



Construct 2



K1BER
1 ONE



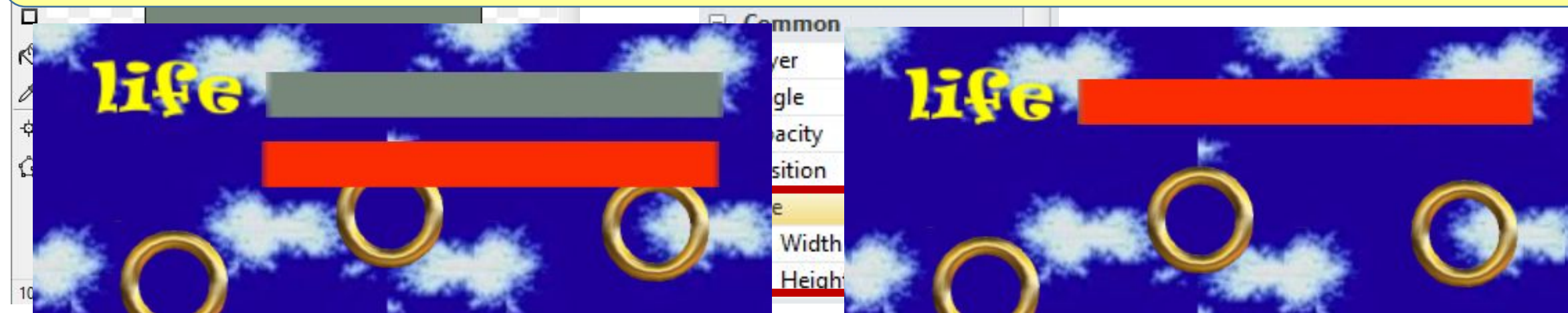
Урок # 3



Добавить спрайт, задать название life1 и размер 40 на 200

Аналогично добавить 2 спрайт красного цвета с именем life2

Расположить один над другим



3 **animation**

4 player Platform On fall player Set animation to **"fail"** (play from beginning)
Add action

5 player Platform On jump player Set animation to **"jump"** (play from beginning)
Add action

6 player Platform On moved player Set animation to **"run"** (play from beginning)
Add action

7 player Platform On stopped player Set animation to **"stand"** (play from beginning)
Add action


8 player Platform On landed player Set animation to **"run"** (play from beginning)
Add action


9 player Platform is moving player Set animation to **"run"** (play from beginning)
Add action

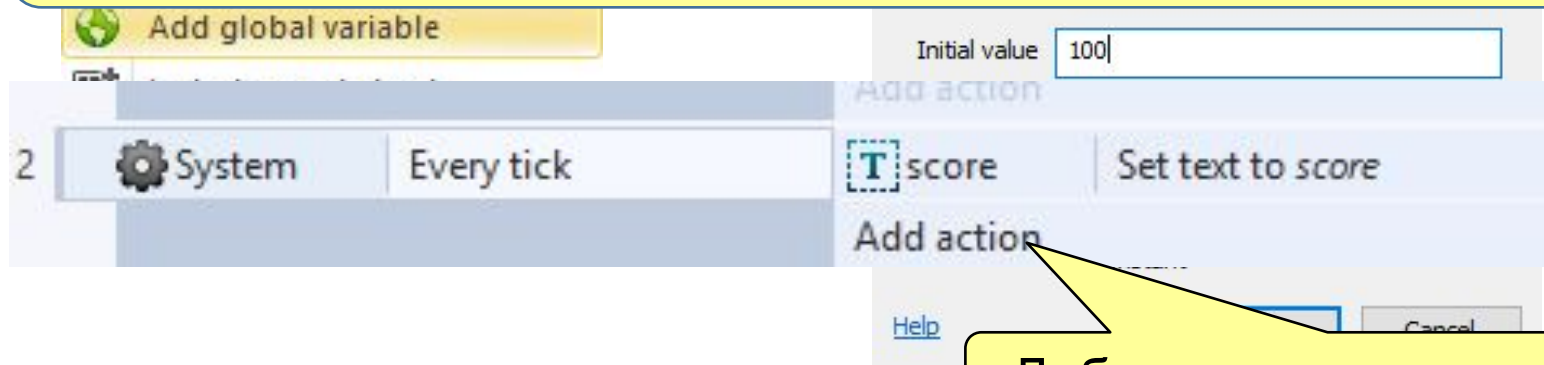
10 player Platform is moving player Set animation to **"stand"** (play from beginning)
Add action

11 Keyboard On **Left arrow** pressed player Set **Mirrored**
Add action

12 Keyboard On **Right arrow** pressed player Set **Not mirrored**
Add action

 Создать глобальную переменную life с начальным значением 100

 Привяжем красную полосу жизни к переменной life, возвращаемся ко второй строке



Добавляем еще одно действие

Event sheet



Add action

2	System	Every tick	score	Set text to score
			life2	Set width to <i>life*2</i>

Add action

player ring score Sprite tablichka

Text3 thorn win Жизнь облака

New object width, in pixels.

Width

Cancel [Help on expressions](#) Back Done

- Set collisions enabled
- Spawn another object
- Move forward
- Set position
- Set scale
- Set width
- Set X

Web

- Load image from URL

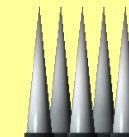
Cancel [Help on 'Sprite' actions](#) Back Next

Cancel [Help](#) Back Next

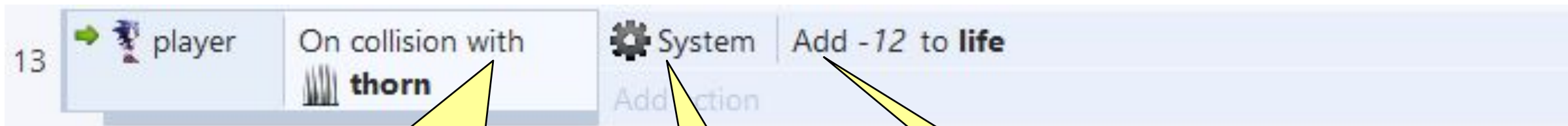
Взаимодействие спрайтов



Добавить новый спрайт. Задать имя thorn



Добавить свойство. Касание героя и шипов.



On collision with another object

System

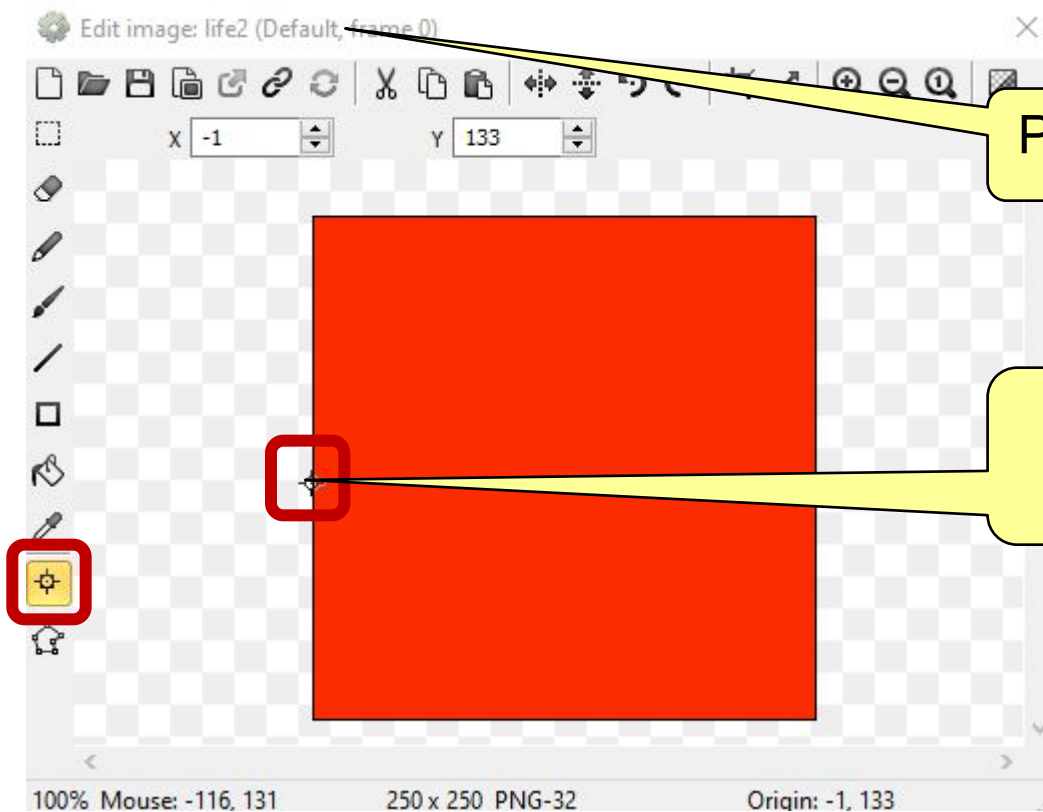
Add to

Запустить проект.

Полоска жизни



Полоска уменьшается с обеих сторон, исправим это



Ред:



Передвинуть красную полосу

Установим точку на левую



Полоска жизни



Add action

Double-click an object to create an action from:

System earth free GameOver life1 **life2** ostrovok

player ring score Sprite tablichka Text Text2

Text3 thorn win Жизнь облака

Cancel [Help](#) Back **Next**

Add action

Set how transparent the object appears.

Angle

- Rotate clockwise
- Rotate counter-clockwise
- Rotate toward angle
- Rotate toward position
- Set angle
- Set angle toward position

Animations

- Set animation
- Set repeat-to frame
- Start
- Set frame
- Set speed
- Stop

Appearance

- Set blend mode
- fx Set effect parameter
- Set mirrored
- Set visible
- fx Set effect enabled
- ~~Set flipped~~
- Set opacity**

Instance variables

- Add to
- Set value
- Toggle boolean
- Set boolean
- Subtract from

Cancel [Help on 'Sprite' actions](#) Back **Next**





Запустить проект.



Добавить еще одно действие. Блокировка движения.

14



life2

Width \leq 5



player

Set




Platform **Disabled**




life2

Set opacity to 0


Player - set enable -Disabled















 Добавить надписи Game Over и Win в слой user int, в свойствах указать прозрачность 0 изначально

 Добавить табличку и анимацию (условие победы)



 Добавить события к тексту и табличке

 Добавить надпись к полоске жизни (подобрать игровой шрифт)

14	 life2	Width \leq 5	 player	Set  Platform Disabled
			 life2	Set opacity to 0
			 GameOver	Set opacity to 100
			Add action	
15	  Sprite5	On collision with  player	 Sprite5	Set animation to "win" (play from beginning)
			 win	Set opacity to 100
			 System	Wait 5 seconds
			 player	Set  Platform Disabled
			 player	Set animation to "stand" (play from beginning)
			Add action	

