



Intermediate – Part 3

Construct 2

Animation frames (2)



1. Create a new sprite and import the blocker graphics into the animation. Set the origin point of the animation to the Bottom.

Properties	
Animation 'Default' properties	
Speed	0
Loop	No
Repeat count	1
Repeat to	0
Ping-pong	No

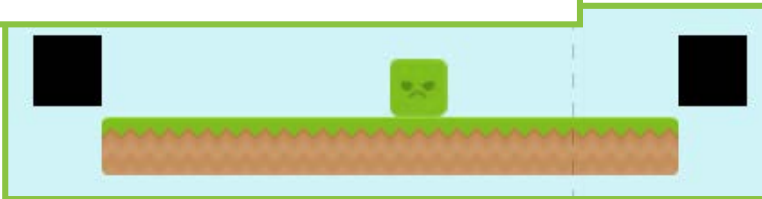
2. Set the **Speed** of the animation to 0.

3. Set the size of the blocker sprite to **32, 32**.

4. Add the **Platform** behaviour to the blocker sprite and set **Default control** to **No**.

Behaviors	
Platform	
Max speed	330
Acceleration	1500
Deceleration	1500
Jump strength	650
Gravity	1500
Max fall speed	1000
Double jump	Disabled
Jump sustain	0
Default contr...	No
Initial state	Enabled

5. Create a new sprite and draw a small box. Place copies of the sprite either side of one of the platforms with the blocker in the middle.



Common	
Layer	Sprites
Angle	0
Opacity	0
Position	608, 256
Size	40, 41

6. Set the **Opacity** of the squares to 0.

Edit instance variable	
Name	action
Type	Text
Initial value	right
Description (optional)	
Cancel	

7. In the properties panel for the blocker sprite add a **New instance variable** with these properties.

8	Sprite3	On collision with Sprite4
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8. Add this event to your **Event sheet**.

9. Click on the arrow at the side of the event and press the **S** key to add a **Sub event**.

8	Sprite3	On collision with Sprite4	Add action
9	Sprite3	action = "right"	Sprite3 Set action to "left"

10. Add the sub event and action shown.

11. Click on the arrow again and press **S** to add another **Sub event**.

8	Sprite3	On collision with Sprite4	Add action
9	Sprite3	action = "right"	Sprite3 Set action to "left"
10	System	Else	Sprite3 Set action to "right"

12. Add the sub event and action shown.

11	Sprite3	action = "right"	Sprite3 Simulate Platform pressing Right
12	Sprite3	action = "left"	Sprite3 Simulate Platform pressing Left

13. Add these events and actions.

13	Sprite2	On collision with Sprite3	Sprite2 Set position to (155, 360)
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14. Add this event and action to reset the player back to the start when it touches the blocker (you will have to adjust the coordinates to suit your game).

15. Run your layout to test your game.

16. Update the event as shown. This will allow the player to kill the blocker by jumping on its head.

13	Sprite2	On collision with Sprite3	Add action
14	Sprite2	$Y < \text{Sprite3.Y}$	Sprite3 Destroy
			Add action
15	Sprite2	$Y \geq \text{Sprite3.Y}$	Sprite2 Set position to (155, 360)
			Add action

17. Update the event as shown below, this will cause the blocker to fall through the platform when it dies.

13	Sprite2	On collision with Sprite3	Add action
14	Sprite2	$Y < \text{Sprite3.Y}$	Sprite3 Set animation frame to 1
			Sprite3 Simulate Platform pressing Jump
			Sprite3 Fall Platform down through jump-thru
			System Wait 2 seconds
			Sprite3 Destroy
			Add action
15	Sprite2	$Y \geq \text{Sprite3.Y}$	Sprite2 Set position to (155, 360)
			Add action