

# Present Ninja

Let's explode some presents!

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

# Today's Game

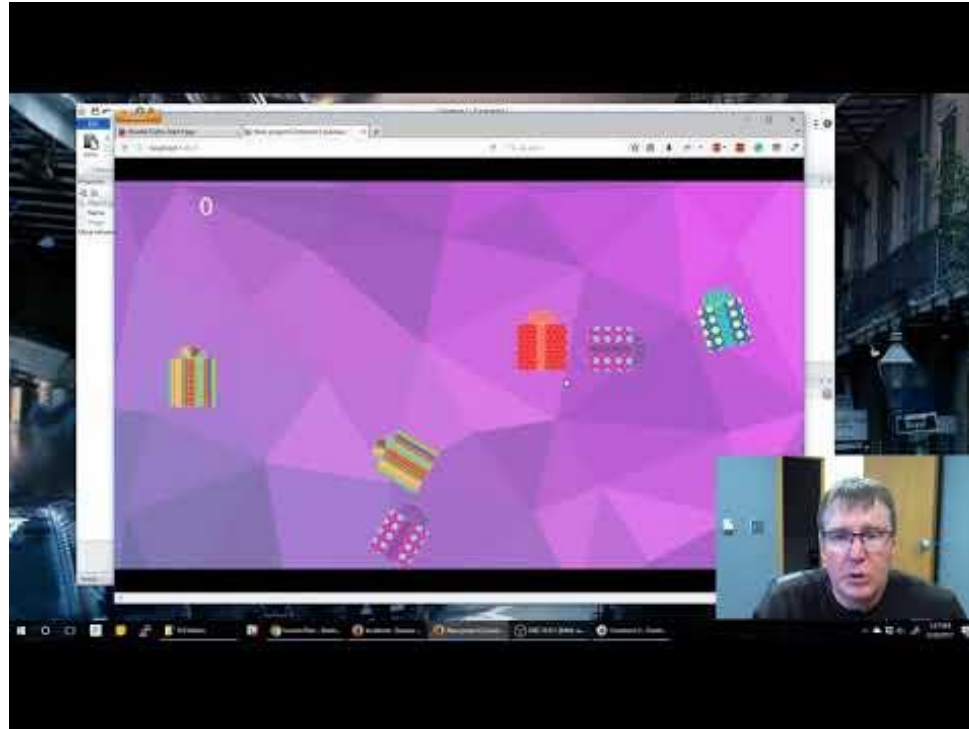
**Challenge:** Build a game similar to fruit ninja, only with Christmas presents!

**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

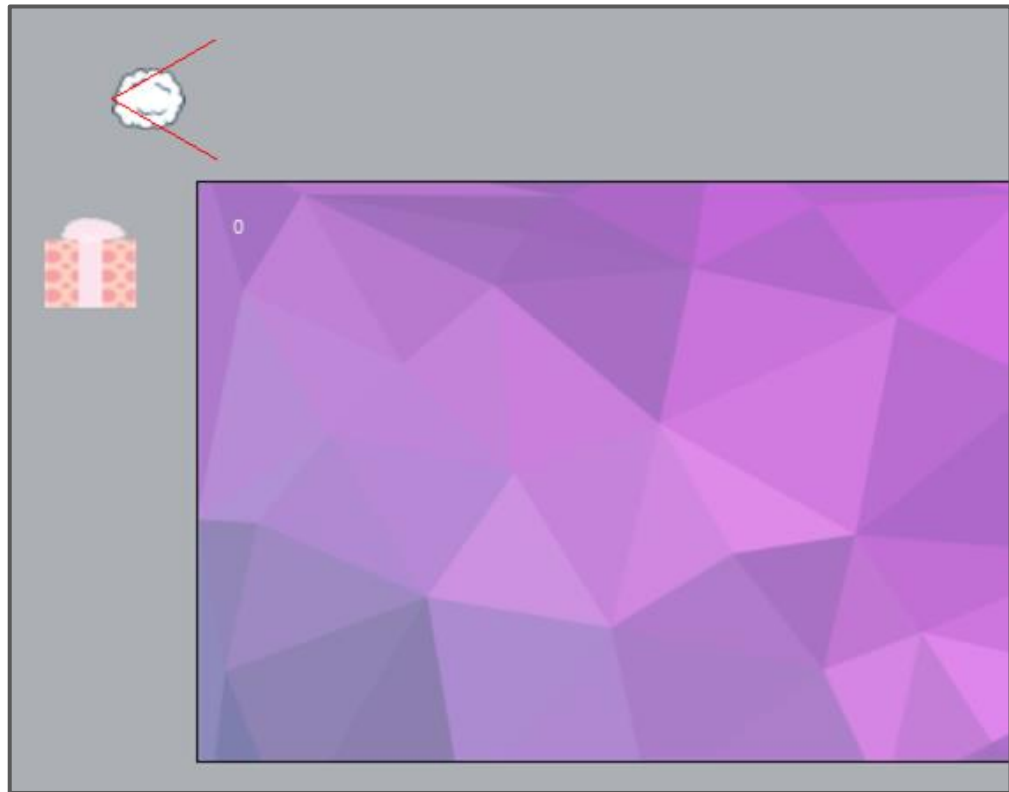
Wow - that's a good video!



<https://youtu.be/YzE0a8AjtUM>

# Layout Screen

- 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

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

2. Set "Speed" to "0"

1. Load ALL images as Animation frames

Animation 'Default' properties	
Speed	0
Loop	No
Repeat count	1
Repeat to	0
Ping-pong	No
More information	<a href="#">Help</a>

Animation frames (21)

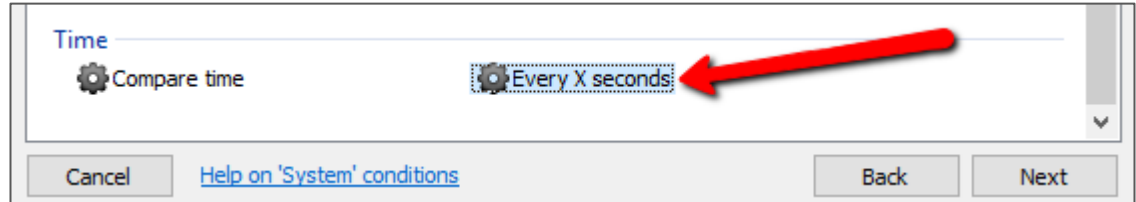
0 1 2 8 9 10 11

Import frames

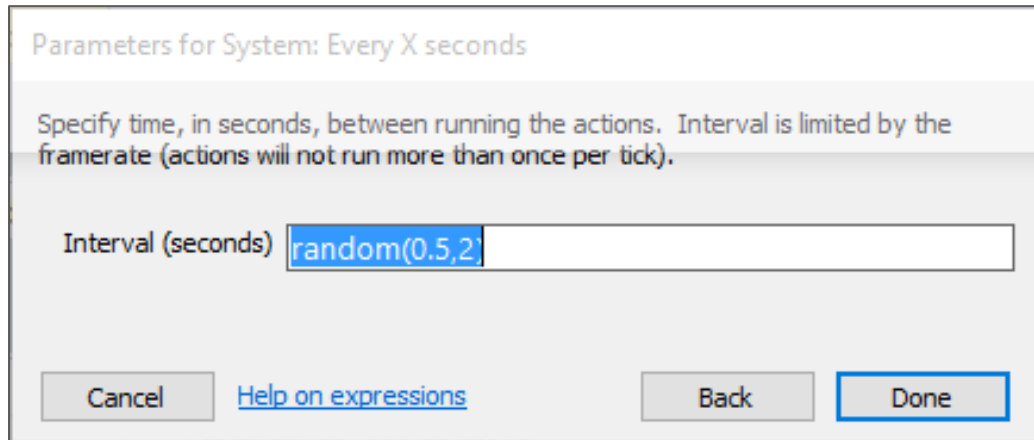
- From files...
- From sprite strip...

# New Things!

- Event “*Every X seconds*” repeats actions over & over

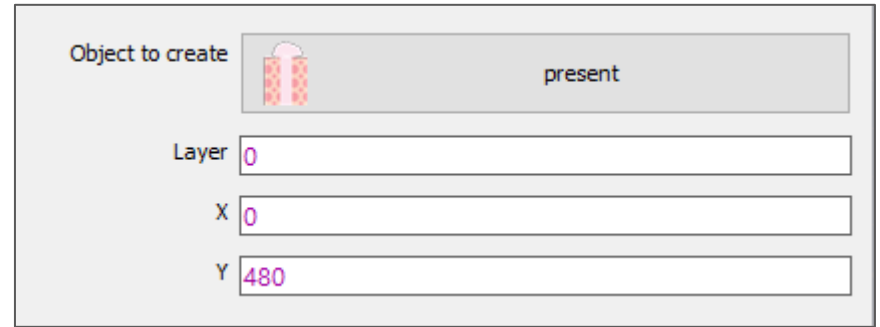
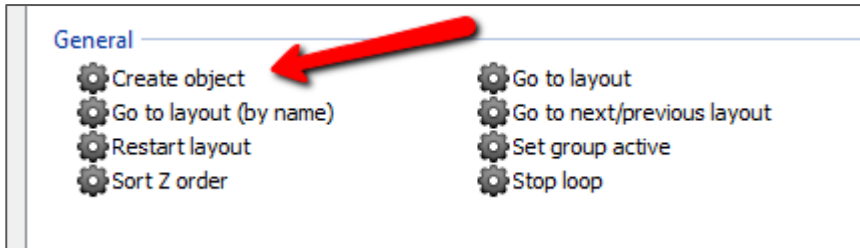


- “*random(lower #, upper #)*” function can be used for a number

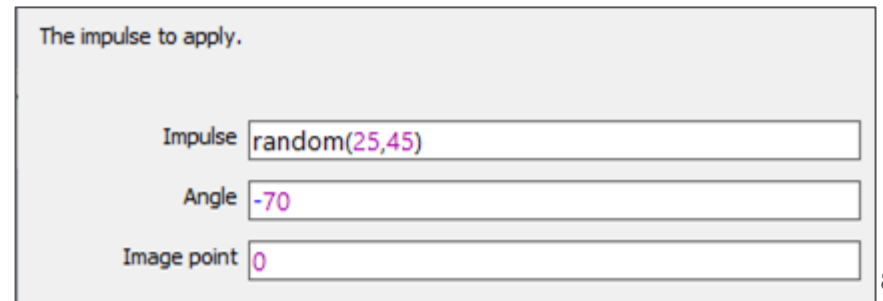
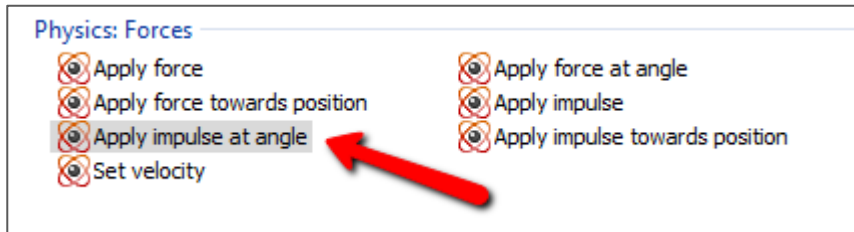


# Launch Presents

- 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

1	 Every <b>random(0.5,2)</b> seconds	 Create object  <b>present</b> on layer <b>0</b> at (0, 480)
		 Apply  Physics impulse random(25,45) at angle -70 at image point 0 Add action
2	 Every <b>random(0.5,2)</b> seconds	 Create object  <b>present</b> on layer <b>0</b> at (854, 480)
		 Apply  Physics impulse random(25,45) at angle -110 at image point 0 Add action

# Randomly Select a Frame

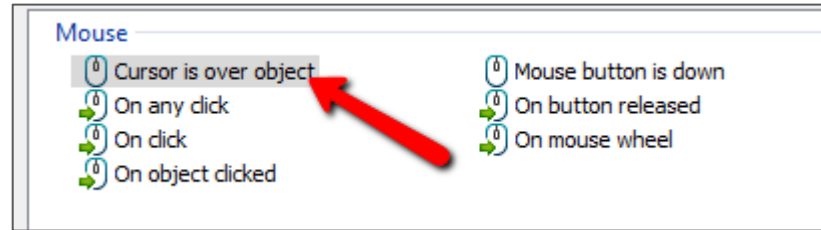
- Use the “*Random*” method to pick an animation frame
- There are 21 frames (0 through 20)
- Do on BOTH the left & the right

1 Every **random(0.5,2)** seconds Create object **present** on layer **0** at (0, 480)  
 Apply Physics impulse **random(25,45)** at angle -70 at image point 0  
 Set animation frame to **random(0,20)**

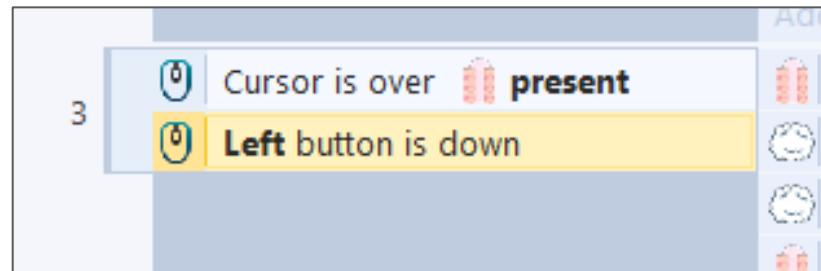
2 Every **random(0.5,2)** seconds Create object **present** on layer **0** at (854, 480)  
 Apply Physics impulse **random(25,45)** at angle -110 at image point 0  
 Set animation frame to **random(0,20)**

# 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

The screenshot shows a software interface with a left sidebar containing a blue bar with the number '3'. The main area is divided into two columns. The left column contains two event triggers: 'Cursor is over present' and 'Left button is down', each with a mouse cursor icon. The right column contains a list of actions: 'Spawn explosion on layer 0 (image point 0)', 'Set angle to -90 degrees', 'Set spray cone to random(90,180) degrees', and 'Destroy'. The interface includes 'Add action' buttons at the top and bottom of the right column.

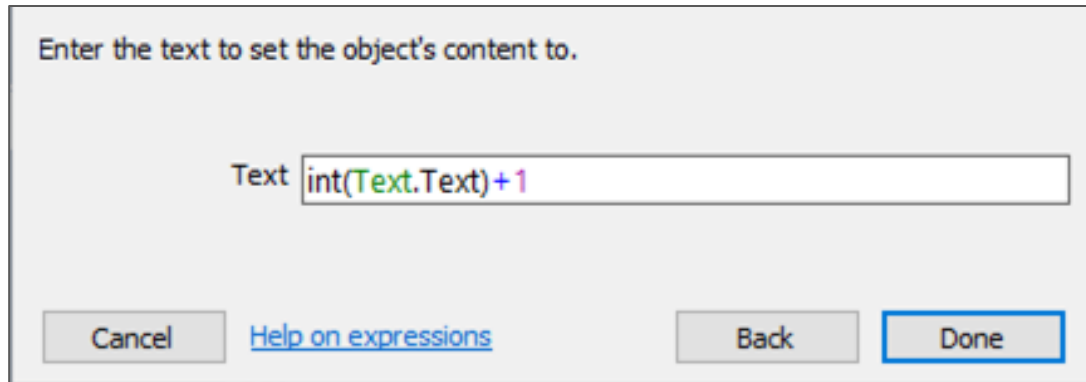
# Clean Up the Presents you Miss

- 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.*

The screenshot shows a game engine's event editor interface. On the left, there is a list of events. The first event is numbered '4' and has a red gift icon next to the condition 'Y > 680'. Below this list is a button labeled 'Add event'. On the right, there is a list of actions. The first action is 'Destroy', which has a red gift icon next to it. Above this list is a button labeled 'Add action'. The interface is light blue and white.

# 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**



Enter the text to set the object's content to.

Text

Cancel [Help on expressions](#) Back Done

# Additional Challenges

- 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