# Enemies

## Construct 2

**1. Create a new sprite for your enemy and place it in the top right hand corner.**

**Behaviors**
| | |
|---|---|
| Add / edit | Behaviors |

**Effects**
| | |
|---|---|
| Blend mode | Normal |
| Add / edit | Effects |

**2. Add a new behaviour to your enemy sprite.**

**3. Add the Platform behaviour to your enemy sprite.**

Physics　　Platform　　Rotate　　Sine　　Turret

**Behaviors**
**Platform**
| | |
|---|---|
| Max spe… | 330 |
| Accelera… | 1500 |
| Decelera… | 1500 |
| Jump str… | 650 |
| Gravity | 1500 |
| Max fall … | 1000 |
| Default … | **No** |
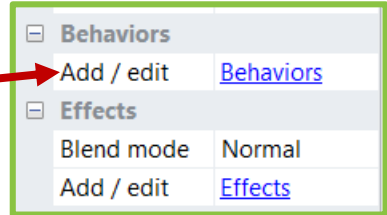
**4. Set the Default controls to No.**

| | | | | | |
|---|---|---|---|---|---|
| | | | | TextBox | Set text to "Score "&score |
| | | | | | Add action |
| 3 | → Sprite | On collision with Sprite4 | | System | Go to **Layout 2** |
| | | | | | Add action |
| | | Add event | | | |

**5. Add a new event.**

## Add event

Double-click an object to create a condition from:

System　　Sprite　　Sprite2　　Sprite3　　Sprite4　　Sprite5　　TextBox
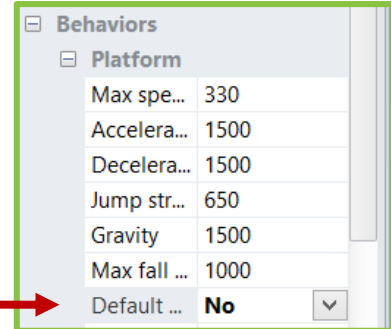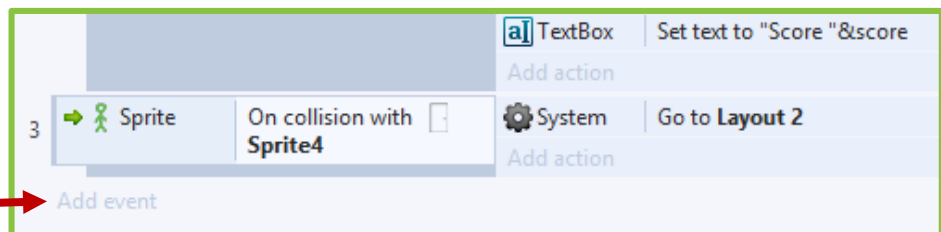
**6. Select System.**
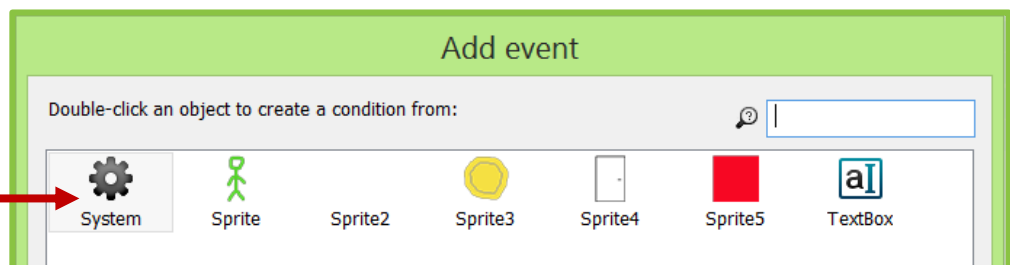
**7.** Choose **Every tick**, this means continuously repeat.

## Add event

Run the actions once every tick, a.k.a. 'Always'.

General
- Compare two values
- Is group active
- Every tick
- Object UID exists
- Is between values
- Test regex
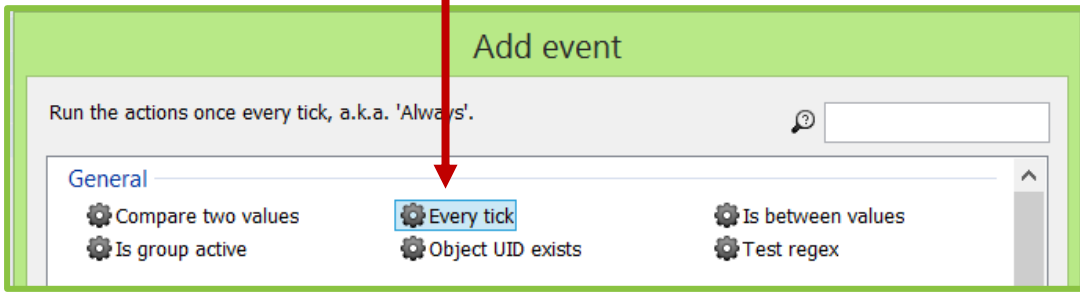
**8.** Add an action to your new event and choose your enemy.

## Add action

Double-click an object to create an action from:

| System | Sprite | Sprite2 | Sprite3 | Sprite4 | Sprite5 | TextBox |

## Add action

Control the movement by events.

Platform
- Fall through
- Set deceleration
- Set ignoring input
- Set max speed
- Simulate control
- Set acceleration
- Set enabled
- Set jump strength
- Set vector X
- Set angle of gravity
- Set gravity
- Set max fall speed
- Set vector Y

**9.** Choose the **Simulate control** option.

## Parameters for Sprite5 (Platform): Simulate control

The movement control to simulate pressing.

Control  Left

Cancel    Help on expressions    Back    Done
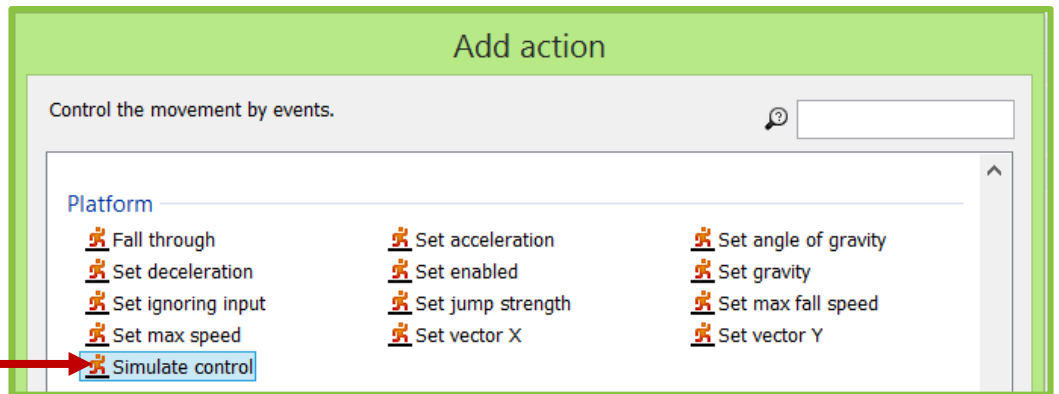
**10.** Make sure the **Control** is set to **Left**. This will move your enemy left across the screen.
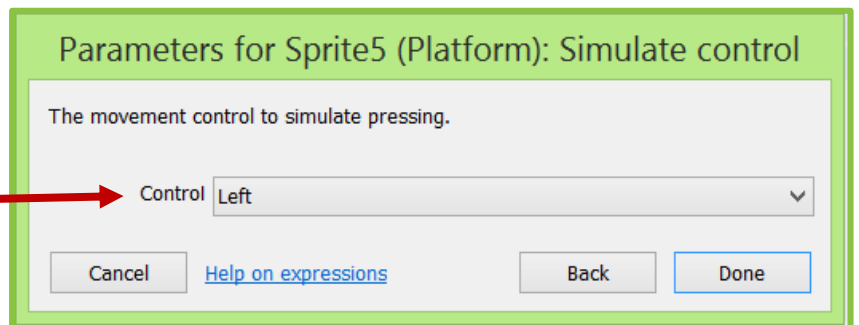
**11.** Finally create these events, with these actions.

| 5 | Sprite5 | Is outside layout | Sprite5 | Set position to (900, 100) |
| | | | Add action | |
| 6 | Sprite | On collision with **Sprite5** | Sprite | Set position to (50, 400) |
| | | | Add action | |