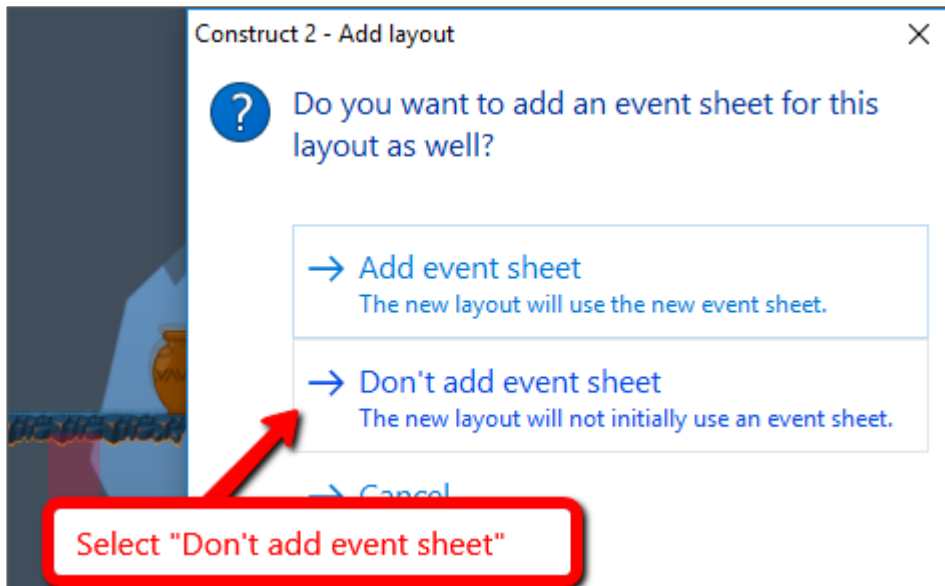
Door to Level Two

- Hero can only go through door if it is visible.

35	 hero  door	On collision with  door	 System	Go to next layout
		Is visible	Add action	

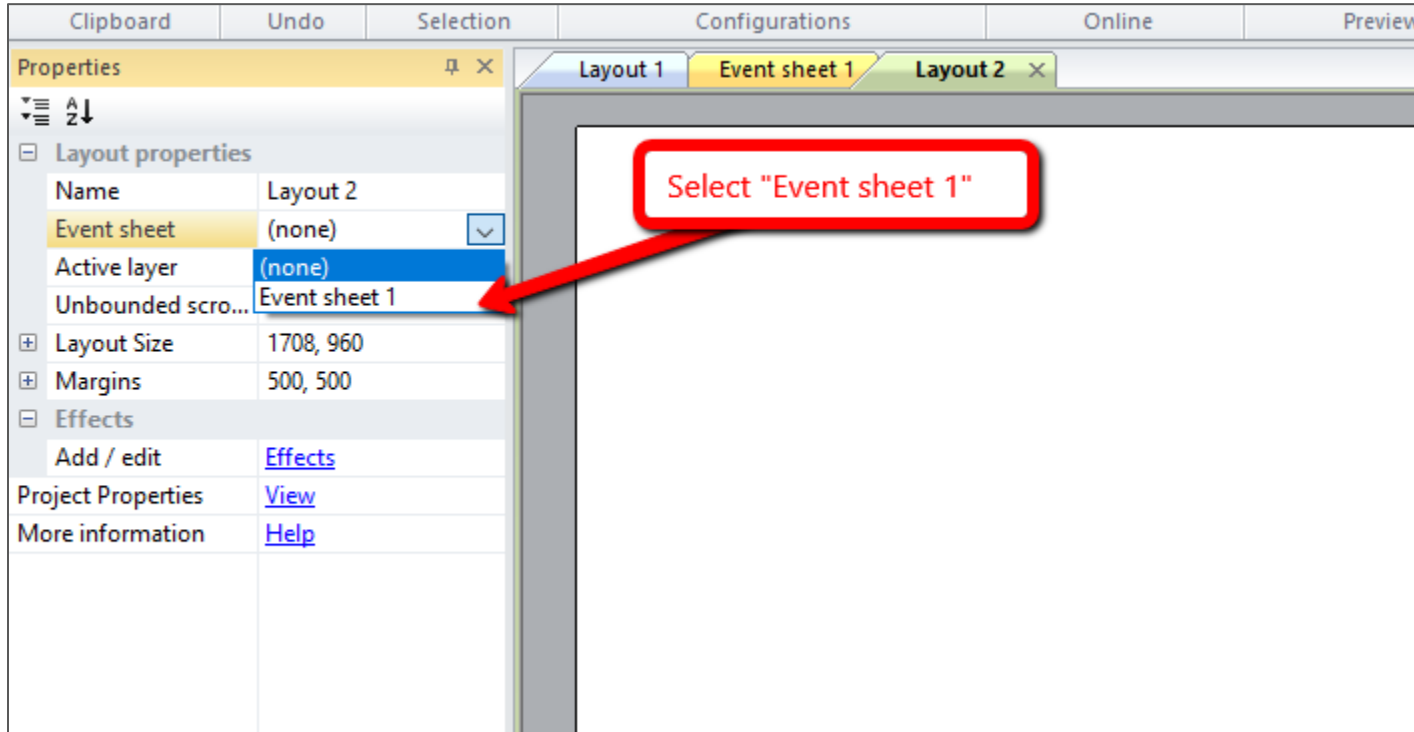
Building Level Two

- Add new layout.



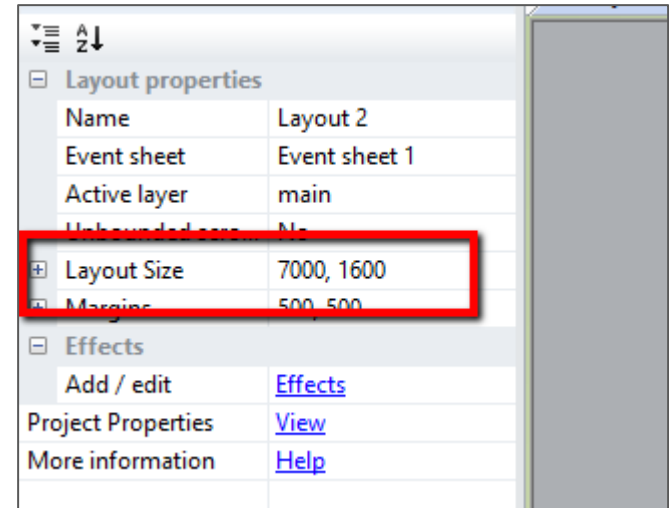
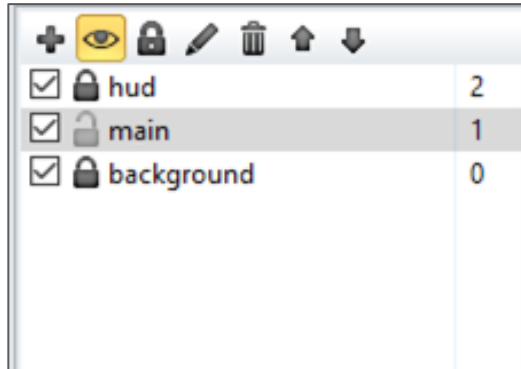
Building Level Two

- Tell Level Two to use the Event Sheet from Level One.



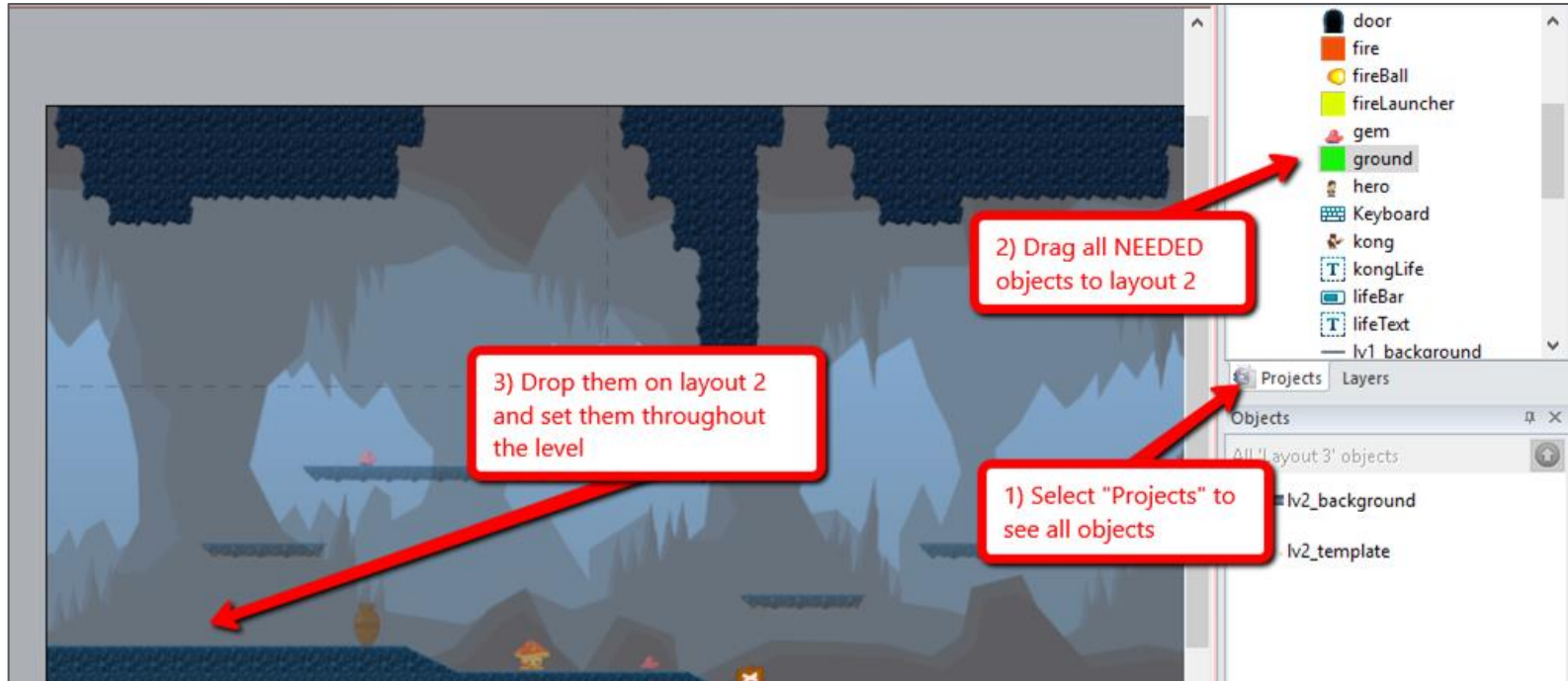
Building Level Two

- Set the layout size to 7000, 1600
- Add level two background & template
 - Name them lv2_background & lv2_template
 - Set them both to position 0,0
- Lock background and create two new layers



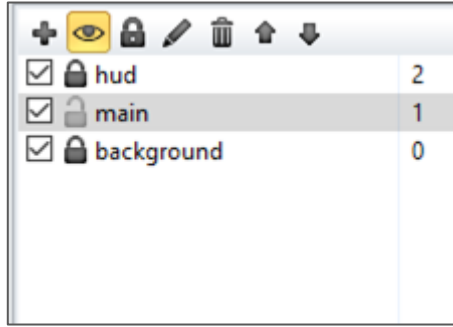
Building Level Two

- Drag your sprites from Level One to Level Two
- (Do not recreate them)



Building Level Two

- Setup layers
- Layout everything needed on the appropriate layer



Done!!!!

- Test your game
- **Fix all bugs!!!!**