Week 2 Progress Presentation Bread Bank, Team Y

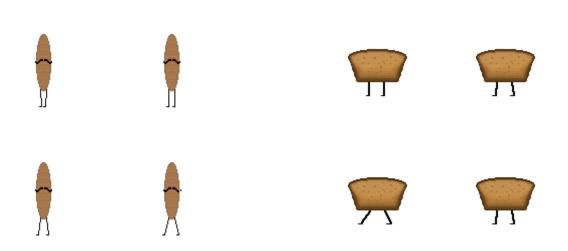
Azeez

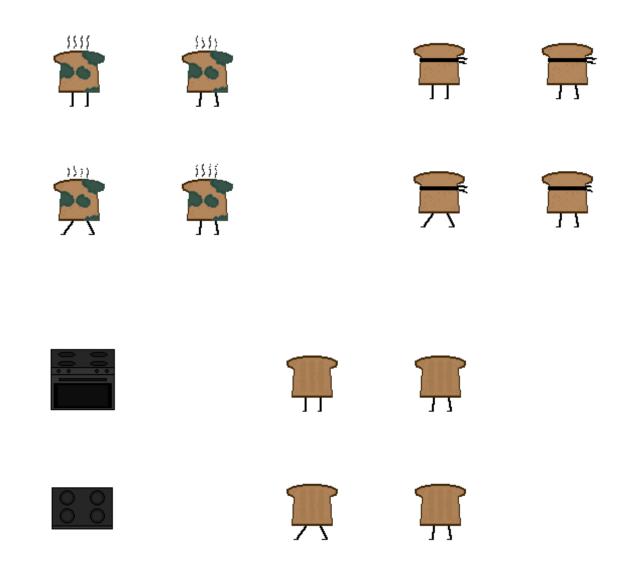


Miguel

Screenshot GIF

Adriana

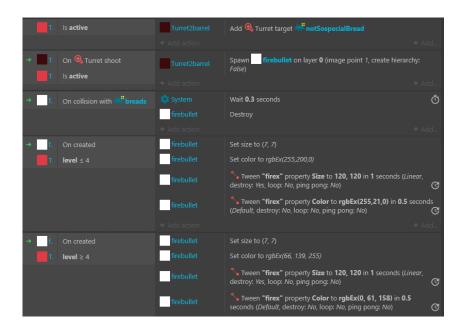




Kareem



| ▼ flamethrower | | | | | |
|----------------|----------------|-------------------------------------|-----------------|--|---------------------|
| | | On Left button Clicked cash ≥ 40 | 🧯 flamethroweri | Spawn Turret2Radius on layer 1 (image point 0, create h False) | ierarchy: |
| | 🏟 s. | item = 2 | 🧯 flamethroweri | Spawn Turret2body on layer 1 (image point <i>0</i> , create hie <i>False</i>) | |
| | ∛i f. ∛i f. | Is holding Is droppable | 🧯 flamethroweri | Spawn Turret2barrel on layer 1 (image point 0, create hi False) | |
| | | | 🧯 flamethroweri | Spawn tooClose on layer 1 (image point 0, create hierard | :hy: <i>False</i>) |
| | | | | Wait 0.001 seconds | Ō |
| | | | | Subtract 40 from cash | |
| | | | | Set item to 0 | |
| | | | flamethroweri | Destroy | |
| | | | | Create object 💈 flamethrowericon on layer 3 at (216.5319) create hierarchy: False, template: ** | 06, 45), |
| | | | | | |
| | | | Turret2body | Set active to <i>True</i> | |
| | | | | | |
| | | Every tick | | Set position to (Turret2body.X, Turret2body.Y) | |
| | | | Turret2body | Set position to (Turret2body.X, Turret2body.Y) | |
| | | | | | |
| ► | | Is active | Turret2barrel | Add 🔍 Turret target 👹 notSospecialBread | |
| | | | | | |
| | | | | | |



Adam

boss.mp3 breadwinners.mp3 toaster low HP.mp3