# Zombies Are Here

Top-down Shooting Game

# Today’s Game

Gaming Bootcamp of South Dakota

**Goal:** Build a top-down shooting game using physics, 8-direction, events, and shooting.

**Game Features:**

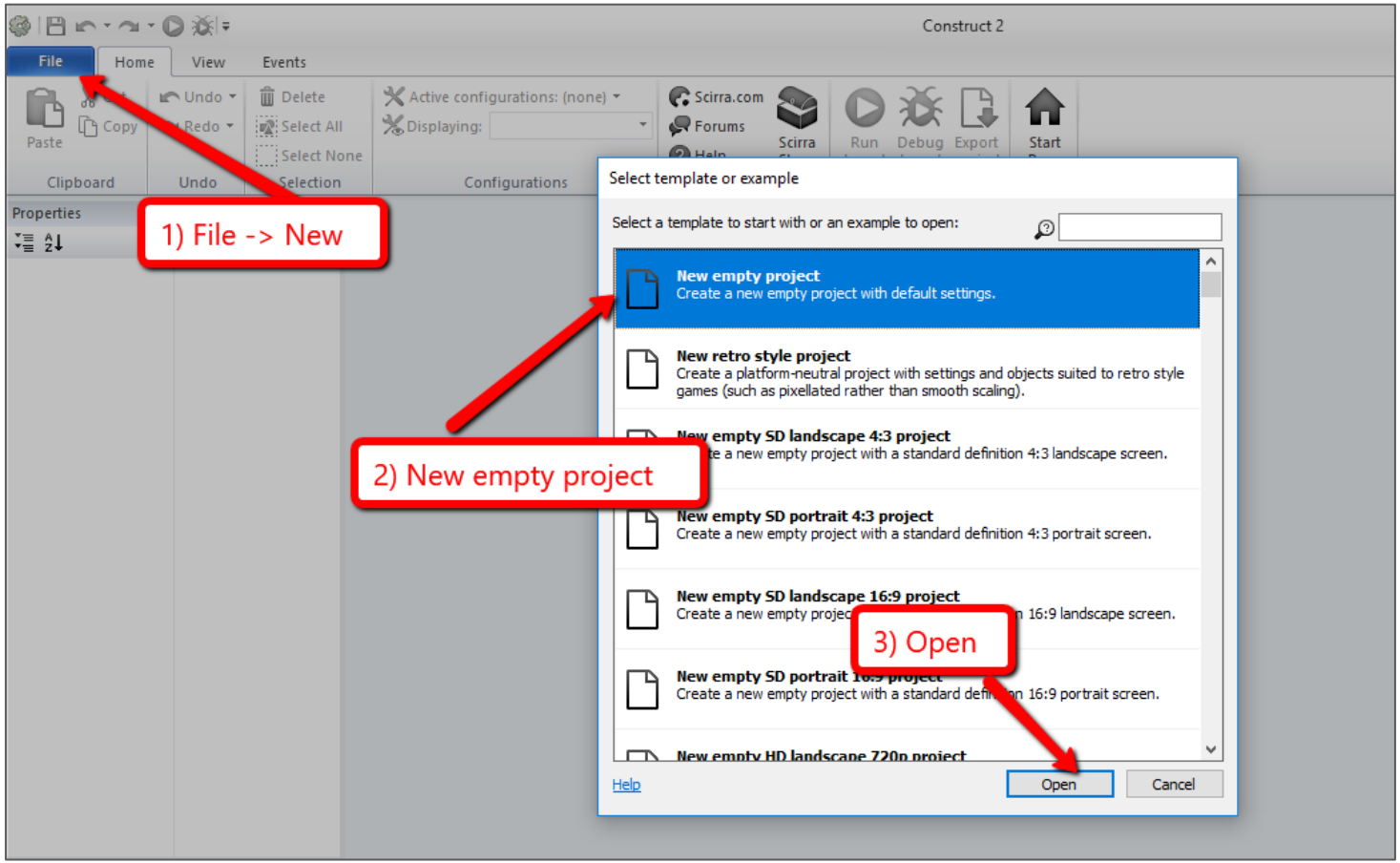
- A hero that moves left & right
- Enemies that come down from the top
- Shooting & explosions

# Play Today's Game

click

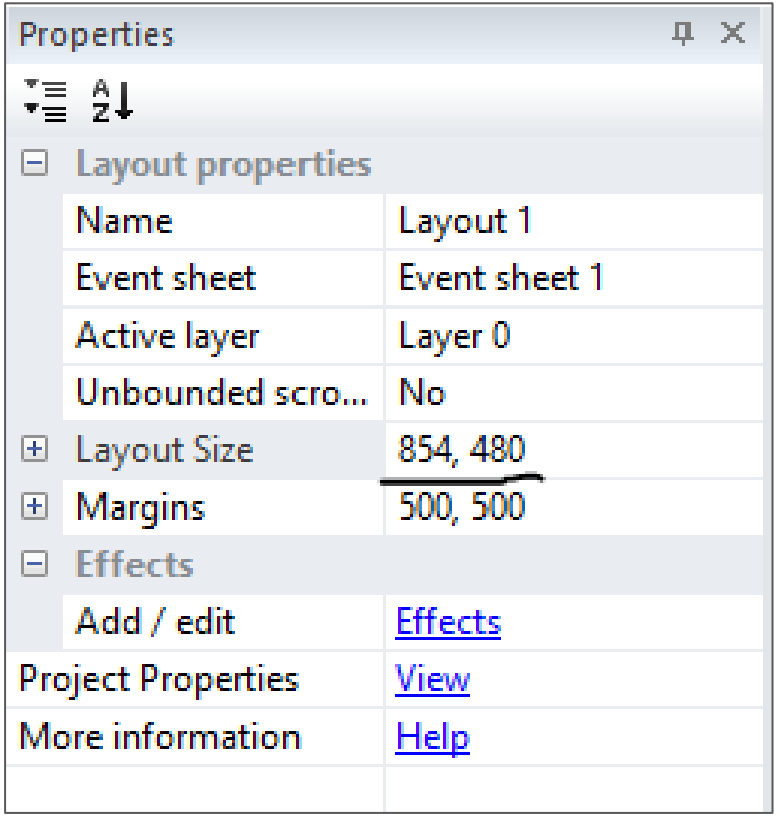
# New Project



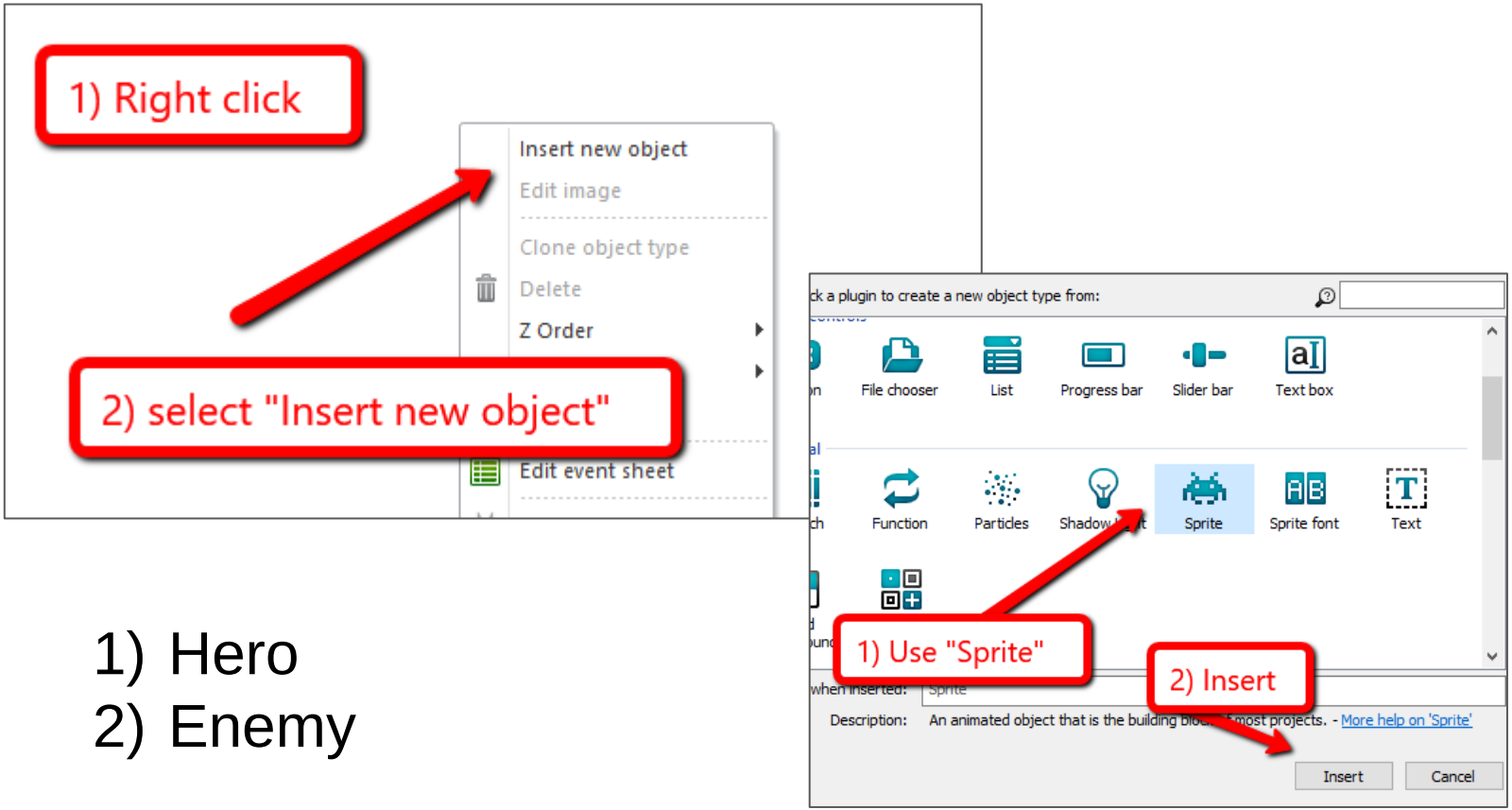


# New Project & Layout Size

- Click on **Layout**
- Set Layout Size:
  - **854, 480**



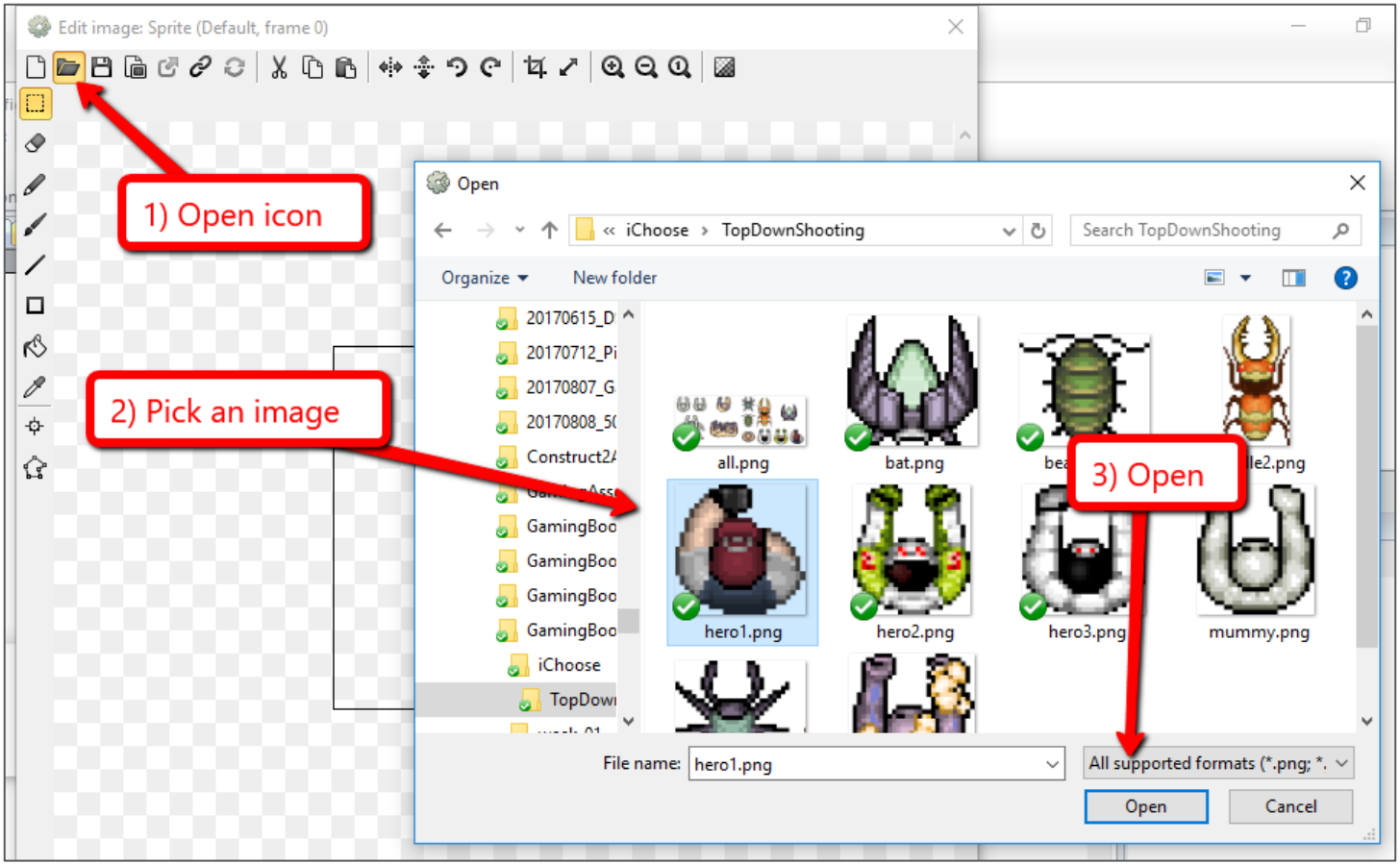
# Create Two Sprites




1) Hero
2) Enemy

# Load an Image



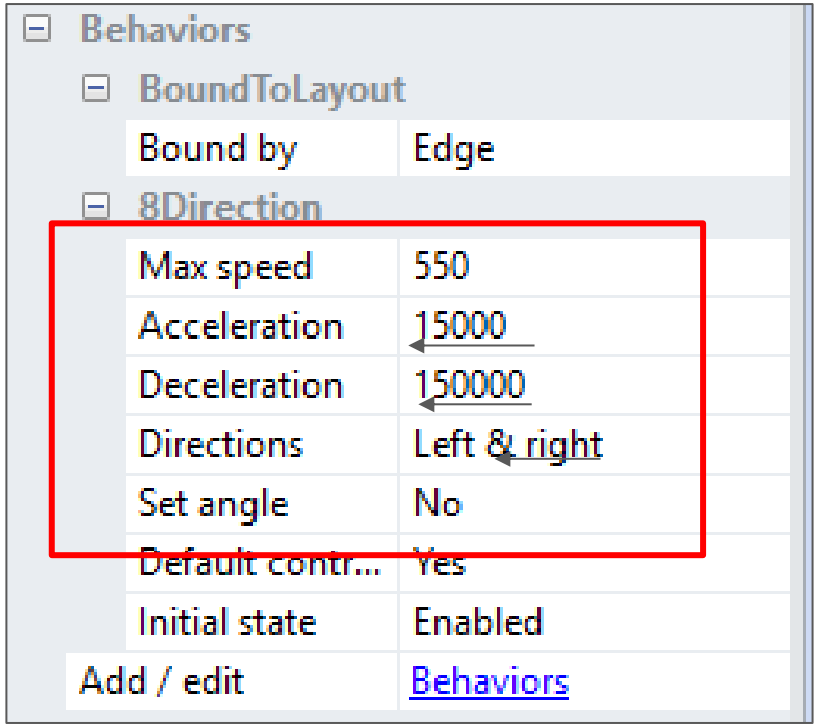


# Hero Behaviors & Properties



- Behaviors:
  - **8Direction** & **BoundToLayout**

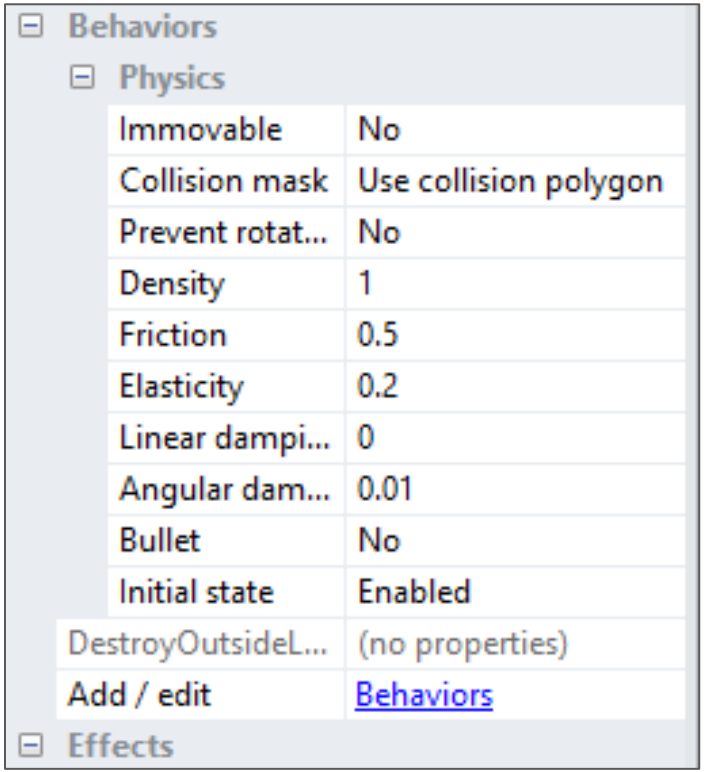
- 8Direction Properties
  - Max speed: **550**
  - Acceleration: **15000**
  - Deceleration: **15000**
  - Directions: **Left & Right**
  - Set Angle: **No**



# Enemy Behaviors & Properties



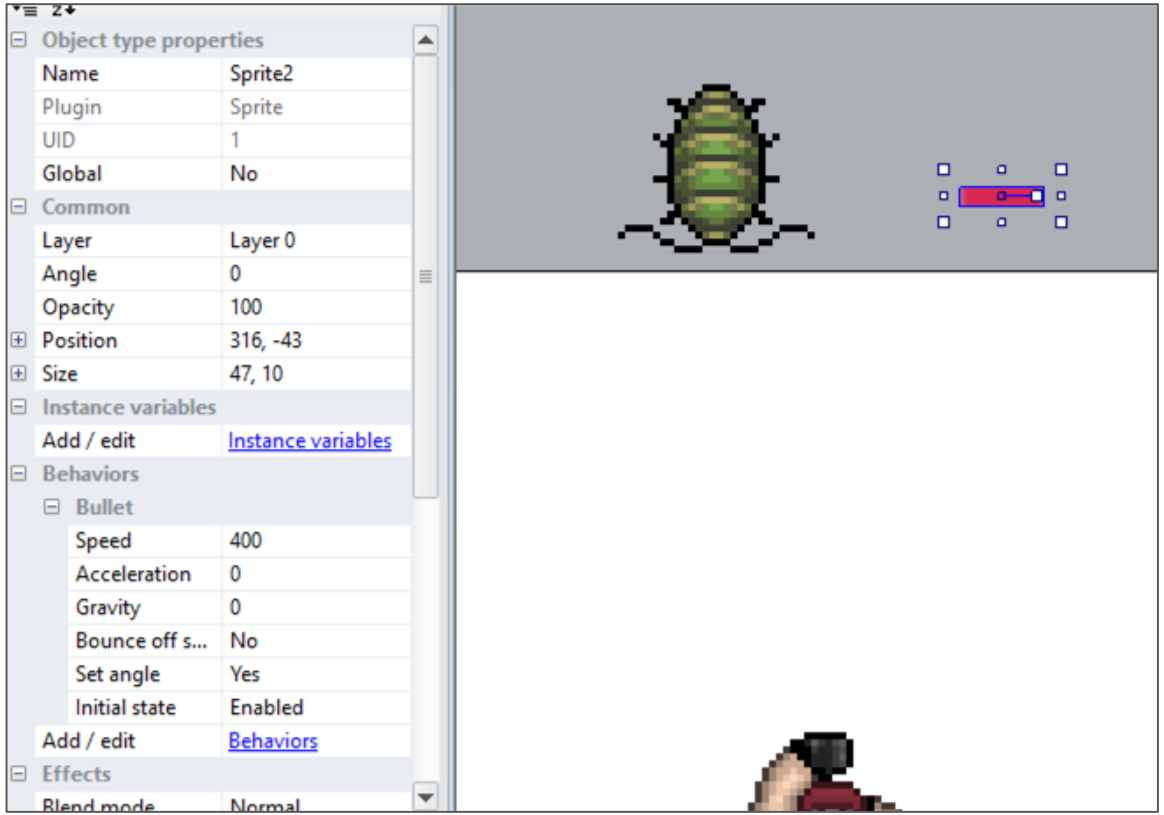
- Behaviours
  - **Physics** and **DestroyOutsideLayout**
- Do not change anything else!
  - *(unless you want to)*



# Bullet

- Insert “New Object”
- Place anywhere
- Fill in the object with a color
- Add “**Bullet**” behavior

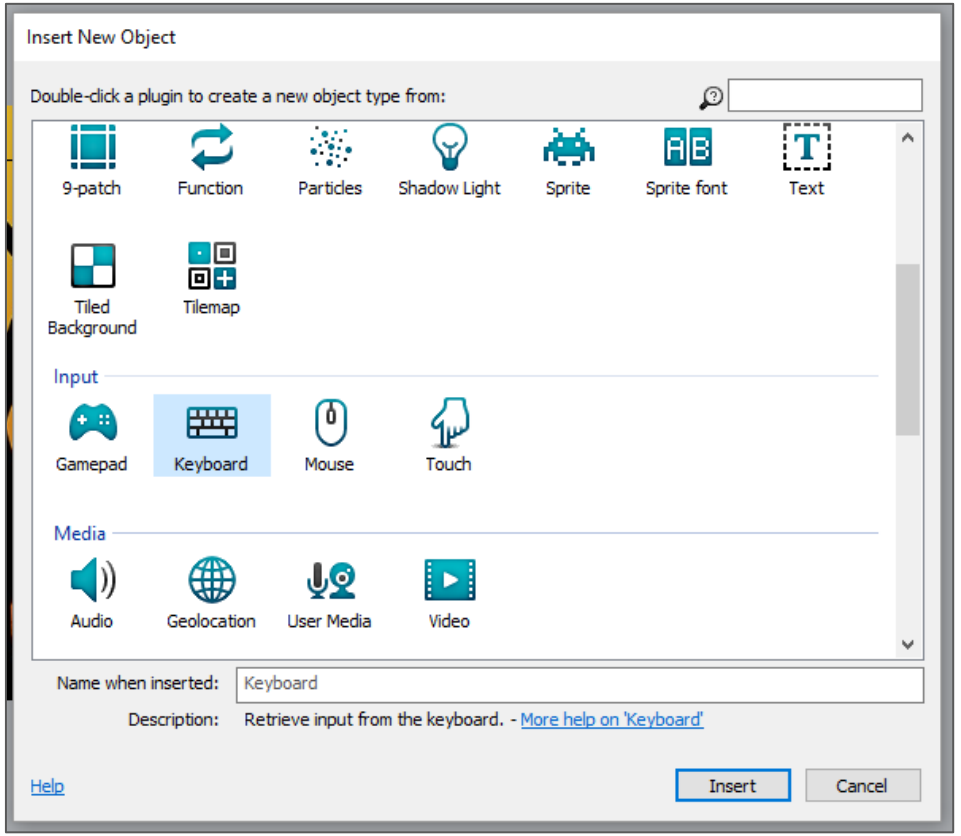
- **NOTE:** Make sure it is pointing ‘right’. Do not rotate.



# Add Keyboard

- Add keyboard input for later

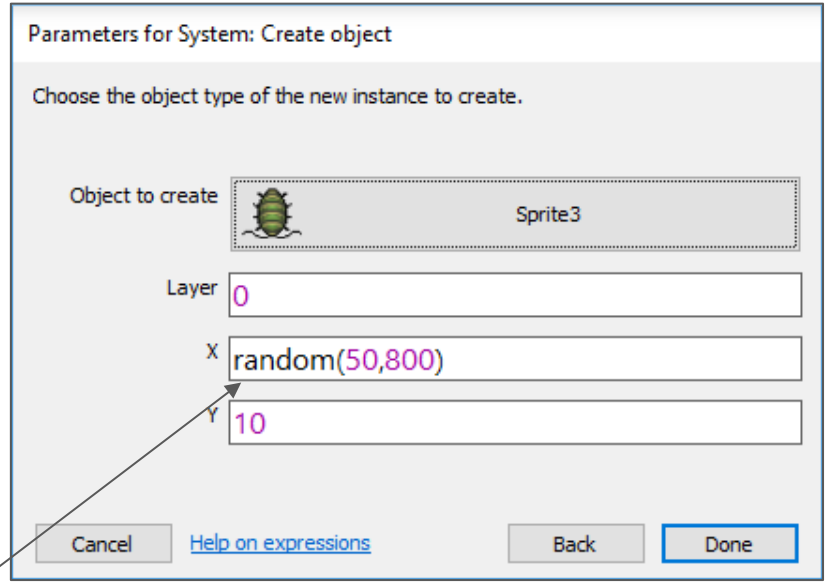
***hint:*** “Insert New Object”

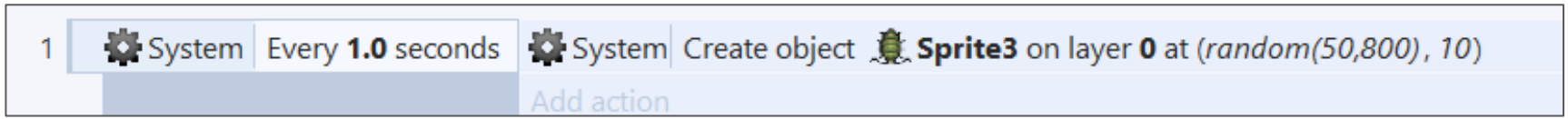


# The Events

# Automatically Spawn Enemy!

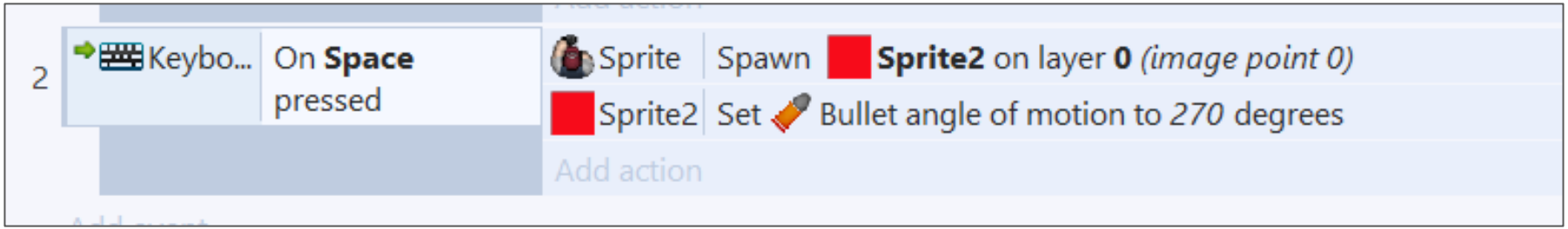
- Event: “**System**”, “**Every X seconds**”
- Action: “**System**”, “**Create Object**”
  - “X”: random(50,800)
  - “Y”: 10



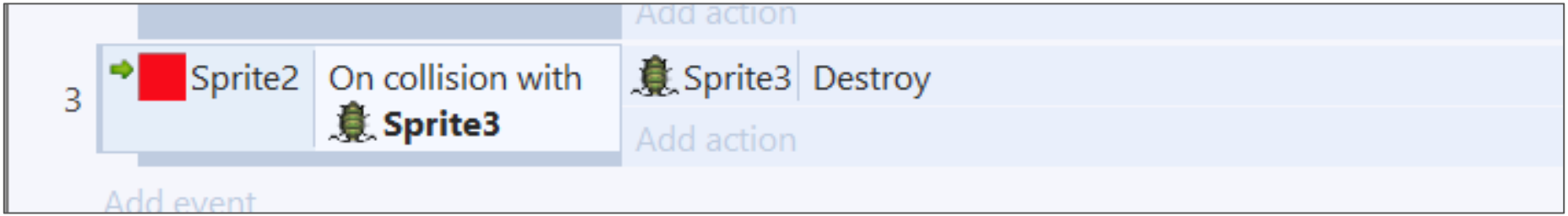
# Shoot Enemy

- Event:
  - “**Keyboard**”, “**On Key Pressed**”
- Action:
  - “**hero**”, “**Spawn another object**” (bullet)
  - “**Bullet**”, “**Set angle of motion**”, “**270**” degrees



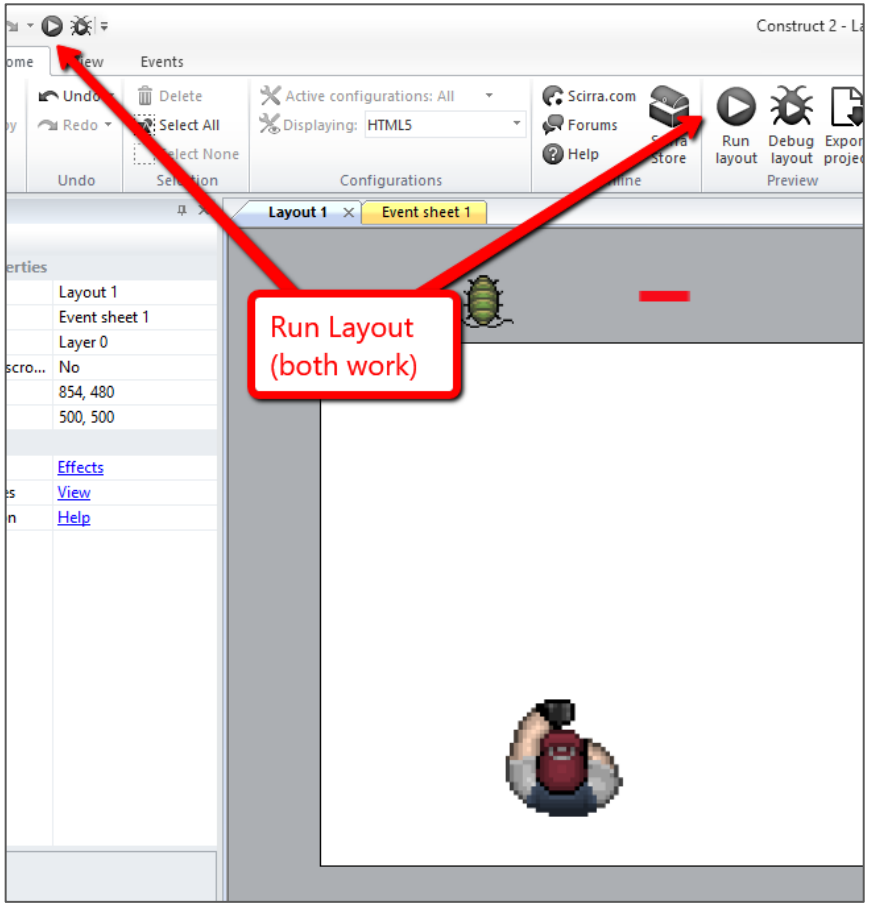
# Kill Enemy

- Event:
  - “**Bullet**”, “**On collision with**”, “**Enemy**”
- Actions:
  - Enemy **Destroy**



# Test Your Game

- Run a preview of your game to see if it runs A-okay!



# Additional Challenges

- Add obstacles for the bugs to bounce off
- Add multiple bugs
- Add a bomb that drops