

# Floppy Stick-man

Part 2, still floppy

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

# Today's Game

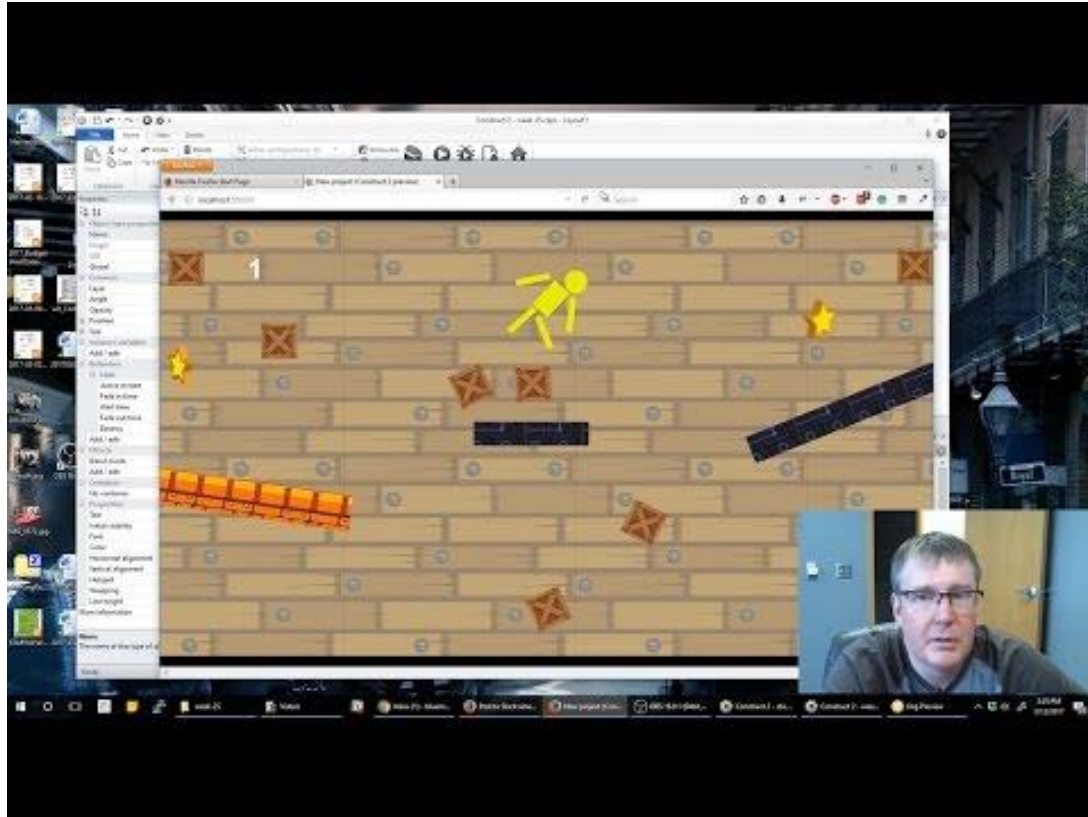
**Challenge:** Add obstacles and rewards for our floppy man

**Goal:** Don't drown

## Features:

- Obstacle blocks that fall and knock around our man
- Create star rewards to collect
- Add a HUD

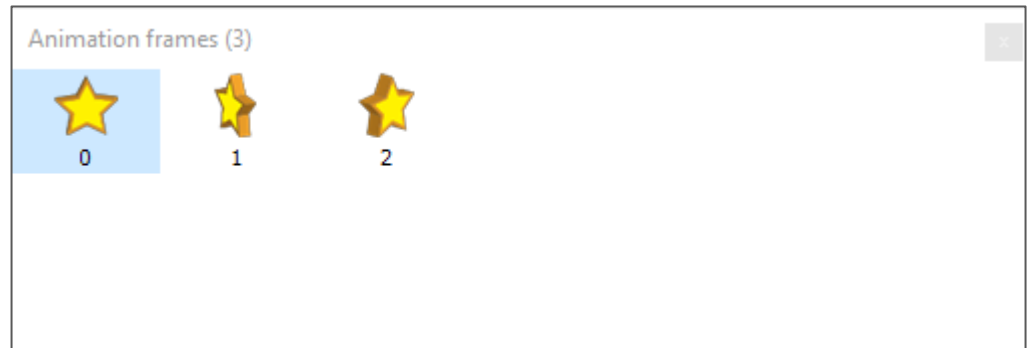
# Walkthrough Video (It's bad, skip it)



<https://youtu.be/La-FjeGAGVA>

# Add Crate & Star

- Create a Sprite for the crate
- Create a Sprite for the star
  - Add ALL three animation frames
  - Set Loop to Yes
- Add Physics & Bound to Layout to both
  - Elasticity of 0.8
  - Density of 5
- Place both on the layout



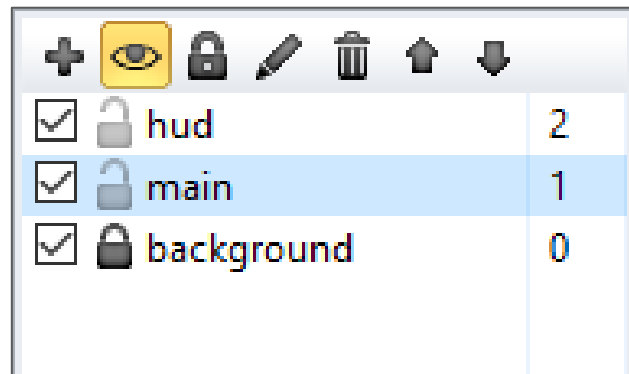
# Auto Spawn Crate & Star

- Add event to spawn a crate every 0.5 seconds
  - Across the top of the screen
  - X value is random(0,854)
  - Y value is 50

5	 System	Every <b>0.5</b> seconds	 System	Create object  <b>crate</b> on layer <b>0</b> at <i>(random(0,854), 50)</i>
			Add action	
6	 System	Every <b>random(1,4)</b> seconds	 System	Create object  <b>star</b> on layer <b>0</b> at <i>(random(0,854), 50)</i>
			Add action	

# Create Layers

- Rename “Layer 0” to “main”
  - Change layer transparent property to “yes” (**IMPORTANT**)
- Create 2 new layers
  - One on top - HUD
    - Adjust Parallax to 0,0 (**IMPORTANT**)
  - One on bottom - background
- Move your “water” Sprite to “background”



# Add Background Image

- Create a tiledBackground for our *background layer*
- Adjust Z-Order as needed
- Lock “background” layer & select “HUD” layer

















# Create a HUD

- Set “HUD” as active layer
- Add a score text
  - Set to “0”
  - Adjust color so it shows up on your background (white or red)
- Create Global Variable called starCount
- Add Every Tick to update










# Create Star Collisions

- Using the “Is overlapping another object” event
  - (Body part is overlapping star)
- Use “Add Another Condition” (IMPORTANT)
  - There are six of them
- Make them “Or” condition - right click & “**Make OR**” (IMPORTANT)

8	 head	Is overlapping  star	 star	Destroy
		- or -	 System	Add 1 to starCount
	 arm1	Is overlapping  star	Add action	
		- or -		
	 arm2	Is overlapping  star		
		- or -		
 body	Is overlapping  star			
	- or -			
 leg1	Is overlapping  star			
	- or -			
 leg2	Is overlapping  star			

# Hittin the Water

- Add Fade behavior to crate
  - Set “Activate on start” to “no”
- Add event for the crate:
  - “Is overlapping another object” to start fade
- Add event to destroy the stars

9	 crate	Is overlapping  <b>TiledBackground3</b>	 crate	 Fade: start fade
			Add action	
10	 star	Is overlapping  <b>TiledBackground3</b>	 star	Destroy
			Add action	

# Disjoint our Stickman

- Just destroy the stars when they hit the water
- This causes our stickman to explode his arms & legs

11	body	Is overlapping  <b>TiledBackground3</b>	body	Remove all  Physics joints
			body	Destroy
Add action				

# Add Messages

- Add a “start” message
  - Add Fade behavior
- Add a “don't drown” message
  - Add a Flash behavior

# Additional Challenges

- Add an exploding obstacle
- Create a spike that will kill your floppy guy
- Make a maze for your floppy guy to traverse

