

Adriana:

Menu	planet-uno	Event sheet 1	gas-planet	Event sheet 2	apena28
1	player	Is outside layout	System	Restart layout	
			Add action	Add...	
2	System	On start of layout	Audio	Play Some chill cracking egg music looping at volume -2 dB (tag "")	
			boss	Spawn bossbullet on layer 1 (image point 0) (create hierarchy: False)	
			Add action	Add...	
3	Mouse	Left button is down	player	Spawn playerbullet on layer 1 (image point 0) (create hierarchy: False)	
			playerbu...	Set angle toward (Mouse.X, Mouse.Y)	
			Add action	Add...	
4	bossbullet	On created	bossbullet	Set angle toward (player.X, player.Y)	
			Add action	Add...	
5	playerbu...	On collision with boss	playerbu...	Destroy	
			boss	Subtract 3 from Health	
			Add action	Add...	
6	bossbullet	On collision with player	bossbullet	Destroy	
			player	Subtract 3 from Health	
			Add action	Add...	
7	playerbu...	Is outside layout	playerbu...	Destroy	
			Add action	Add...	
8	boss	Health ≤ 0	boss	Destroy	
			bossbullet	Destroy	
			Add action	Add...	
9	System	Every 1 seconds	System	Create object bossbullet on layer 1 at (boss.X, boss.Y), create hierarchy: False	
			Add action	Add...	
10	bossbullet	Is outside layout	bossbullet	Destroy	
			Add action	Add...	
11	player	On collision with flag	System	Go to next layout	
			Add action	Add...	
12	player	Health ≤ 0	System	Restart layout	
			Add action	Add...	



Jaedyn

▼ Player

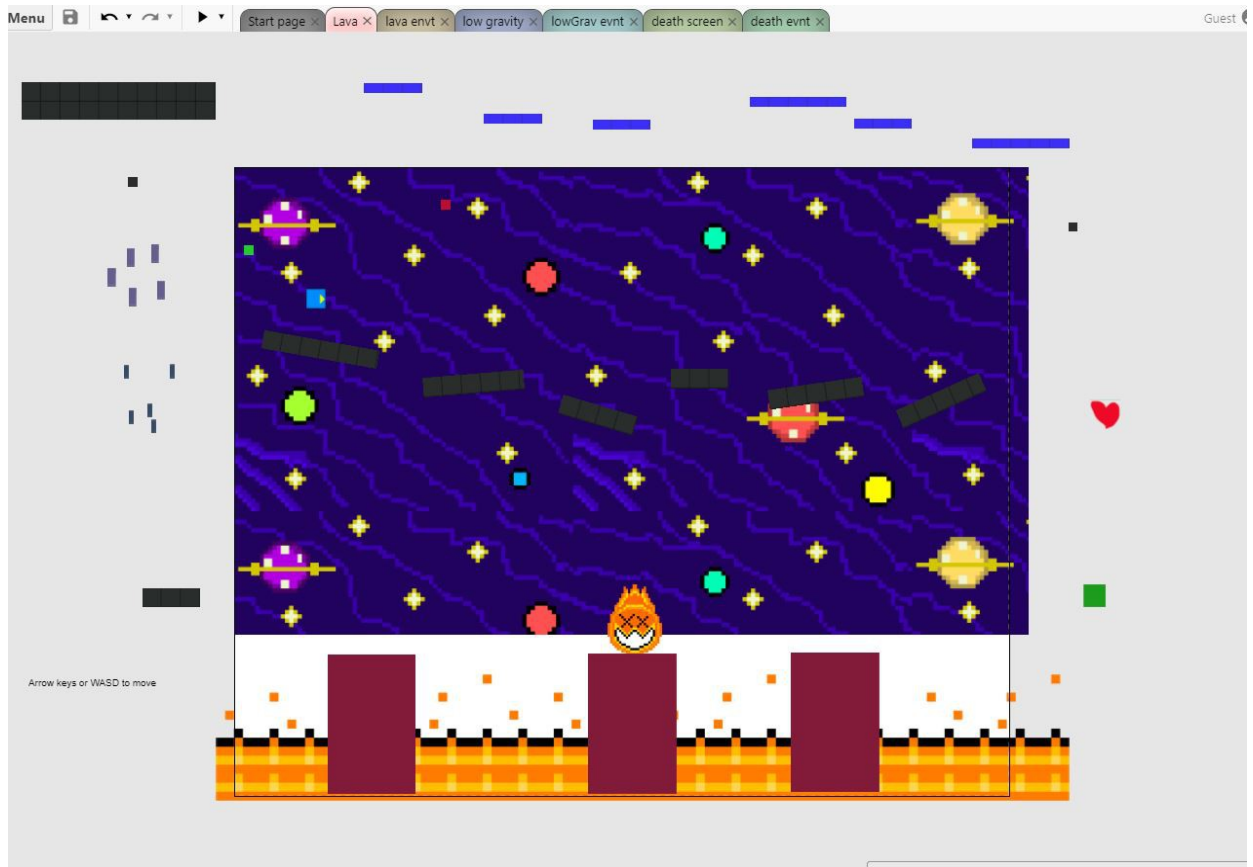
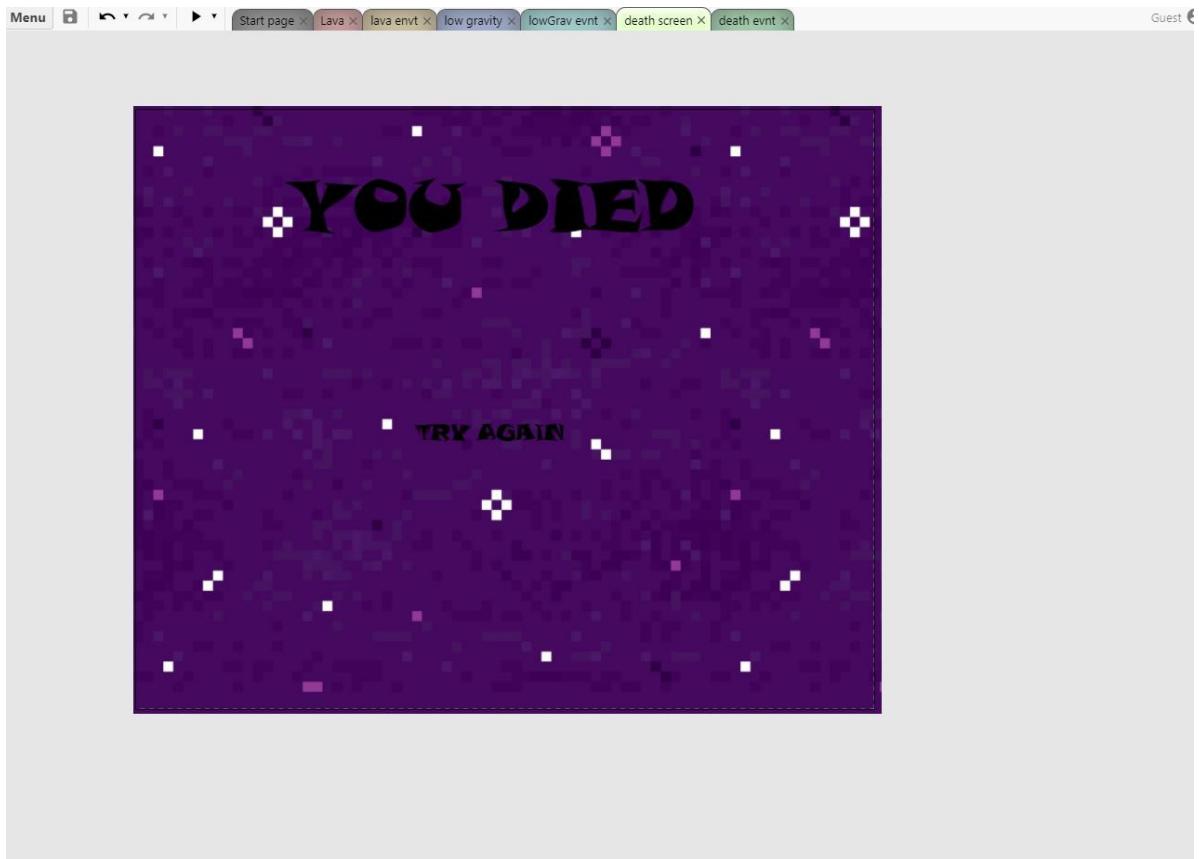
If the player falls off the bottom of the layout, restart the level.

Player	Y > LayoutHeight	System	Go to death screen
Player	On collision with lavaBullet	lavaBullet	Destroy
Player		Player	Subtract 15 from cur_health
Keyboard	On Space pressed	Player	Spawn playerBullet on layer 1 (image point 0) (create hierarchy: False)
playerBu...	On created	playerB...	Set angle toward (boss.X, boss.Y)
playerBu...	Is outside layout	playerB...	Destroy
Player	On collision with volcano	System	Go to death screen
Player	On collision with healthUP	Player	Add 60 to cur_health
		healthUP	Destroy
System	On start of layout	PlayerHP	Set width to <i>Self.max_width</i>
		System	Create object lostPHP on layer " HUD " at (PlayerHP.X, PlayerHP.Y), create hierarchy: False
		lostPHP	Move behind PlayerHP
		lostPHP	Set width to <i>Self.max_width2</i>
System	Every tick	PlayerHP	Set width to $PlayerHP.max_width = Player.max_health \times Player.cur_health$
Player	cur_health ≤ 0	Player	Set cur_health to 0
		System	Go to death screen
Player	cur_health ≤ 50	System	Create object healthUP on layer " Game " at (760, 200), create hierarchy: False
		healthUP	Set position to (760, 200)
Player	On collision with boss	System	Go to death screen
Player	On collision with lava	System	Go to death screen

▼ Boss

boss	On collision with playerBullet	playerB...	Destroy
boss		boss	Subtract 3 from cur_health2
System	On start of layout	volcano	Turret acquire target Player
		BossHP	Set width to <i>Self.Max_width3</i>
		System	Create object lostBHP on layer " HUD " at (BossHP.X, BossHP.Y), create hierarchy: False
		lostBHP	Move behind BossHP
		lostBHP	Set width to <i>Self.Max_width4</i>
System	Every 0.7 seconds	volcano	Spawn lavaBullet on layer " Game " (image point 0) (create hierarchy: False)
lavaBullet	Is outside layout	lavaBullet	Destroy
lavaBullet	On created	lavaBullet	Set angle toward (Player.X, Player.Y)
System	Every tick	BossHP	Set width to $BossHP.Max_width3 = boss.max_health2 \times boss.cur_health2$
boss	cur_health2 ≤ 0	boss	Set cur_health2 to 0
		lavaFlag	Set position to boss (image point 0)
boss	cur_health2 ≤ 300	volcano	Spawn lavaBullet on layer " Game " (image point 0) (create hierarchy: False)
System	Every 0.5 seconds		
System	On start of layout	Audio	Play YEAAAAAAAAAAAAH looping at volume 0 dB (tag "")
System	On end of layout	Audio	Stop all

Add event to 'Boss'



Pablo

