

Tanks

Part 2

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

Today's Game

Challenge: Build two player tank game where you shoot at each other.

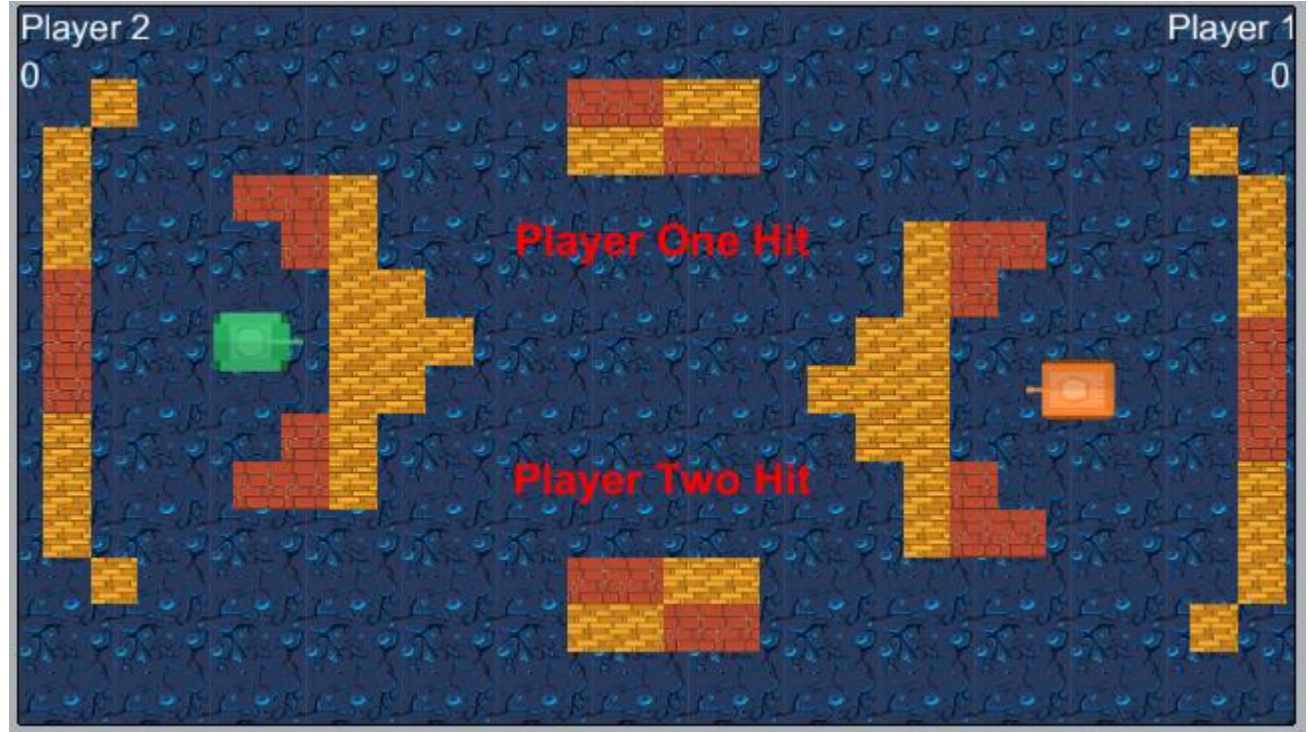
Goal: Shoot your opponent without getting shot yourself.

Features:

- **REVIEW** what you've already learned
- Two tanks, each with their **own controls**
- Keep track of the **score**
- Add a **start screen** (known as a “splash” screen) with instructions
- Add logic to go to the **next level**
- **Add 5 levels**, each more difficult than the previous

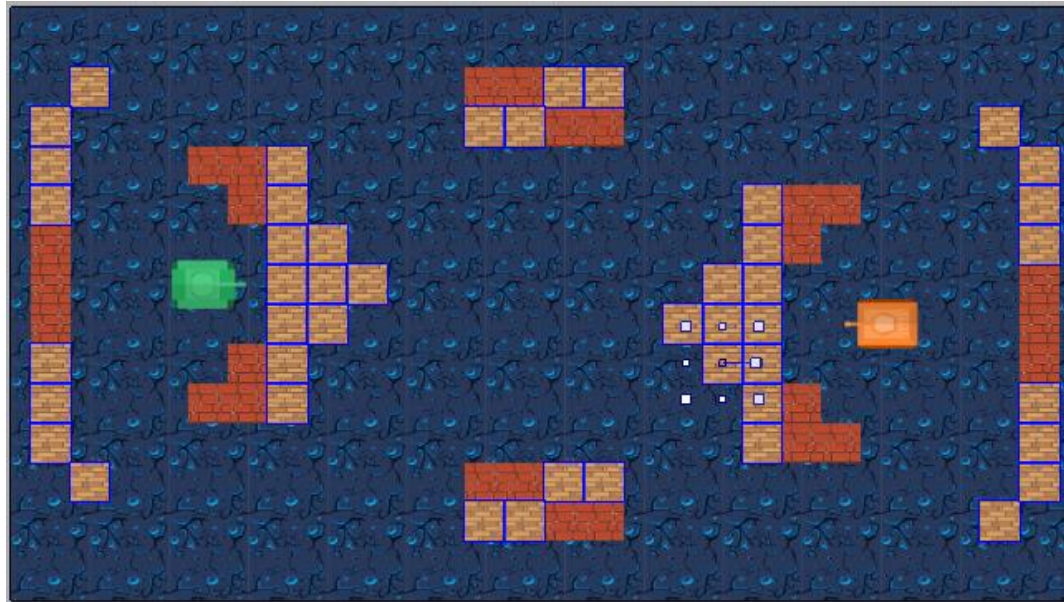
My Tank Level

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



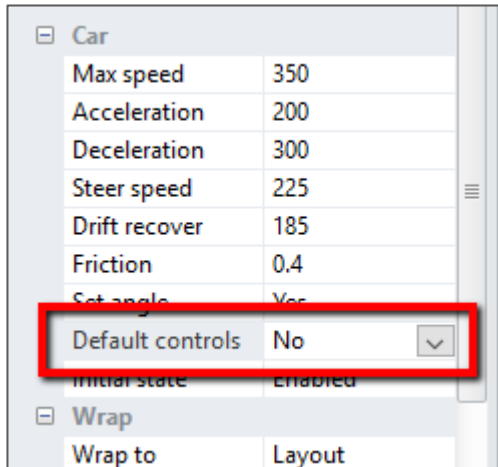
Add Background & Blocks

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



Second Tank Movement (NEW)

- Map **DIFFERENT** keys for the second tank
- Turn off “**Default Controls**”
- Add **Events**



NOTICE: The “fire” event is using “**On key pressed**”!!

Add Score & Messages (NEW)















- Player labels
- Player scores (Set to “0”)
- Display Messages
 - Set “Initial Visibility” to “Invisible”
 - Add Fade
 - Set “Activate on Start” to “False”



NAME YOUR OBJECTS

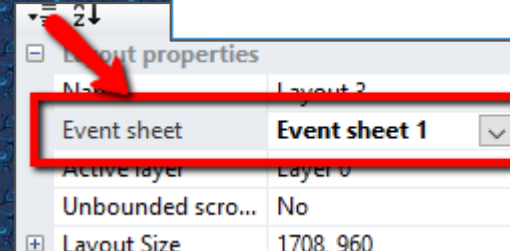
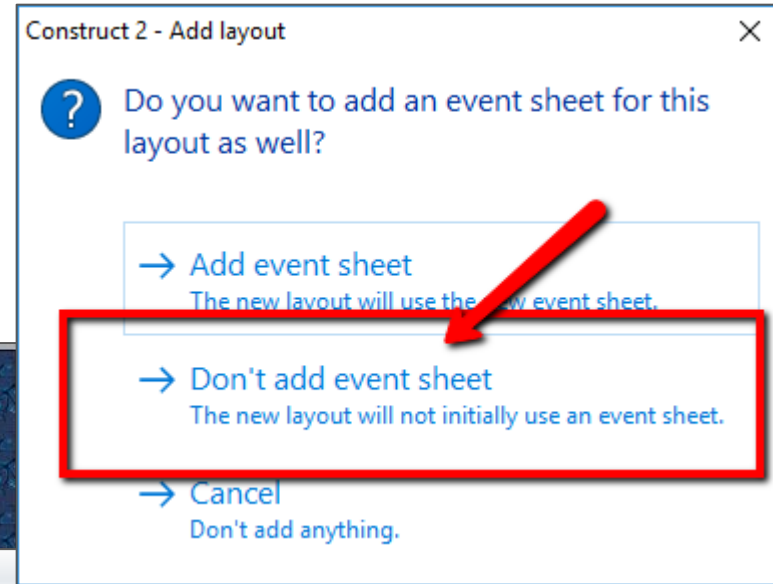
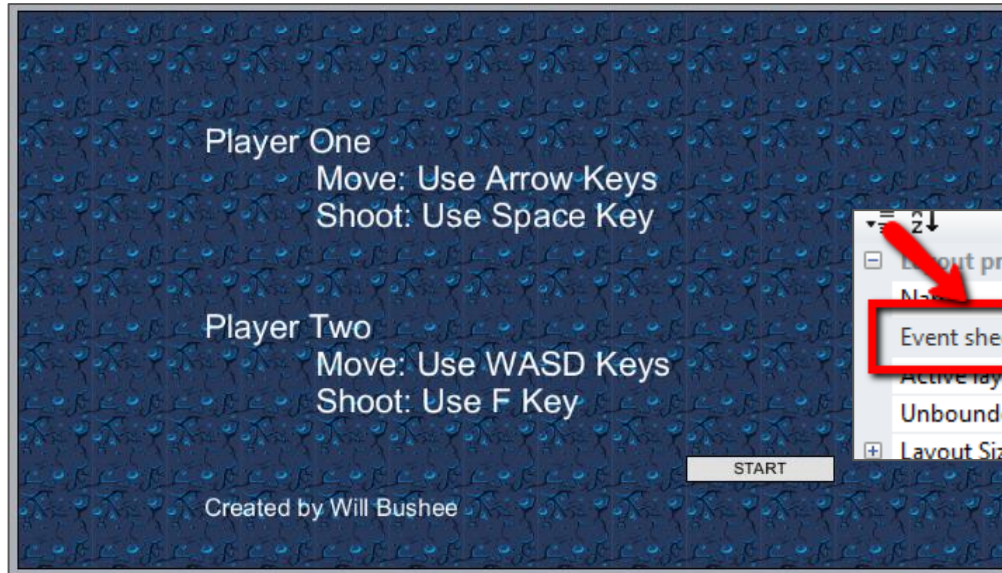
Display Events (NEW)

- Start the Fade messages
- Adjust the **Score** on collisions (Your text value may be different!)
 - Example: `int(playerTwoScore.Text)+1`

4	 bullet On collision with  playerOne	 bullet Destroy
		 playerOneHit Set Visible
		 playerOneHit  Fade: restart fade
		 playerTwoScore Set text to <code>int(playerTwoScore.Text)+1</code>
Add action		
5	 bullet On collision with  playerTwo	 bullet Destroy
		 playerTwoHit Set Visible
		 playerTwoHit  Fade: restart fade
		 playerOneScore Set text to <code>int(playerOneScore.Text)+1</code>
Add action		

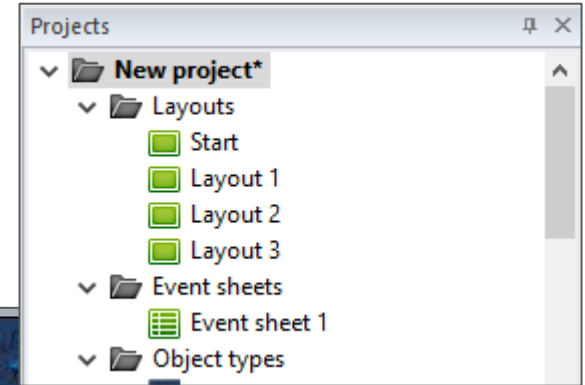
Add Splash Screen (NEW)

- Add a new Layout, name it “Start”
- Add background & text with instructions
- Add a button that says “Start”
- Add a “credit”













Add Multiple Levels (NEW)

- Add 3 new levels
 - Use the “Duplicate” option
- The order of the levels is IMPORTANT
- BE CREATIVE!



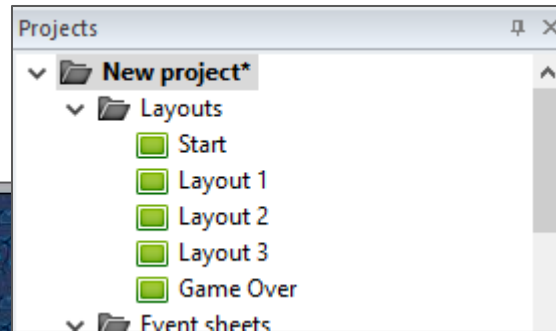
Change Levels (NEW)

- When a player gets 15 points, go to the next level
- Display a message about who won

13	 System	<code>int(playerOneScore.text) > 15</code>	 winnerMsg	Set Visible
			 winnerMsg	Set text to <i>"Winner is Player One!"</i>
			 System	Wait 3 seconds
			 System	Go to next layout
			Add action	
14	 System	<code>int(playerTwoScore.text) > 15</code>	 winnerMsg	Set Visible
			 winnerMsg	Set text to <i>"Winner is Player Two!"</i>
			 System	Wait 3 seconds
			 System	Go to next layout
			Add action	

Add a Game Over Layout

- Just like the Start layout
- Remember, the order is important!



Additional Challenges

- Have the blocks move with the Sine behavior
- Add a start screen
- Add multiple levels