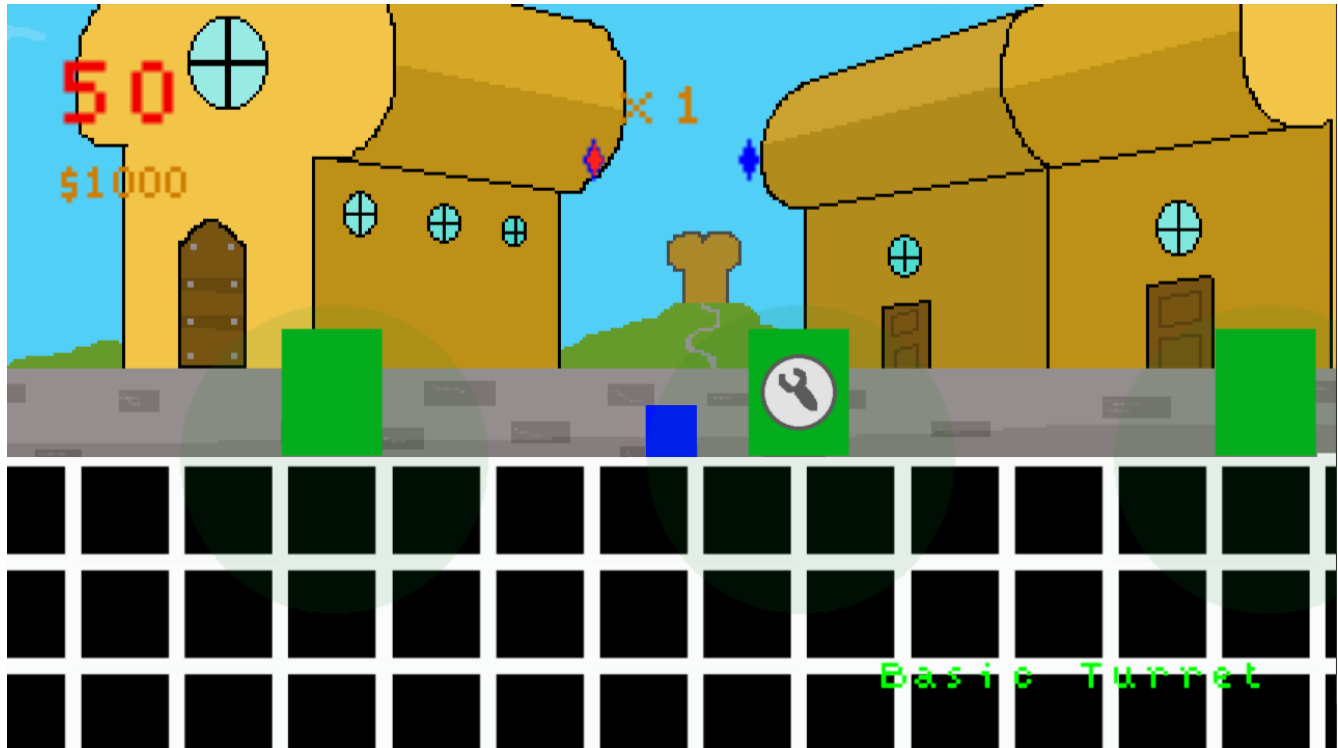
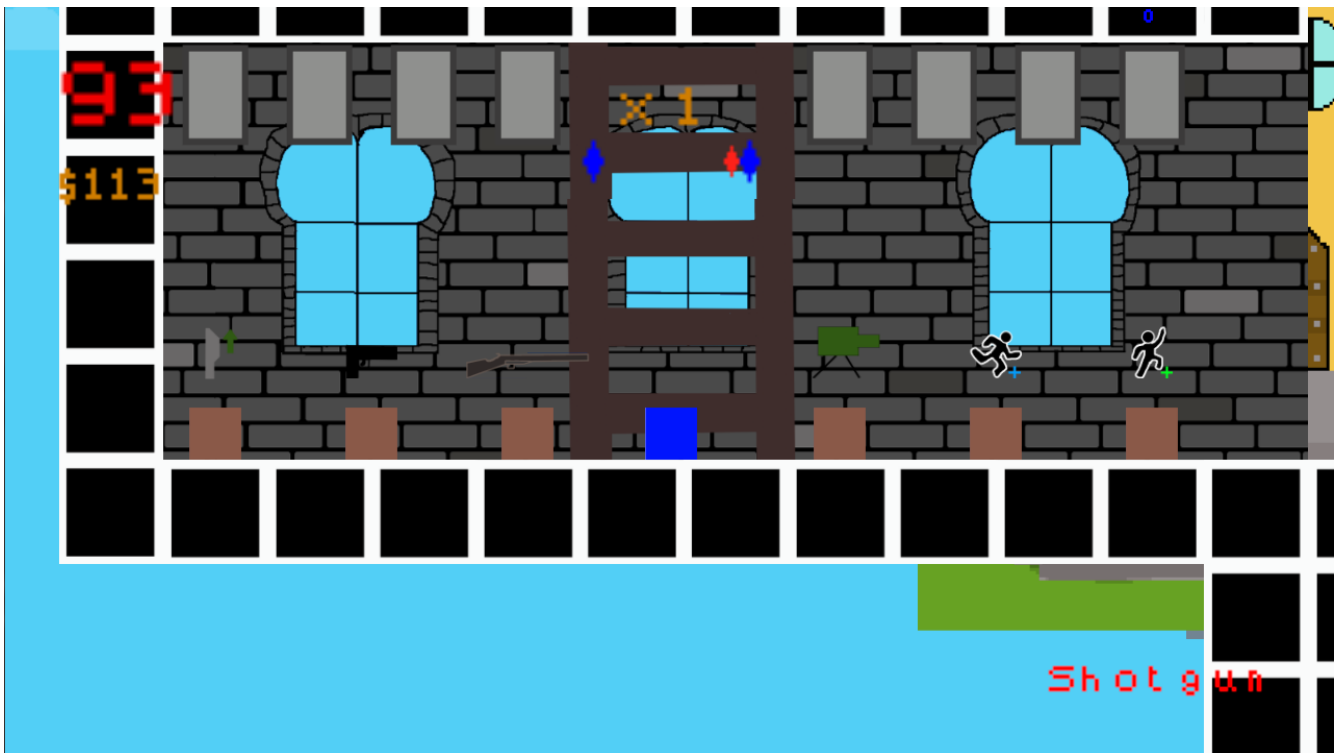
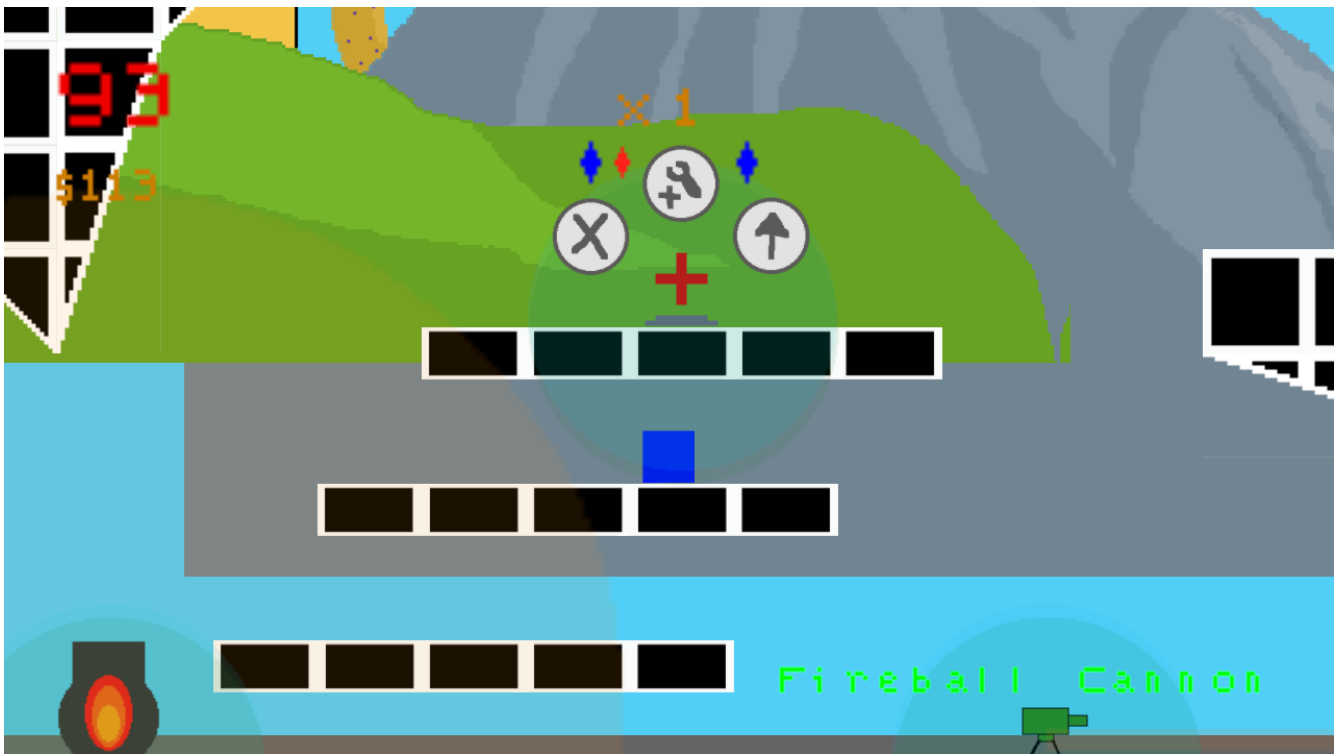


Week 2 Progress Presentation

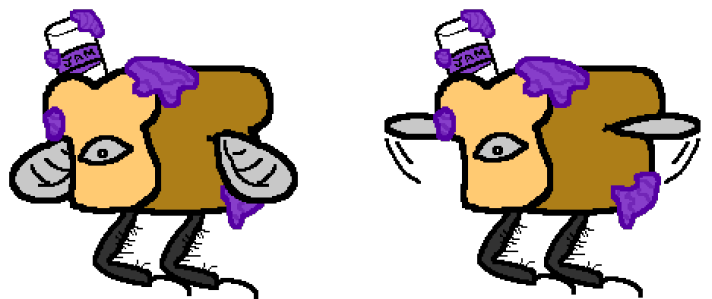
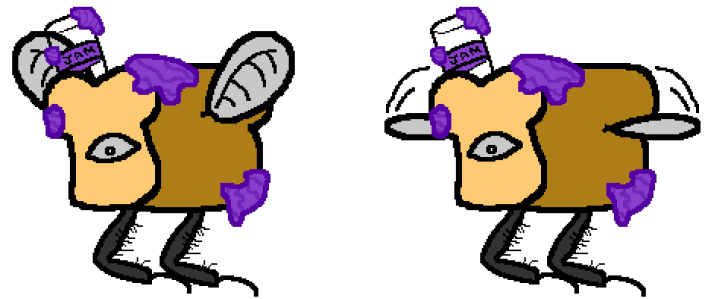
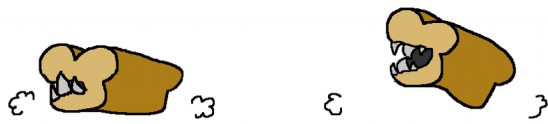
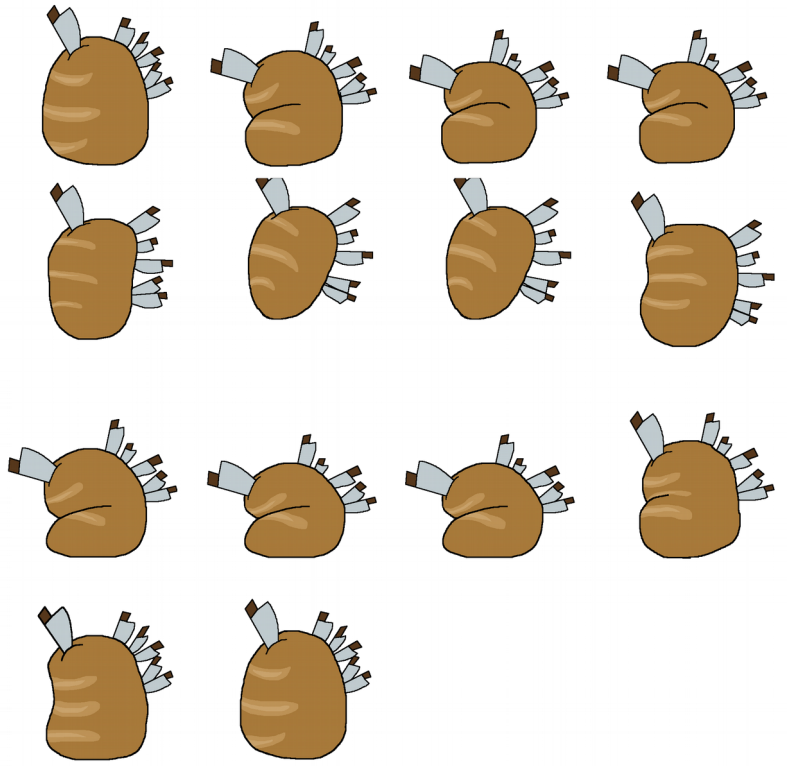
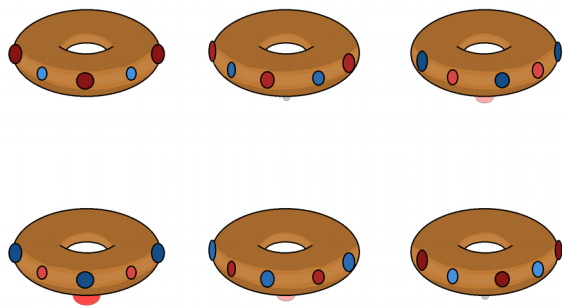
Bread Bank, Team X

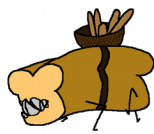
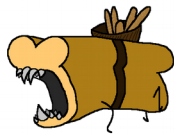
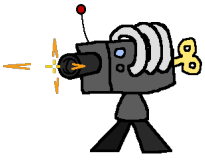
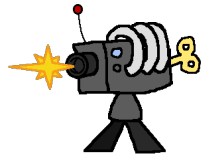
Adrian

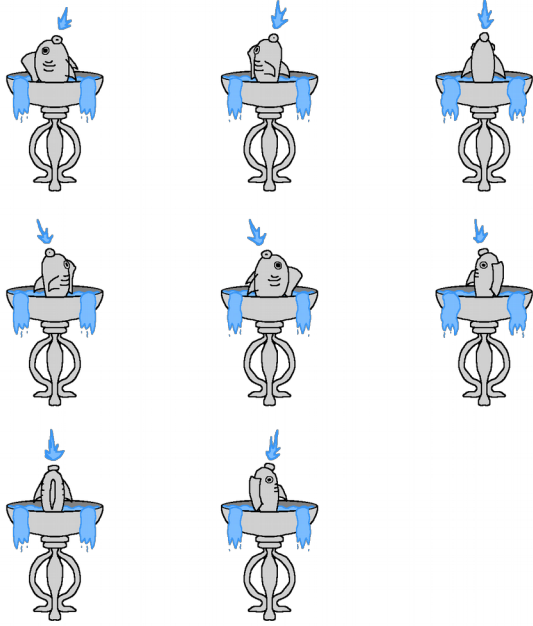




Hugo

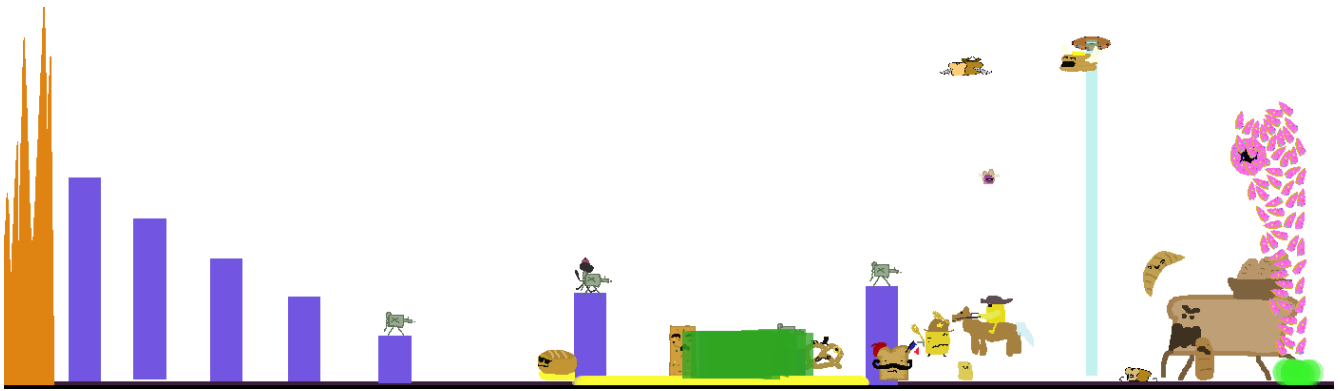






Jaedyn





Global number Wave = 0			
Global number WaveCountDown = 0			
→	Breadem...	On destroyed	Breadem... Set Dead to <i>True</i>
		Add action Add...	
→	Breadem...	On created	Breadem... Toggle Alive
		Add action Add...	
🔥	FireTower	Is Ouch	🔥 FireTower ⚡ Flash: Flash 0.1 on 0.1 off for 0.1 seconds
⚙️	System	Every 3 seconds	Add action Add...
🔥	FireTower	Health ≤ 0	🔥 FireTower Destroy
		Add action Add...	
→	Breadem...	On destroyed	🔥 FireTower Set Ouch to <i>False</i>
🔥	FireTower	Is Ouch	Add action Add...
Breadem...		Is overlapping FireTower	🔥 FireTower Set Ouch to <i>True</i>
		Add action Add...	
→	Breadem...	On collision with PlayerFake	Breadem... Destroy
		Add action Add...	
Breadem...		Is outside layout	Breadem... Destroy
		Add action Add...	
▼ Enemy Movement			
▶ WizardBread			
▶ BossBread			
▶ Air Bread			
▶ Ground Bread			
Add event to 'Enemy Movement'		Add to 'Enemy Movement'...	
▶ Wave0			
▶ Wave1			

6	Breade...	Platform is jumping	Breadem...	Spawn DonutBomb on layer 0 (image point 0, create hierarchy: False)	Add action	Add...
7	DonutB...	On collision with Ground	DonutBo...	Destroy	DonutBo...	Spawn HealingOverHere on layer 0 (image point 0, create hierarchy: False)
			System	Wait 1.0 seconds	Healing...	Destroy
8	Breade...	Is Alive	Breadem...	Set Platform maximum speed to 700	Breadem...	Simulate Platform pressing Left
9	Breade...	Platform is moving	Breadem...	Spawn ButterWave on layer 0 (image point 1, create hierarchy: False)	Add action	Add...
10	Breade...	Is Dead	ButterW...	Destroy	Add action	Add...
Add event to 'WizardBread'						
▶ BossBread						
▶ Air Bread						
▶ Ground Bread						
Add event to 'Enemy Movement'						
▼ Wave0						
4	System	On start of layout	System	Set WaveCountDown to 20	Add action	Add...
	System	Wave = 0				
5	System	For "" from 1 to 6	List	Add item "0"	Add action	Add...
6	System	For "" from 1 to 3	List	Add item "1"	Add action	Add...
7	System	For "" from 1 to 5	List	Add item "0"	Add action	Add...
8	System	For "" from 1 to 6	List	Add item "1"	Add action	Add...
9	System	Every 1 seconds	List	Add 1 to Index	Add action	Add...
	System	Wave = 0				
	List	Index < List.ItemCount				
10	List	Item List.Index text is "0" /ignore	Spawner	Spawn Breademy0 on layer 0 (image point 0, create hierarchy: False)		



Rafa

