Present Ninja

Let’s explode some presents!

Play the game we are building:
click

Today’s Game

Gaming Bootcamp of South Dakota

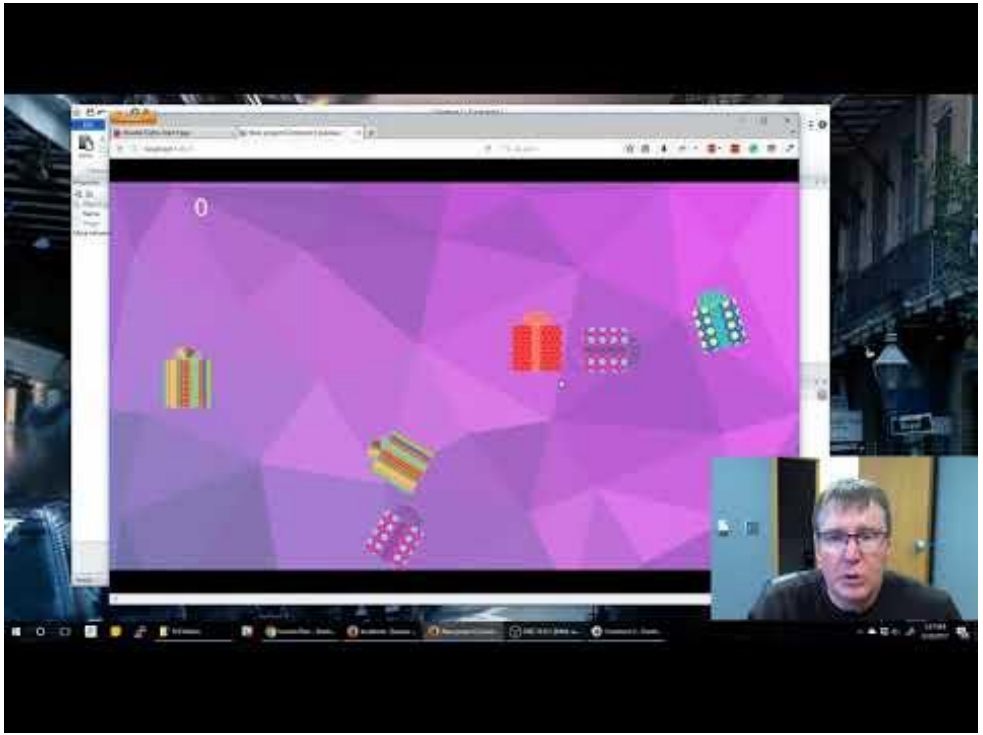
Challenge: Build a game similar to fruit ninja, only with Christmas presents!

Goal: Keep slicing presents with the mouse.

Features:

- Learn to automatically apply a ***Physics*** force
- Learn a simple way to keep a ***Score***
- Learn about the ***Random*** function

Wow - that’s a good video!



https://youtu.be/YzE0a8AjtuM

Layout Screen

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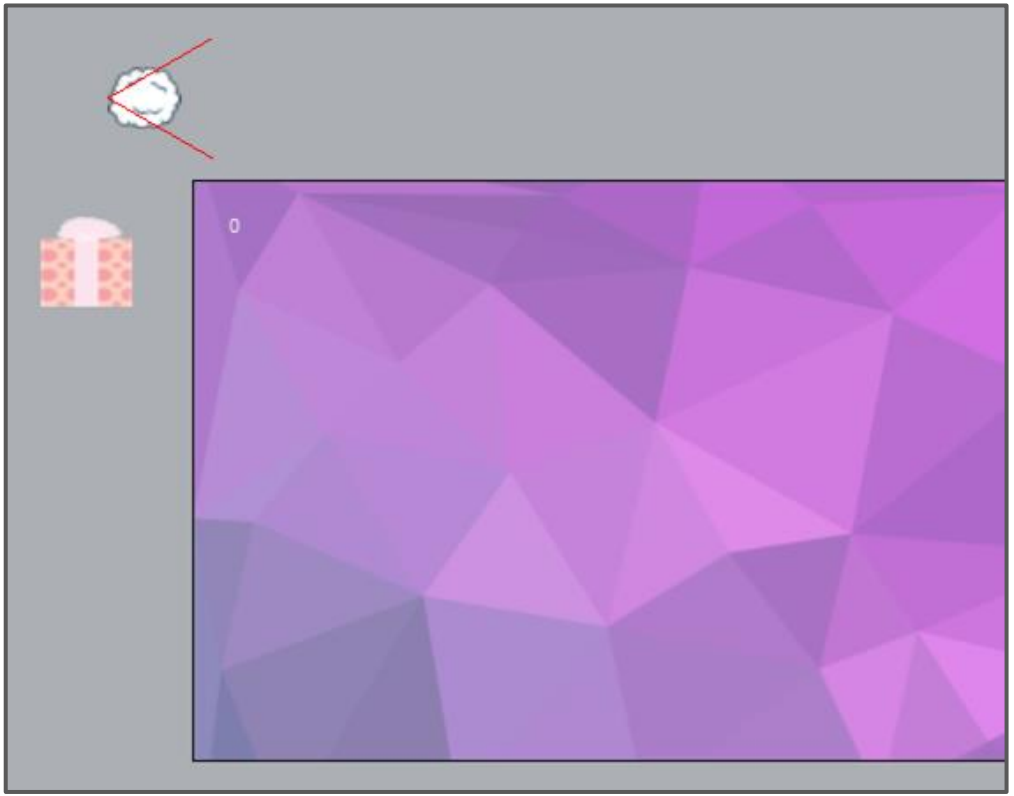
- Set **Layout Size** to **854,480**
- Pick and load a ***background***
- Insert a ***Particles*** for "explosion"
- Insert a ***Text*** for the count
- Insert a ***Sprite*** for "present"
  - (more on next slide)



Load Present Frames

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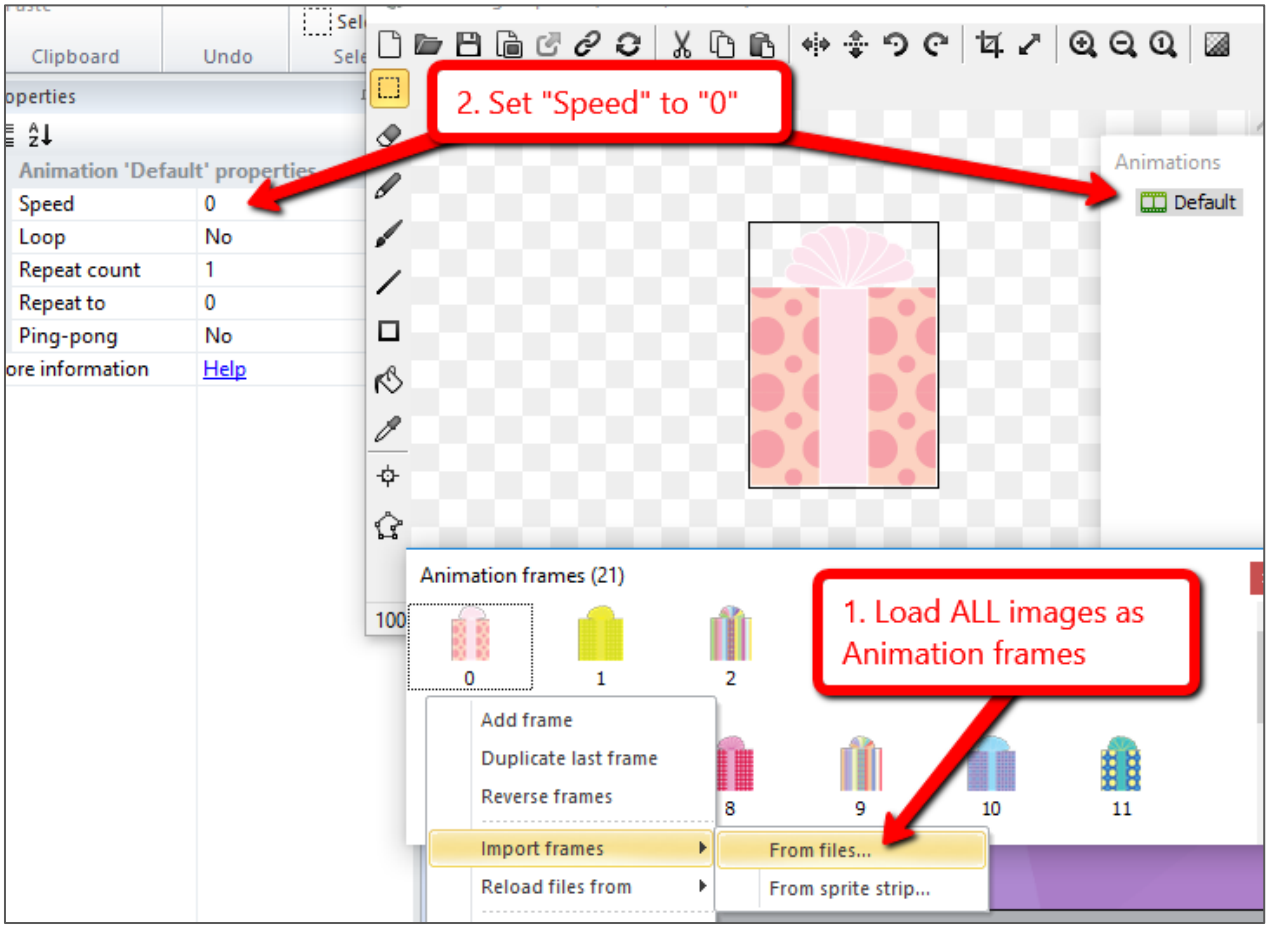
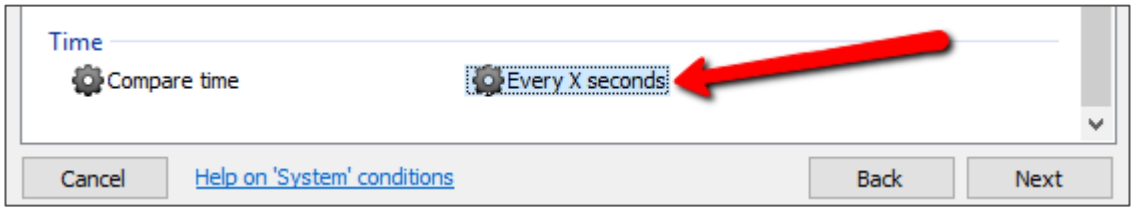
- Load ALL present images as frames
- Delete BLANK frame
- Set “***Speed***” to “**0**”
- Add “***Physics***” to the present

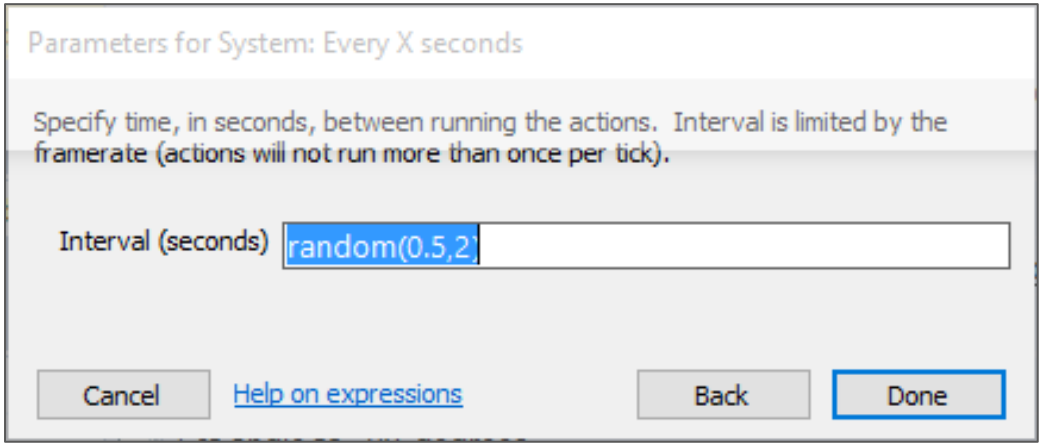


New Things!

- Event "***Every X seconds***" repeats actions over & over

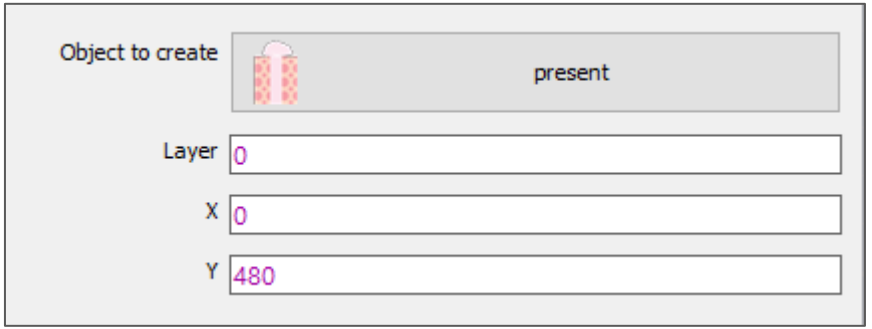


- "***random(lower #, upper #)***" function can be used for a number

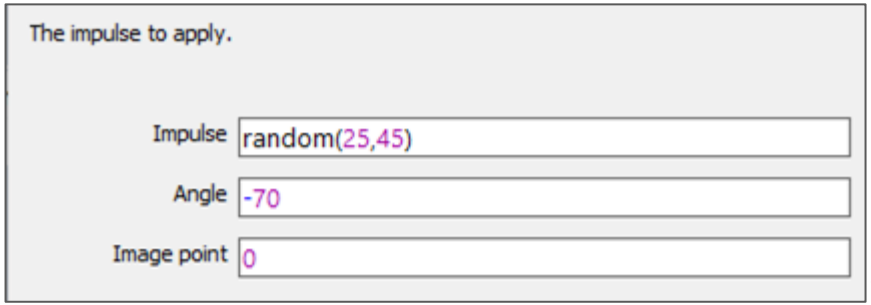


Launch Presents

- Event to launch from LEFT side of the screen
- **Two** Action:
  - “Create Object”



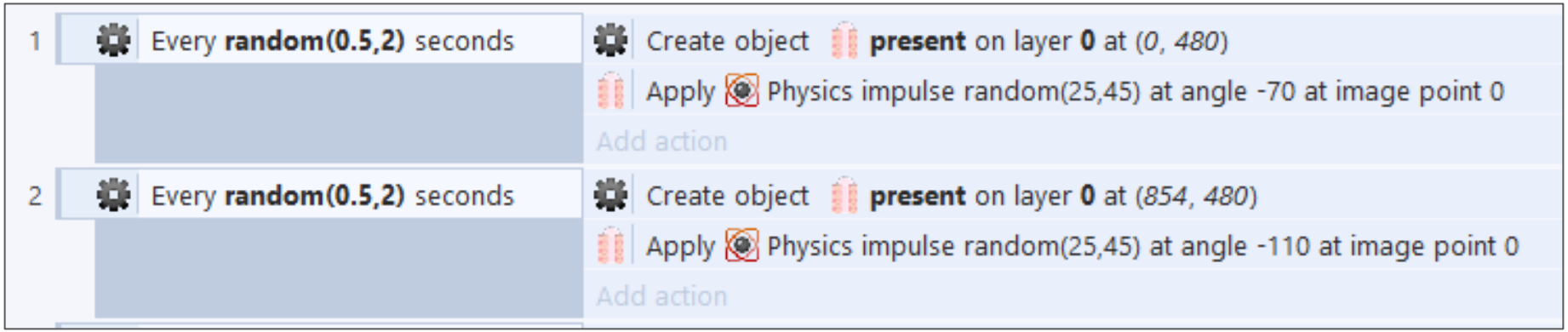
  - Present -> Apply Impulse at Angle



Launch Presents

- Do the same to launch for the **RIGHT** side of the screen
- ***Create Object:*** values are X = 854 & Y = 480
- ***Apply Pulse at Angle***: value is -110

Final Events



Randomly Select a Frame

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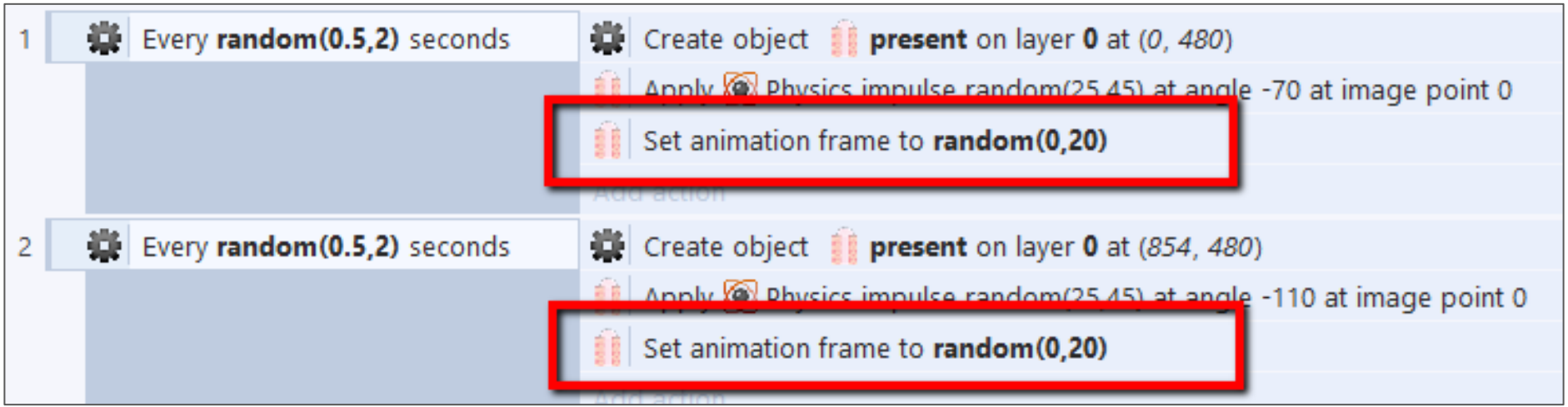
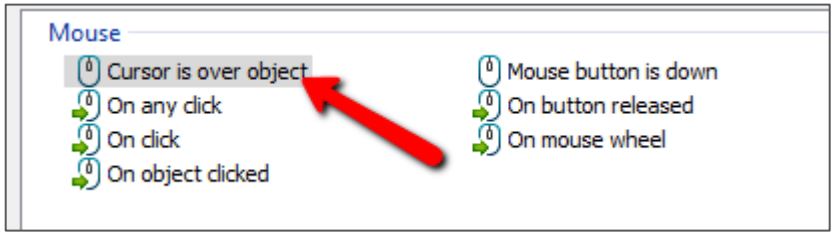
- Use the "***Random***" method to pick an **animation frame**
- There are **21** frames (0 through 20)
- Do on BOTH the left & the right

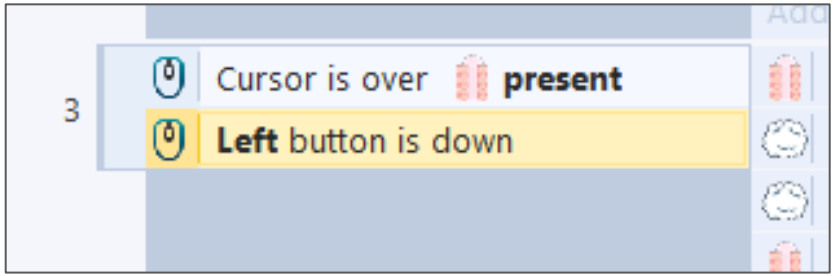


Use Mouse To Slice

- Add "***Mouse***" object to your game
- Use "***Mouse***" -> "**Cursor is over object**"



- Use "Add another condition"
  - "***Mouse***" -> "**Mouse button is down**"



Mouse Action

- Adjust "***Particle***" properties *(we've done this many times before)*
- Add ***actions*** to mouse events
  - Spawn the particles
  - Set angle to -90 (pointing up)
  - Set the spray cone to a random angle between 90,180 degrees
  - Destroy the present

Clean Up the Presents you Miss

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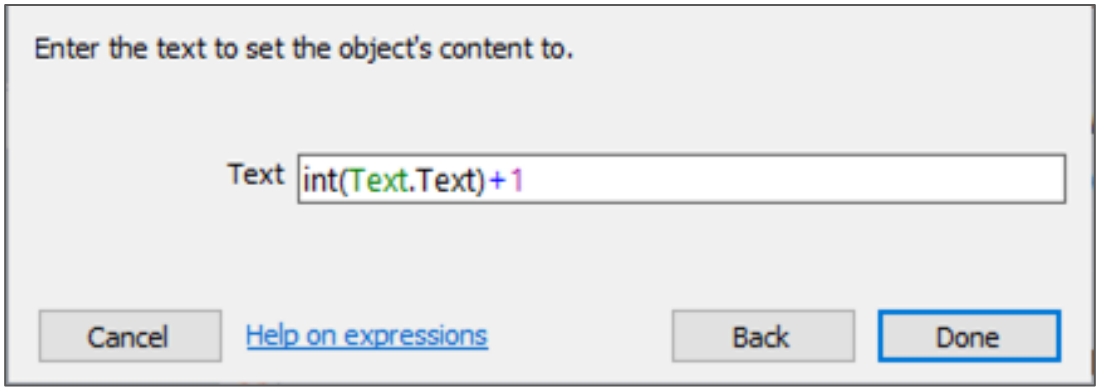
- They will fall forever - literally!
- Add an event to ***Destroy*** presents if they fall below the layout
  - *Cannot use “Destroy Outside of Layout” because we are launching them above the layout.*

EXTRA: Add a Counter

- Set initial ***Text*** to "**0**"
- Add Action to the Mouse event
  - "Set Text" Action
  - Text value: **int(Text.Text)+1**
- Explain:
  - Convert the text value to a number -- **int(Text.Text)**
  - Add 1 to that value -- **+1**



Additional Challenges

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- Add a bomb that you should NOT slice
- Keep track of the MISSED presents
- Adjust width & height of the boxes with Random values
- Adjust the speed of the boxes with Random values