Halloween Prize

Spooky Skeletons and Candy!

(Lesson created by Nate)

Today’s Game

Gaming Bootcamp of South Dakota

Goal: Build a Halloween themed game using what we’ve learned in Coding Club. This includes physics, 8-direction, events, and shooting.

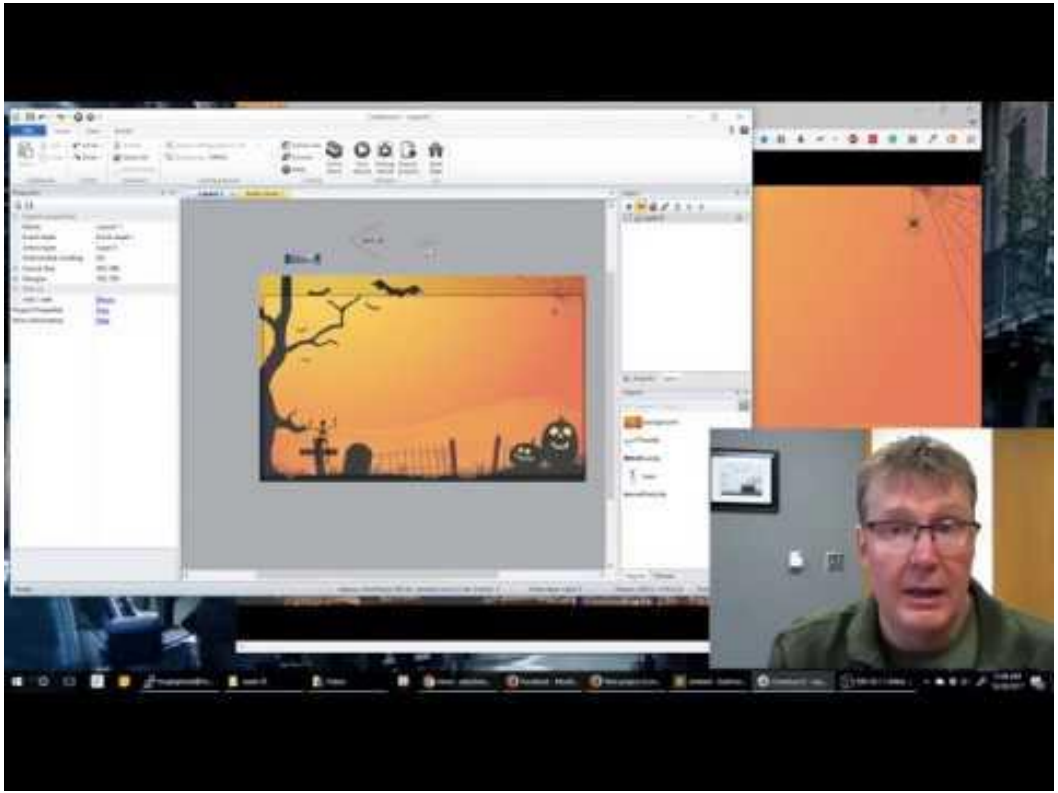
Game Features:

- Candy drops with physics
- Skeleton moves with 8-direction
- Shooting & explosions

Play Nate's Game

click

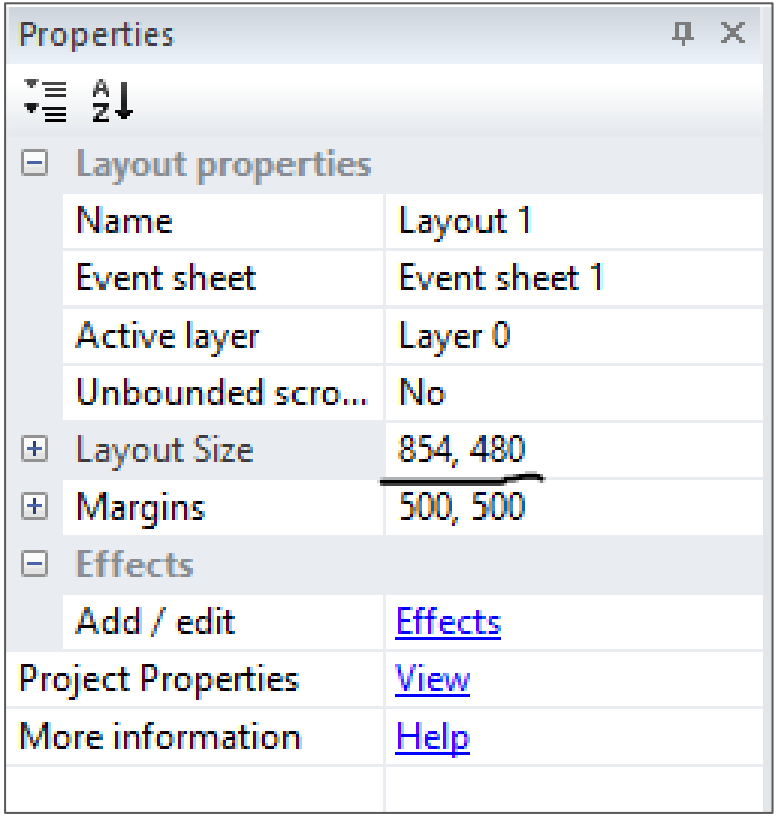
There’s even a video!



https://youtu.be/4NfsH1Rxgcg

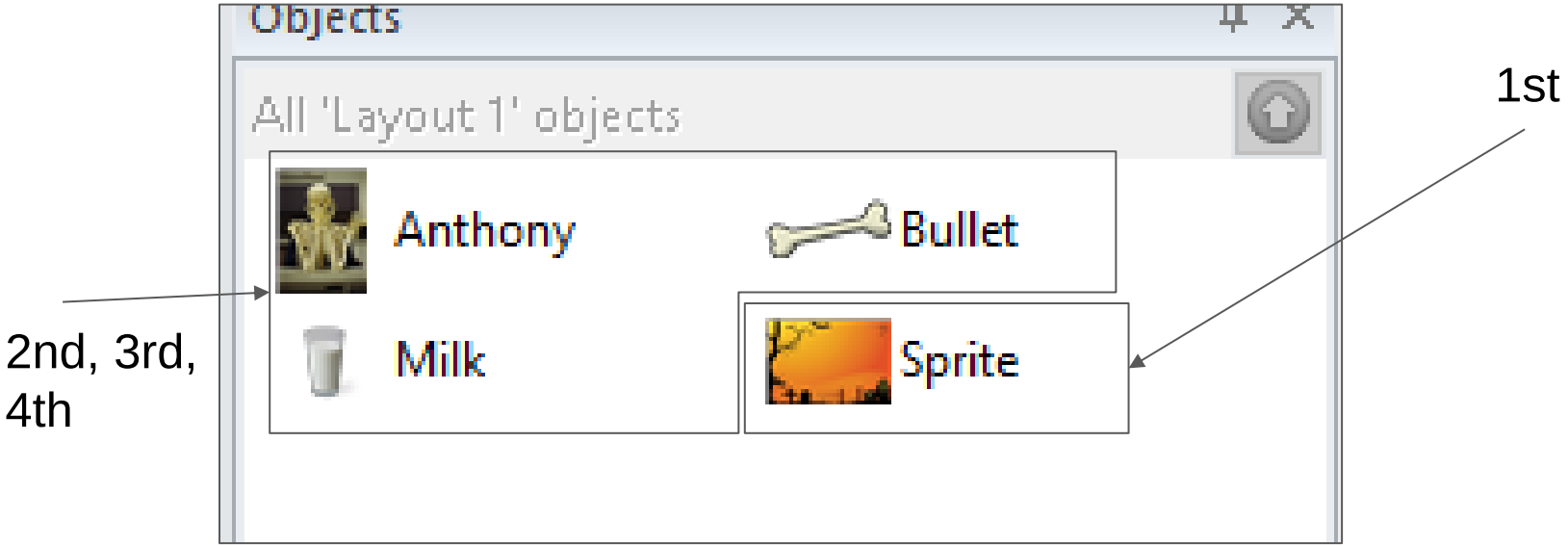
New Project & Layout Size

- Click on **Layout**
- Set Layout Size:
  - **854, 480**



Insert & Name Objects

- Create a **background** sprite and place that first
- Add a **skeleton**, **bullet**, and **reward** Sprite.

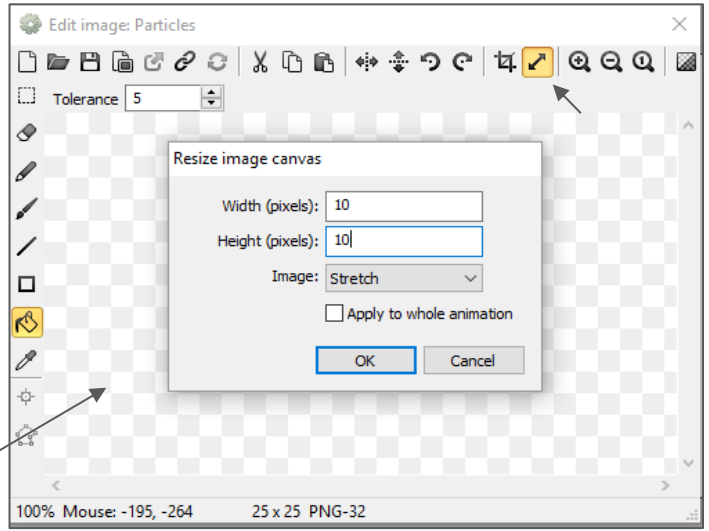


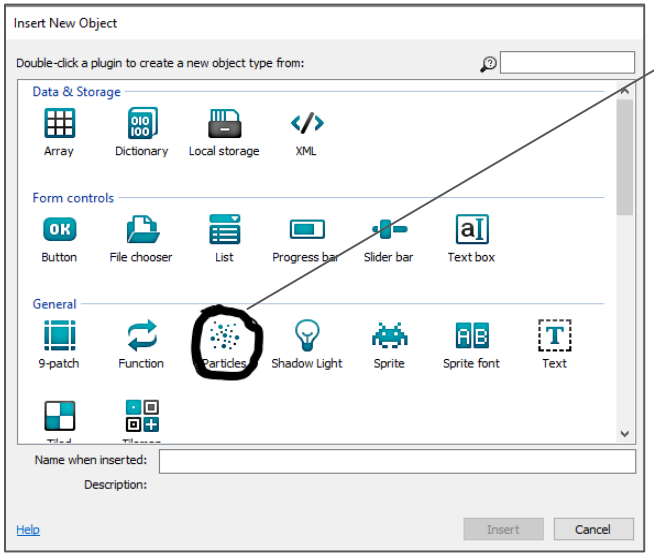
Size Background

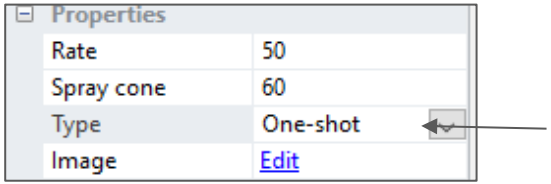
- Stretch your background so it fits inside the white space.

Add Particles (Explosion)

- Create particles and give it a nice colour.
- Resize the image canvas
  - **10 width and 10 height**
- Remember to make it “**One-Shot**”!
- Place outside layout



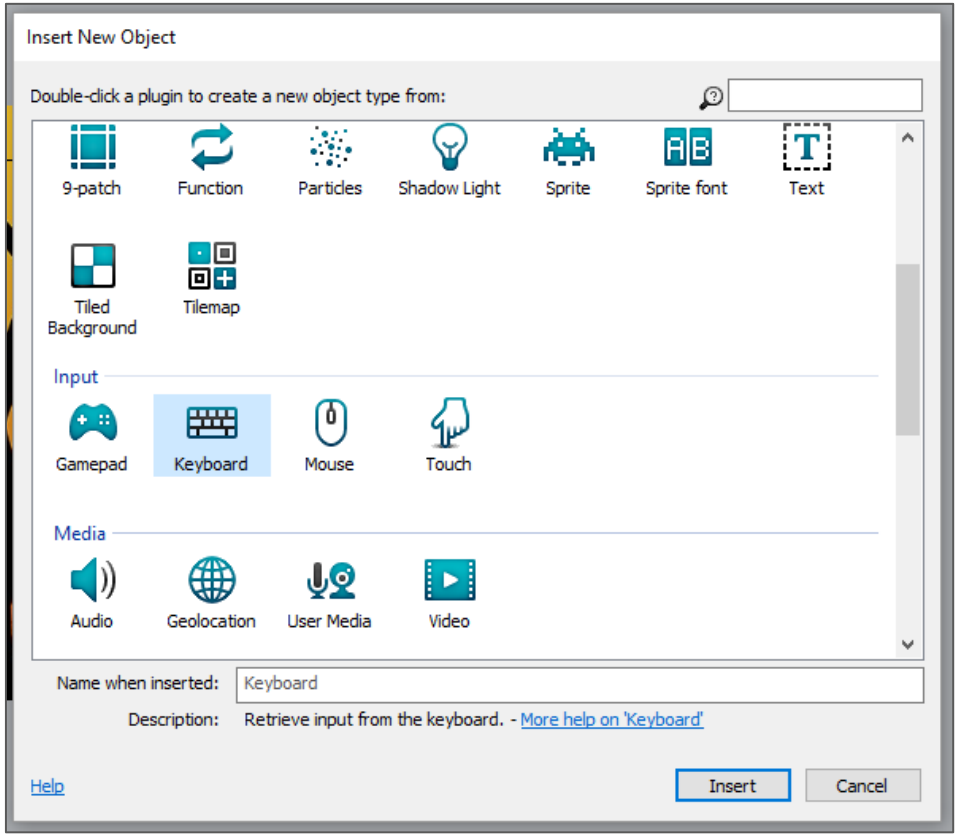




Add Keyboard

- Add keyboard input for later

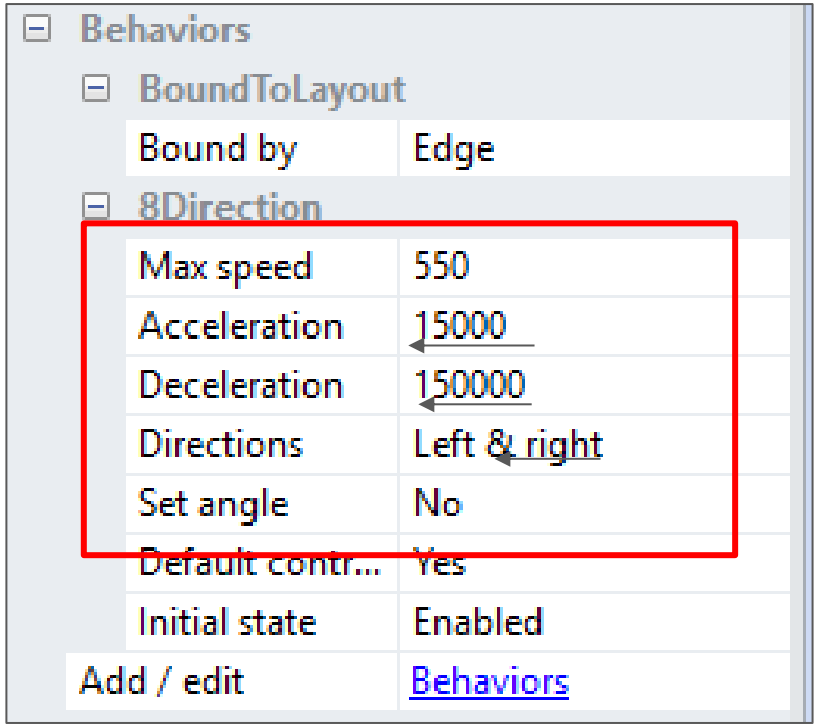
hint: “Insert New Object”



Skeleton Behaviors & Properties

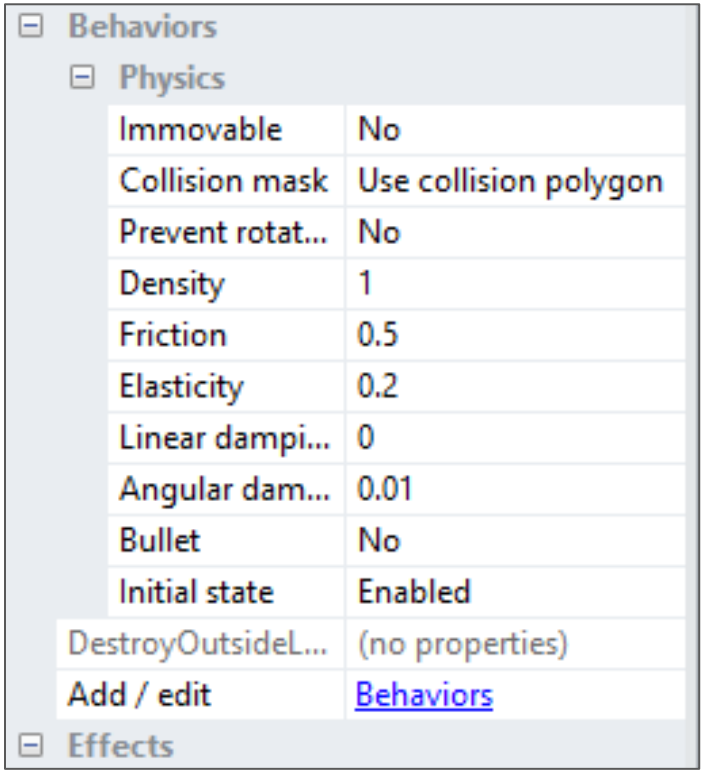
- Behaviors:
  - **8Direction** & **BoundToLayout**

- 8Direction Properties
  - Acceleration: **15000**
  - Deceleration: **15000**
  - Max speed: **550**
  - Directions: **Left & Right**
  - Set Angle: **No**



Candy Behaviors & Properties

- Behaviours
  - **Physics** and **DestroyOutsideLayout**
- Do not change anything else!
  - *(unless you want to)*



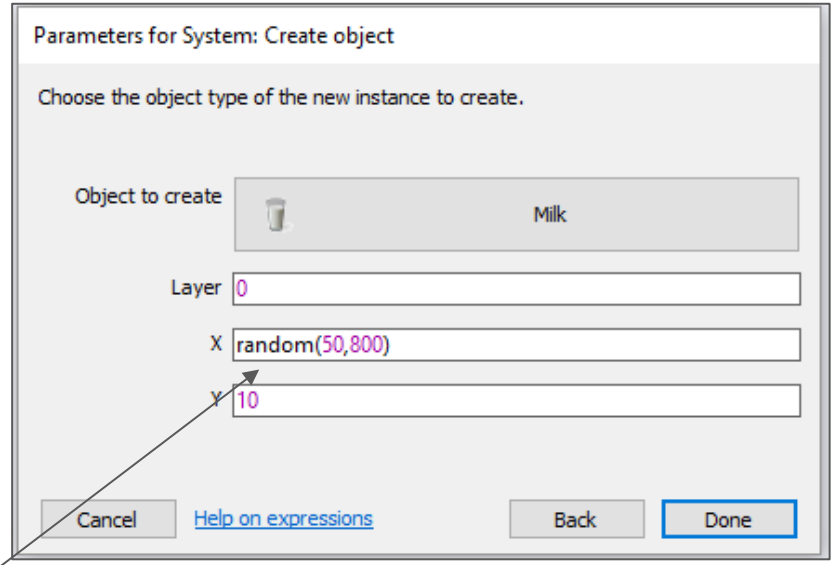
Check Layout

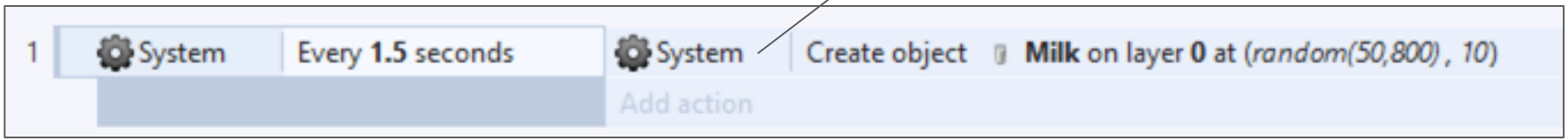
- Place your skeleton near the bottom
- Place particles, bullet, and candy **outside layout**
  - *(In grey area)*

The Events

Automatically Spawn Candy!

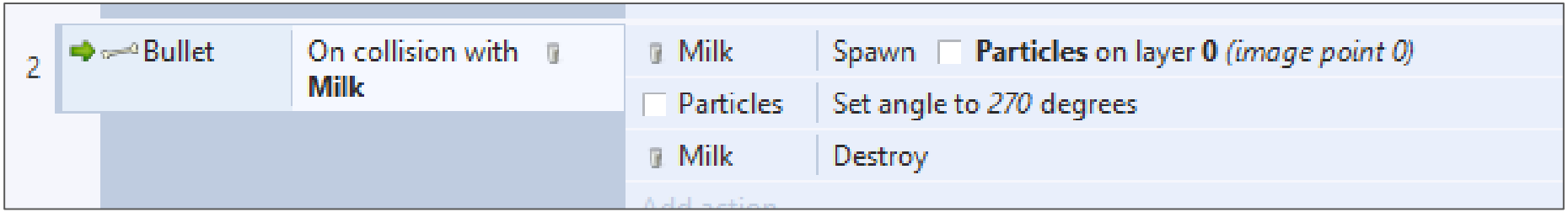
- Event: “**System**”, “**Every X seconds**”
- Action: “**System**”, “**Create Object**”
  - “X”: random(50,800)
  - “Y”: 10





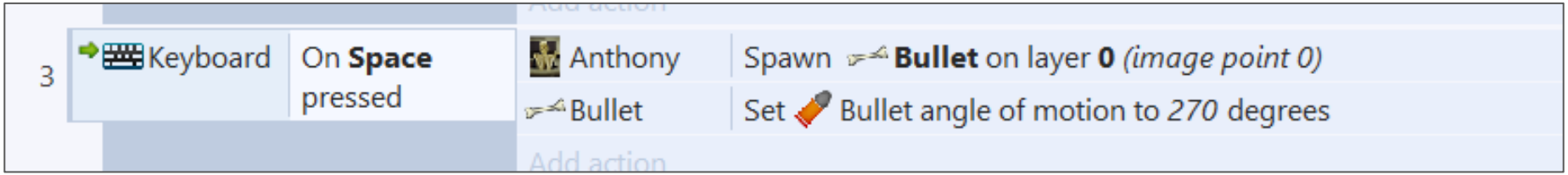
Make Candy Explode!

- Event:
  - “**Bullet**”, “**On collision with**”, “**Milk**” (or candy)
- Actions:
  - **Spawn** explosion
  - **Set explosion** angle (270)
  - **Destroy** Milk (or candy)



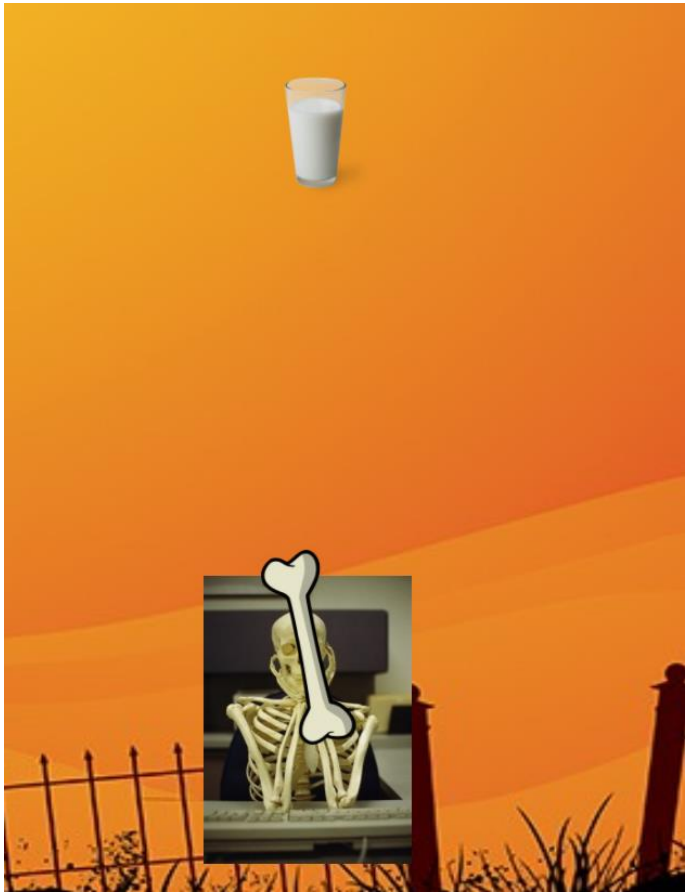
Throwing Bones (Shooting!)

- Event:
  - “**Keyboard**”, “**On Key Pressed**”
- Action:
  - “**Skeleton**”, “**Spawn another object**” (bullet)
  - “**Bullet**”, “**Set angle of motion**”, “**270**” degrees



Test Your Game

- Run a preview of your game to see if it runs A-okay!



Additional Challenges & Next Week

- Add obstacles for the candy to bounce off
- Add multiple candies
- Add a bomb that drops

HAPPY HALLOWEEN!!