

Build a Platform Game

Part 2

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

Today's Game

Challenge: Add multiple levels & a secret area to your platform game

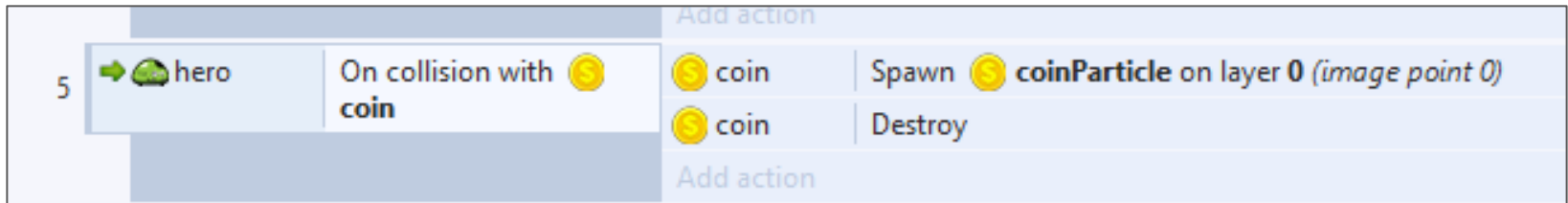
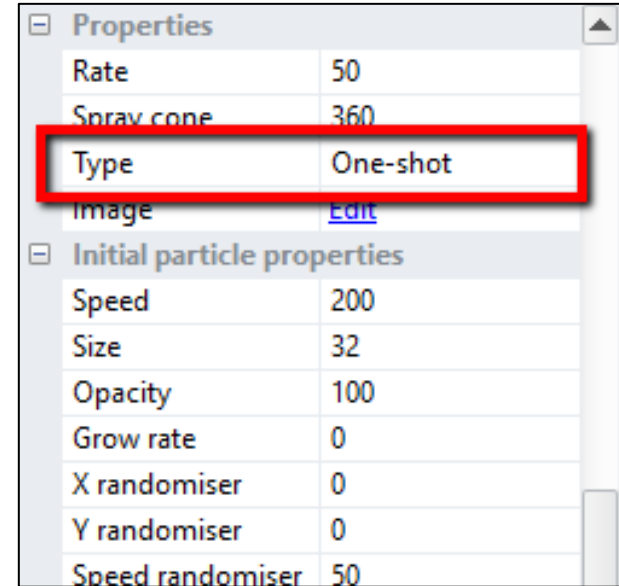
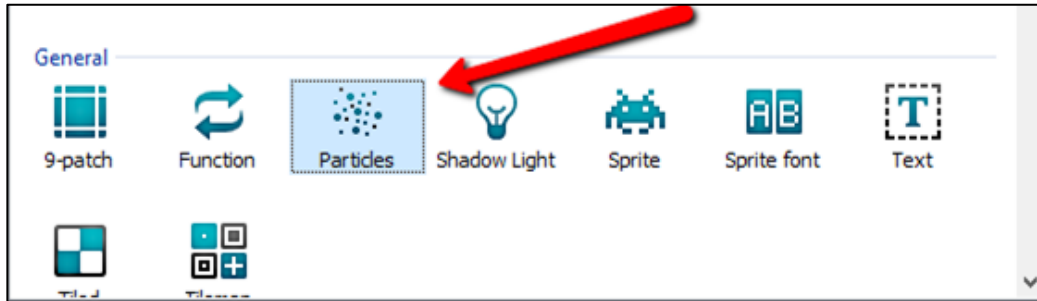
Goal: Avoid the spikes and get to the end of the game

Features:

- New object *Particles*
- New behavior *Persist*
- Add *coins*
- Add *two* more levels
- Add a *secret area*

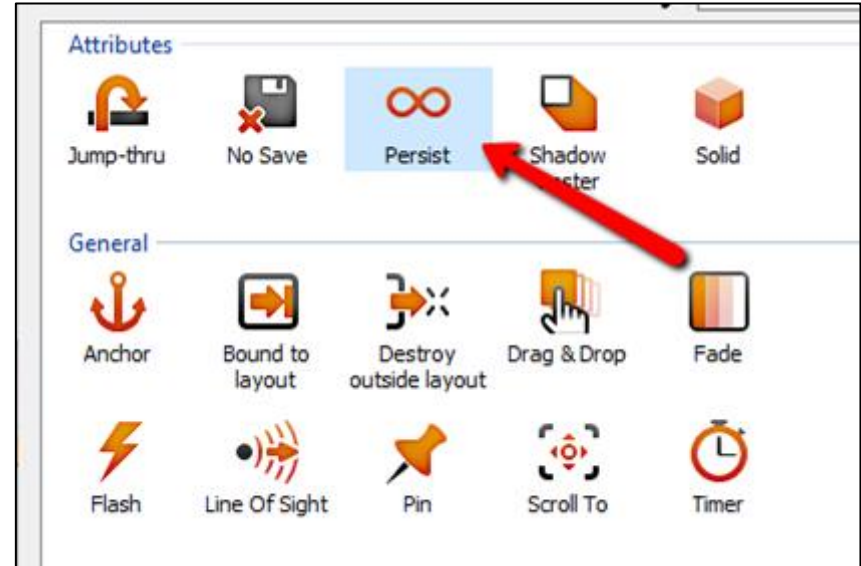
Creating Particles

- Add an explosion effect when destroying
- Add a new object “*Particles*”
- Place OFF the screen - otherwise it will show

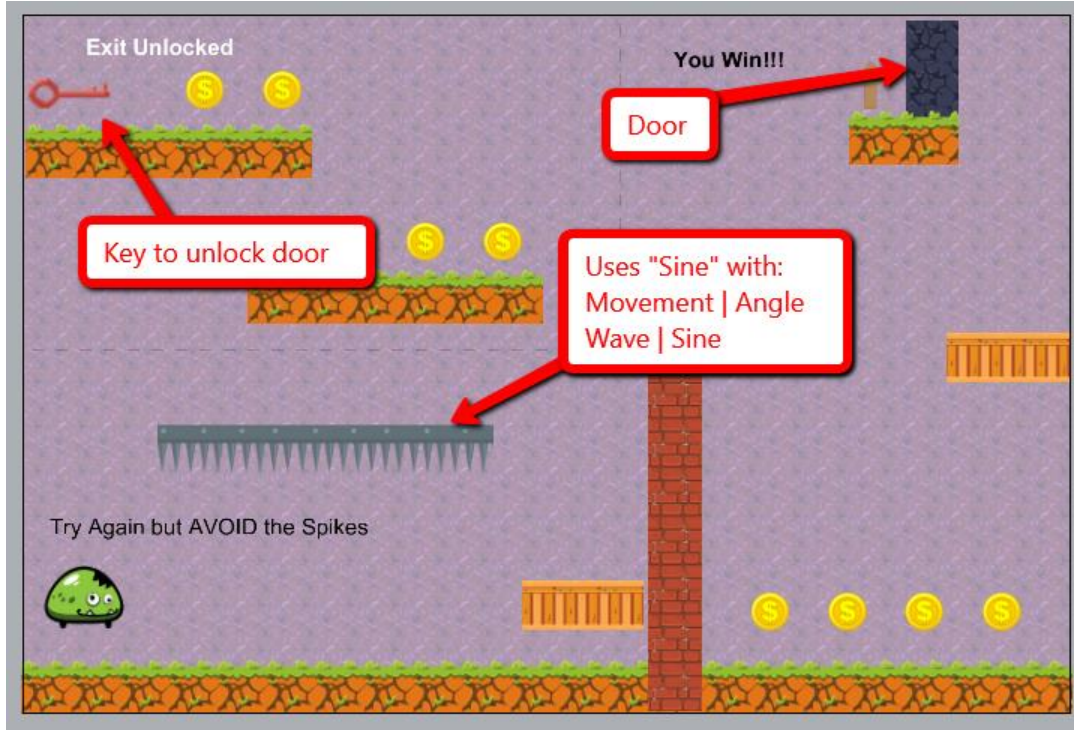


Using Persist

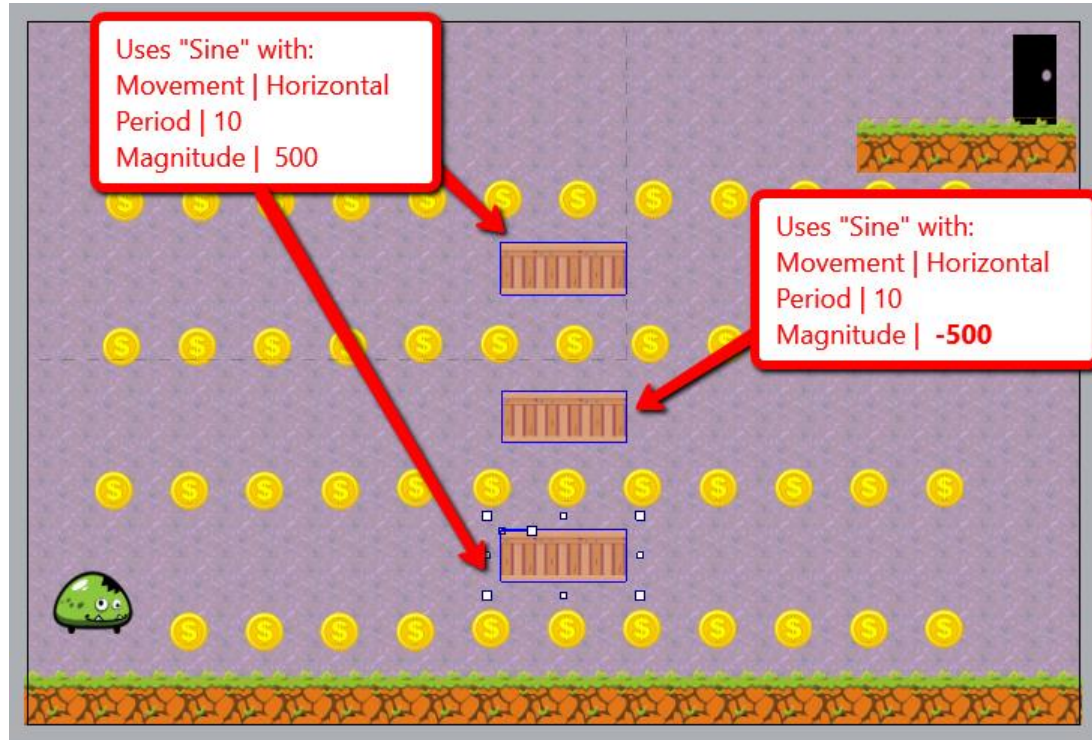
- When returning to a level, use behavior “**Persist**” to remember things
- Persist will remember things like:
 - Objects that are destroyed
 - Position of an object
- When returning from “**secret area**”, add “**Persist**” to:
 - Our **hero**, **coins**, and **doors**
- Persist has no properties



My Level Three



My "Secret" Level



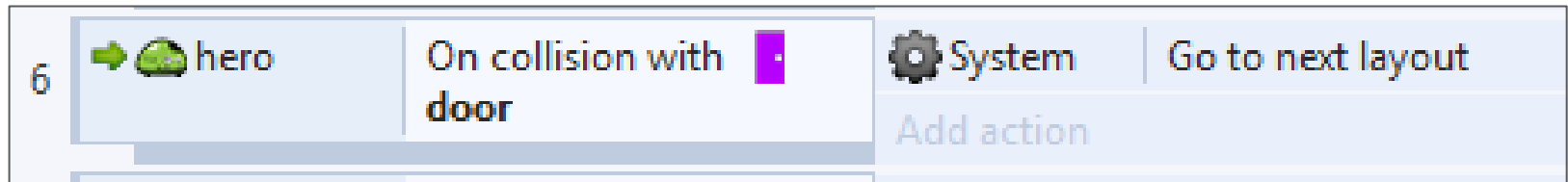
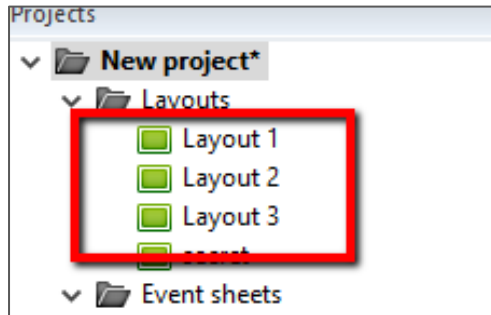
Create Coins

- Create a **sprite**, name it “**coin**”
- Place throughout the game
- Create a **particles**, name it “**coinParticle**”
- Place particle outside of the layout
- Add event:

5	 hero	On collision with  coin	Add action	
			 coin	Spawn  coinParticle on layer 0 (<i>image point 0</i>)
			 coin	Destroy
			Add action	

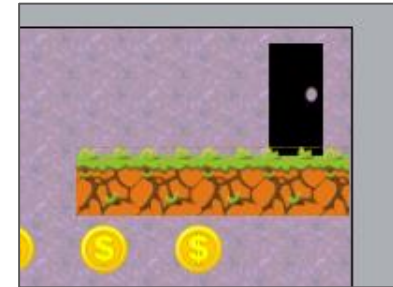
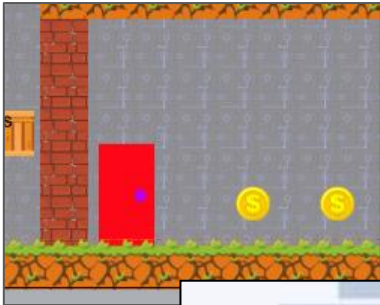
Add Two New Layouts

- Duplicate “*Layout 1*”
- Double-click to Open ← **IMPORTANT STEP!**
- Adjust accordingly
- Create “*Exit*” door, use the action “*Go to next layout*”



Add Secret Area

- Create a “**Secret**” door sprite
- Create a new **Layout**, place at the BOTTOM of the layout list
- Create a “**Return**” door sprite



7	hero	On collision with secretDoor	secretDoor Destroy
			System Go to secret
			Add action
8	hero	On collision with returnToLevel2	System Go to Layout 2
			Add action

Additional Challenges

- Add more levels
- Add a teleporter
- Create a hidden treasure chest