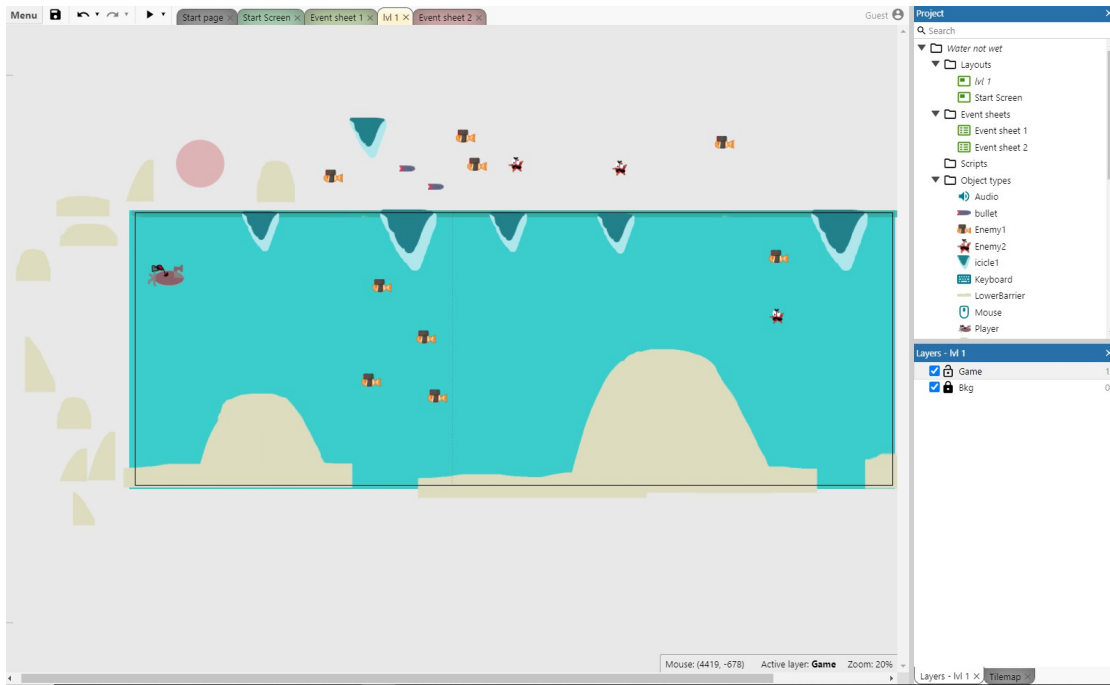


Jaedyn Claudio



Global constant number **JumpStrength** = -250

1 Movement

2	Keyboard	On W pressed	Player	Set Platform vector Y to <i>JumpStrength</i>	Add...
3	Keyboard	A is down	Player	Simulate Platform pressing Left	Add...
			Player	Set Mirrored	Add...
4	Keyboard	D is down	Player	Simulate Platform pressing Right	Add...
			Player	Set Not mirrored	Add...
5	Keyboard	On ↑ pressed	Player	Set Platform vector Y to <i>JumpStrength</i>	Add...
6	Keyboard	← is down	Player	Simulate Platform pressing Left	Add...
			Player	Set Flipped	Add...
7	Keyboard	→ is down	Player	Simulate Platform pressing Right	Add...
8	Keyboard	On Space pressed	Shield	Pin Pin to Player (image point 1, angle: True, width: No, height: No, Z: False)	
	Shield	ShieldCooldown = 0	Shield	Set visibility Visible	
			System	Wait 3 seconds	🕒
			Shield	Set visibility Invisible	
			Shield	Set position to (554, -334)	
			Shield	Add 10 to ShieldCooldown	
			System	Wait 10 seconds	🕒
			Shield	Subtract 10 from ShieldCooldown	
				Add action	Add...

Add event to 'Movement' Add to 'Movement'...

9 Player

10	Player	Is outside layout	System	Restart layout	Add...
11	Mouse	On Left button Clicked	Player	Spawn bullet on layer 1 (image point 0) (create hierarchy: False)	
	Player	Cooldown = 0	bullet	Set Bullet angle of motion to <i>angle(bullet.X,bullet.Y,Enemies.X,Enemies.Y)</i> degrees	
	Player	Has LineOfSight to Enemies	Player	Add 7 to Cooldown	
	Player		System	Wait 1 seconds	🕒

Player	Cooldown = 0	bullet	Set Bullet angle of motion to $angle(bullet.X, bullet.Y, Enemies.X, Enemies.Y)$ degrees
Player	Has LineOfSight to Enemies image point 0	Player	Add 1 to Cooldown
		System	Wait 1 seconds
		Player	Subtract 1 from Cooldown
		Add action	
Add event to 'Player'			
Add to 'Player'...			
Enemy's			
Enemy1	Has LineOfSight to Player image point 0	Enemy1	Set Flipped
		Enemy1	Set Mirrored
		Enemy1	Rotate 360 degrees toward (Player.X, Player.Y)
		Enemy1	MoveTo: Move to Player image point 0 (Direct)
		Add action	
Add to 'Enemy1'...			
Enemy2	Has LineOfSight to Player image point 0	Enemy2	Set Flipped
		Enemy2	Set Mirrored
		Enemy2	Rotate 360 degrees toward (Player.X, Player.Y)
		Enemy2	MoveTo: Move to Player image point 0 (Direct)
		Add action	
Add to 'Enemy2'...			
Enemies	Is outside layout	Enemies	Destroy
		Add action	
Add to 'Enemies'...			
Enemies	On collision with Shield	Enemies	Destroy
		Add action	
Add event to 'Enemy's'			
Add to 'Enemy's'...			
Extra			
bullet	On collision with Enemies	bullet	Destroy
		Enemies	Destroy
		Add action	
Add to 'bullet'...			
bullet	Is outside layout	bullet	Destroy
		Add action	
Add to 'bullet'...			
System	On start of layout	Audio	Play Russian Blub Blub looping at volume 0 dB (tag "")
		Add action	
Add to 'System'...			
System	On end of layout	Audio	Stop all
		Add action	
Add event to 'Extra'			
Add to 'Extra'...			



