

Tanks

Part 1

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

Today's Game

Challenge: Build a game with a tank that can shoot bullets.

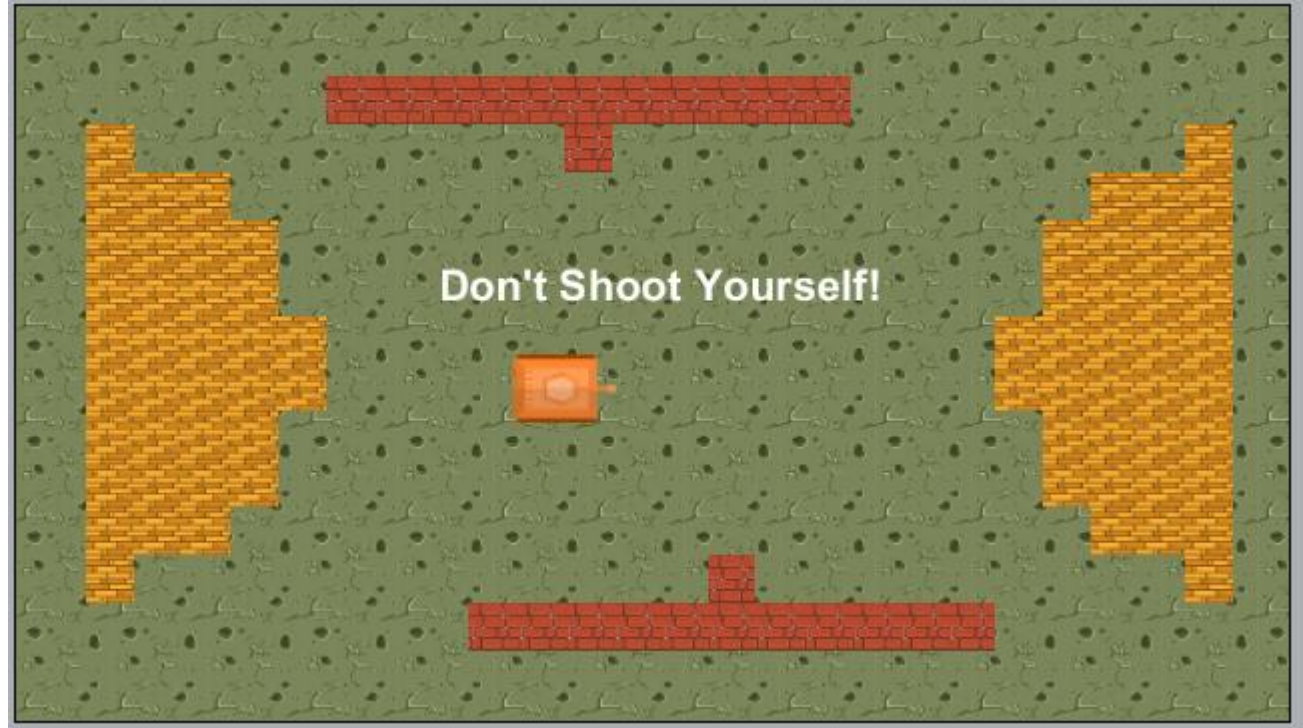
Goal: Shoot all of the blocks, avoid getting shot yourself.

Features:

- Learn about the *Image Point*
- Use the *Bullet* behavior
- Bullets will *wrap* around the layout
- Tank shoots bullets

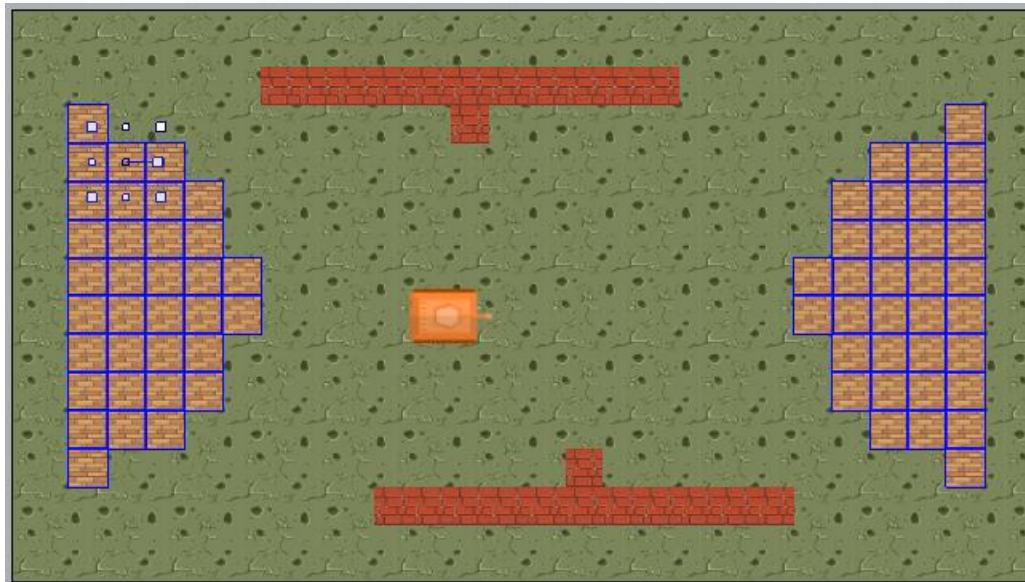
My Tank Level

- Set **Layout Size** to **854,480**
- Use the “**snap to grid**” to layout blocks



Add Background & Blocks

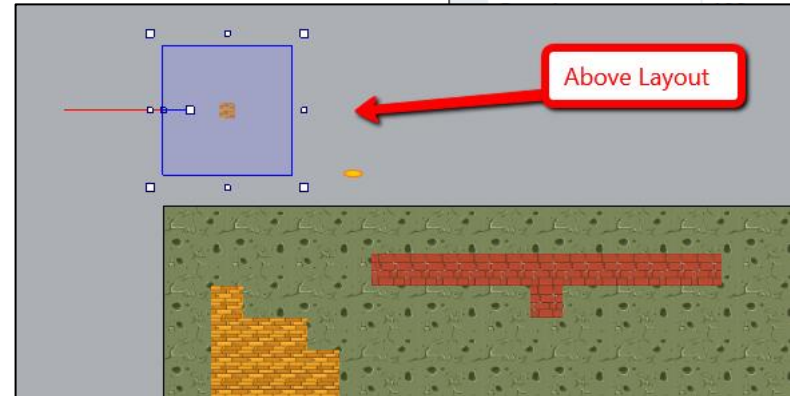
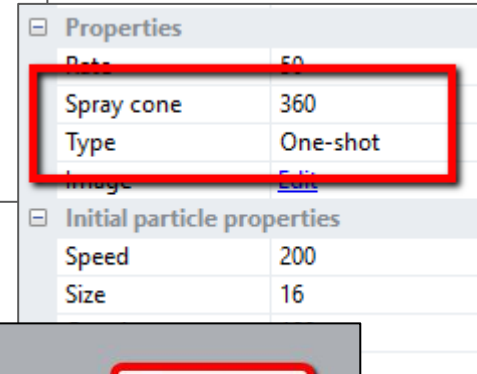
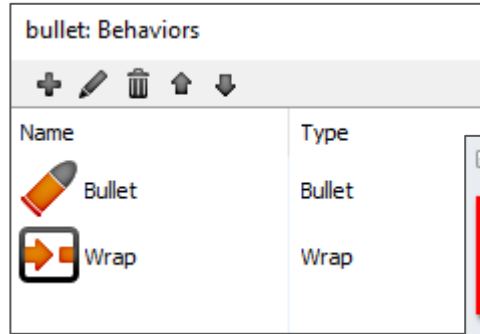
- Use the *TiledBackground* for the ground
- Use *Sprites* for the two blocks
 - Both blocks get *Solid* behavior
 - Layout individual blocks
- Use *Sprite* for the tank
 - Uses the *car* & *Wrap* behaviors
 - Adjust the collision points for your tank



NOTE: If another image is used, make sure it is FACING right.

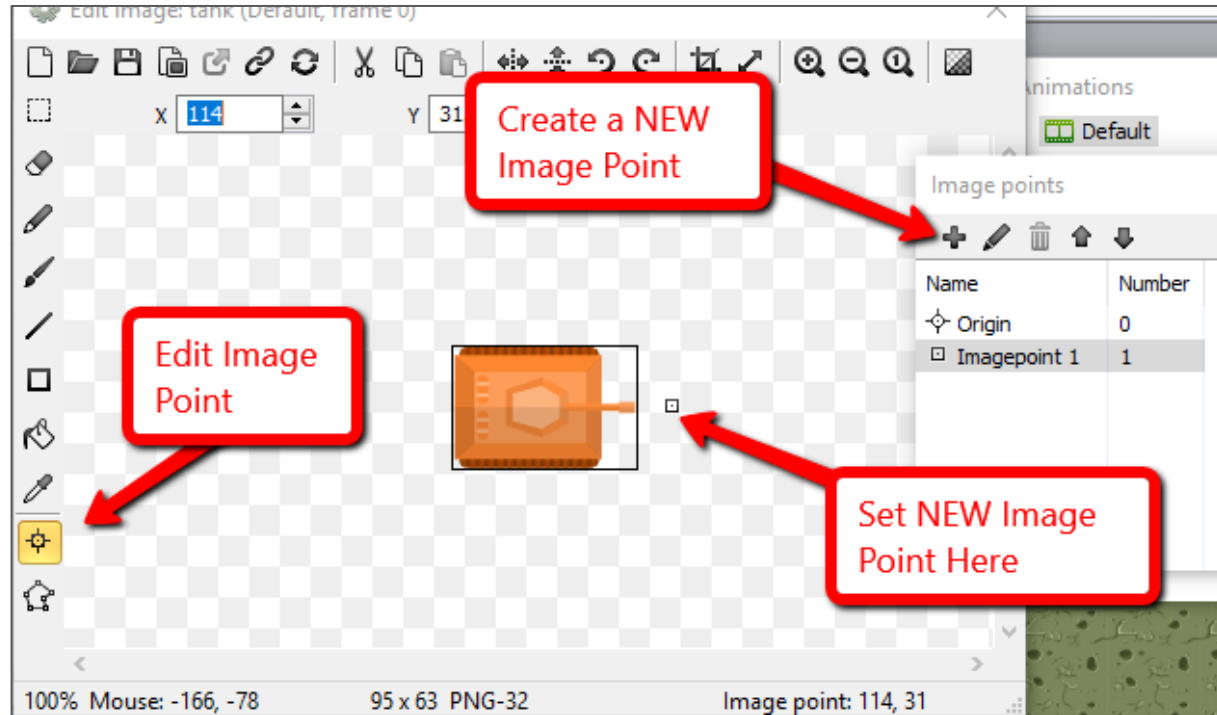
The Bullet

- Add **Sprite** for bullet, load image
- Add behaviors
 - **Bullet**
 - **Wrap** ← around the screen
- Add **Particles** for the explosion
 - Type is "one-shot"
 - Spray cone is "360"
- Place both OFF the layout



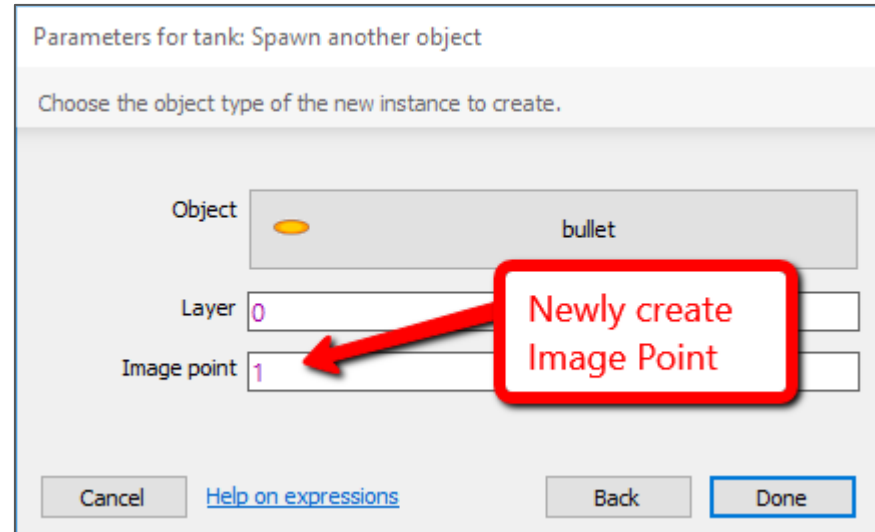
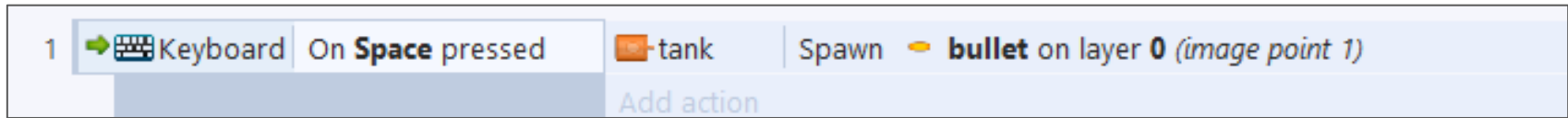
Shooting Bullets

- Create new “Image Point” for tank **NEW**
- DO NOT adjust the “*Origin*” point



Shoot Bullet

- Add the **Keyboard** object
- Create event with action “**On Key Press**”



Add Warning Message

- Add a ***Text*** message
- Set the message
- Add “***Fade***” Behavior
 - Activate on Start is “**No**”
 - Fade out time is “**3**”
 - Destroy is “**No**”
 - Set “Initial Visibility” to “**Invisible**”

Behaviors	
Fade	
Active at start	No
Fade in time	0
Wait time	0
Fade out time	3
Destroy	No
Add / edit	Behaviors

Bullet Collisions

- Bullet destroys the wood block

2	bullet	On collision with wall	wall	Spawn particles on layer 0 (image point 0)
			wall	Destroy
			bullet	Destroy
			Add action	

- Bullet doesn't destroy (or pass through) brick blocks

3	bullet	On collision with bricks	bullet	Destroy
			Add action	

- Bullet collides with tank - display warning

4	bullet	On collision with tank	bullet	Destroy
			lose	Set Visible
			lose	Fade: start fade

Additional Challenges

- Have the blocks move with the Sine behavior
- Add multiple levels