

Top-down shooter

Main goals:

1. Shooter, with separate motion + aiming controls
2. Monsters attack avatar, and keep spawning
3. Monsters have health
4. Score is kept on HUD (heads-up display) layer

Create **/top-down-shooter**

Create **/img inside**

Download, unzip and move images to /img

1. Set layers and background
2. Add and rename sprites
3. Add mouse object

Copy monsters x 8

Behaviors:

Player -- 80-direction; Scroll to; Bound to layout

Bullet -- Bullet; Destroy outside layout

Monster -- Bullet

Explosion -- Fade

Play

Set Monster speed to 80

Set Bullet speed to 600

Event sheet

First behavior: set player to mouse

(arrows will control movement direction,
mouse will control aiming)

System → Every tick

Set angle towards position → Mouse.X, Mouse.Y

Mouse → On click [left]

Player → Spawn another object (Bullet, Layer 1)

New image point needed!

Killing monsters

Bullet --> On collision with another object (Monster):

Monster --> Destroy

Monster --> Spawn another object, Explosion (Layer 1)

Play. Monsters flee

System --> On start of layout:

Monster --> Set angle towards position (Player.X, Player.Y)

Fix explosion

Blend mode: additive

-- Blend: how sprite relates to background pixels

-- C2 only adds colored pixels to background

New goal: monsters need to be shot *5 times* to die.

Create an **instance variable**

Instance: each separate appearance of a sprite

Variable: container, for a number

Monster properties:

Instance variable: "Health", initial value = 5

Instead of destroying Monsters, we'll subtract 1 from health

Change event:

Bullet --> On collision with another object (Monster):

Monster --> Destroy ---REPLACE this

Monster --> Subtract from [1 from Health]

Try it

Monster --> Compare instance variable: Less or equal to 0

Monster --> Destroy

Player needs to die

Player --> On collision with Monster: Destroy; Spawn explosion

Keeping score

NOT an instance variable for the player.

Why?

Player destroyed, so is score

The score will be a variable applied to the *whole game*

A global variable

Good: it will carry across to other layouts!

Right click event sheet --> Add global variable: **Score**

Add another event to: Monster --> Health <0

System --> Add to - Score

HUD:

1. New layer. Set **parallax property** to 0,0
2. Insert **text object**
3. Properties: bright and big
4. Resize text object

System --> Every tick

Text --> Set text – "Your score: " & Score

Spawning more monsters

System --> Every X seconds -- 3

System --> Create object

x = 1400 --- just outside right edge of game

y = random(1024)