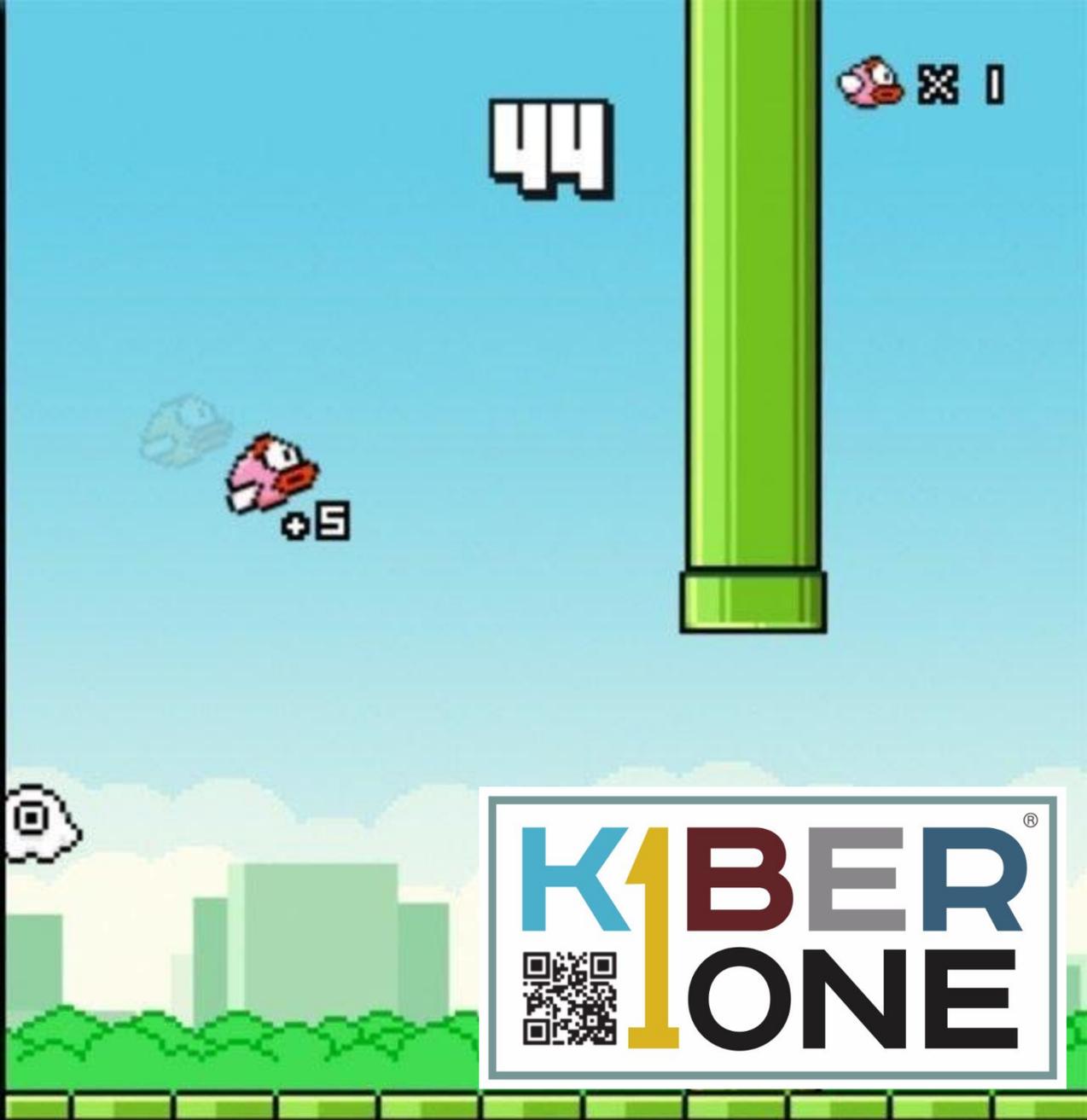




Construct 2



**K1BER**  
**1 ONE**



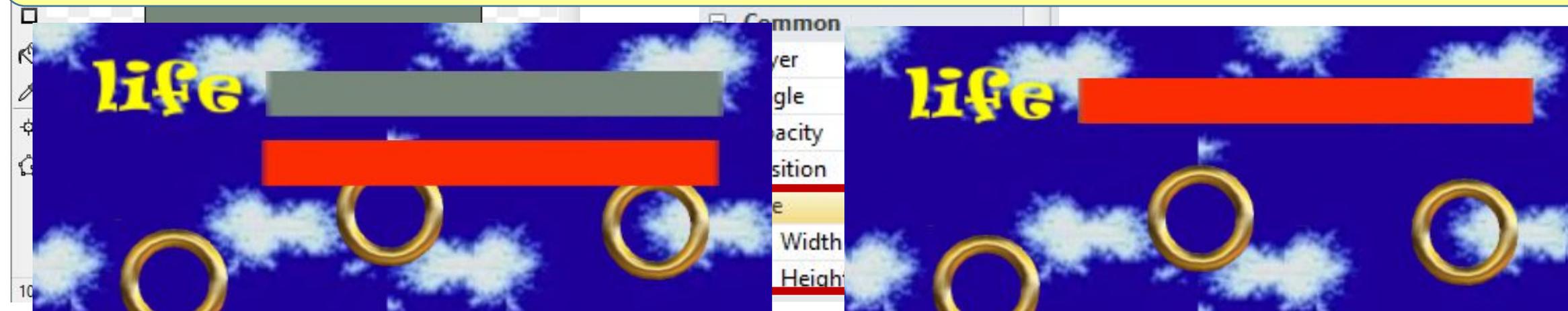
Урок # 3



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

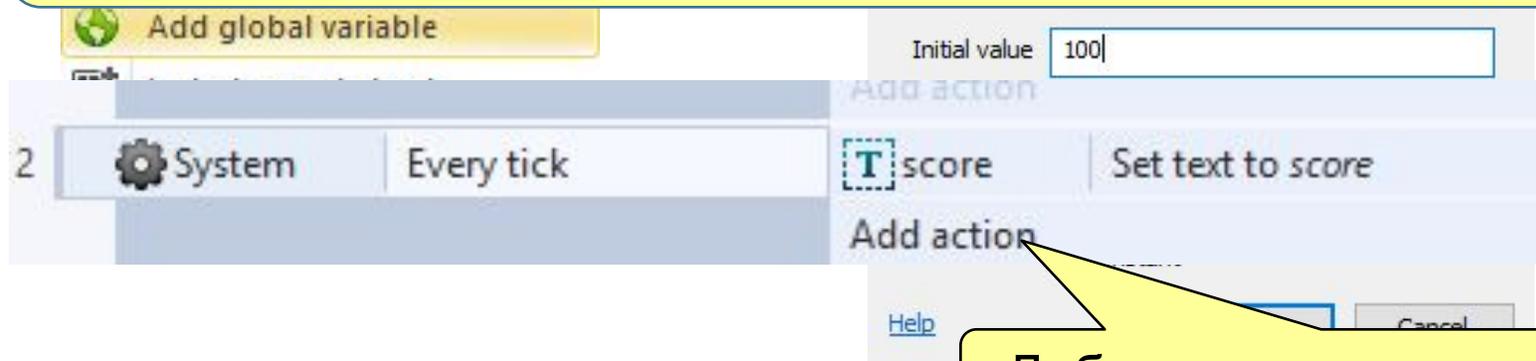
10 player Platform is moving player Set animation to **"stand"** (play from beginning)  
Add action

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 полоску жизни к переменной life, возвращаемся ко второй строке



Добавляем еще одно действие

# Event sheet



The image shows two overlapping event sheet windows from an animation software. The left window is titled "Add action" and shows an event sheet with the following actions:

Object	Action
System	Every tick
score	Set text to score
life2	Set width to $life*2$

The right window is also titled "Add action" and shows a list of actions for a "Sprite" object:

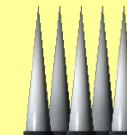
- Set collisions enabled
- Spawn another object
- Move forward
- Set position
- Set scale
- Set width
- Set X
- Set size
- Set position to another object
- Web
- Load image from URL

Both windows have a "Next" button highlighted with a red box. The right window also has a "Done" button highlighted with a red box. A dialog box titled "New object width, in pixels." is open in the center, showing a text input field with "Width" and the expression  $life*2$  entered. The "Done" button in this dialog is also highlighted with a red box.

# Взаимодействие спрайтов



Добавить новый спрайт. Задать имя thorn



Добавить свойство. Касание героя и шипов.



On collision with another object

System

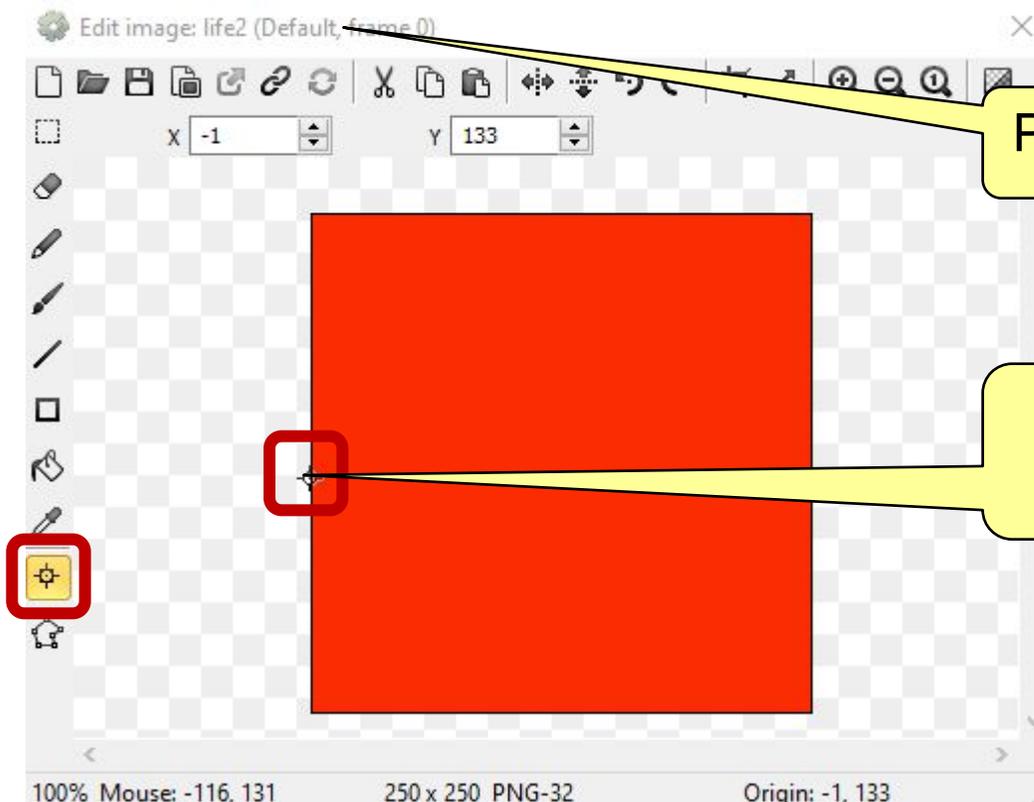
Add to

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	

