

Code the Vaccination Game Layouts – Part III

Hello everyone! Welcome back again!

If you recall, in our last video, we have assigned the global variables to the sprites present in the Game screen layout and have started coding some of them. In this video, we will continue coding the other objects present in the Game screen layout. So, let's begin right away.

After successfully animating the Injection button with button effect as well as making it functional for activating the injection and its count, we will now work on keeping the injection disabled at the beginning of game and making the timer functional. To make the injection disabled, left click on "Add event", select "System" and click on next. Scroll down to select "On start of layout" option from Start & end section and click on done. In order to disable the injection in the beginning and keeping the colour of it as black to show the inactive state of it, left click on "Add Action", select "Injection" option and click on 'Next'. Select "Set enabled" option from 8Direction section and click on 'Done'. From the drop-down, select the state as 'Disabled' and click on 'Done'. Again left click on "Add Action", select "Injection" option and click on 'Next'. Scroll down to select "Set animation" from Animations section and click on 'Done'. In the Animation field, name the animation as "Inactive" and it should run from the beginning only. Click on done.

Now, I want to make the timer functional for the game. To do that, left click on "Add event", select "System" option and click on next. Scroll down to select "Every X seconds" option from Time section and click on next. Set the interval value as 1 second and click on done. Also, I want the timer to start from 0 and go till 90 seconds. To do that, left click on "Add Action", select "System" option and click on 'Next'. Select "Add to" option from Global & local variables section and click on 'Next'. From the drop-down, select the 'Timer' variable and let the value remain 1. Click on 'Done'. Next I want to show the running time count on the screen to give the player the feel of time bound game. To do that, again left click on "Add Action", select "Timer" option and click on 'Next'. Select "Set text" option from Text section and click on 'Next'. Type "**Time Remaining: 90/**"&Timer in the box and click on 'Done'. This code is like an equation which will show the time count on the screen.

Run this layout and see if everything is working fine so far. The timer clock should be ticking and once you click on the injection button, the injection count should be getting reduced. You can see the function is working fine. Let's continue coding the other parts on the screen.

Now it is time to code the humans present in the layout. We will begin with the ones present in the outer layer.

So, let's start coding the Long Hair Girl human as she is present in the outer layer. To do that, left click on "Add event", select "LongHairGirl" sprite and click on next. Select "On collision with another object" option from Collisions section and click on next. You can click to choose colliding object as 'Injection' and then click on done. Let's add some actions to it to make it respond to the collision with injection. To do that, left click on "Add Action", select "System" option and click on 'Next'. Select "Set value" option from Global & local variables

section and click on 'Next'. From the drop-down, select 'LongHairGirl' variable and change the value from 0 to 1. Click on 'Done'. Now, I want the injection to get inactive and comes back to its default position. Before coding, let's check the default position of the injection. Go to the Game screen and select the injection. Once selected, you will see the position on the left side properties window. I can see that the default position in my case is (100,250). Now come back to Event no. 4 of the Game screen code, left click on "Add Action", select "Injection" option and click on 'Next'. Select "Set position" option from Size & position section and click on 'done'. Type 100 in the X-position field and 250 in the Y-position field. Click on 'Done'. Again left click on "Add Action", select "Injection" option and click on 'Next'. Select "Set enabled" option from 8Direction section and click on 'Done'. From the drop-down, select the state as 'Disabled' and click on 'Done'. Again left click on "Add Action", select "Injection" option and click on 'Next'. Select "Set animation" from Animations section and click on 'Done'. In the Animation field, name the animation as "Inactive" and it should run from the beginning only. Click on done.

Also, I want its human connection to gets affected as well as soon as the Long Hair Girl gets affected. We can see that PinkHairGirl is connected to LongHairGirl. So, to do the change, again left click on "Add Action", select "System" option and click on 'Next'. Select "Wait" option from Time section and click on 'Next'. Change the value from 1 to 0.5 and click on 'Done'. Next, left click on "Add Action" again, select "System" option and click on 'Next'. Select "Add to" option from Global & local variables section and click on 'Next'. From the drop-down, select 'PinkHairGirl' variable and change the value from 0 to 1. Click on 'Done'.

Let's now create the sub-event for this event. As you can see a 'green arrow' right next to no. 4, right click on it and bring the cursor to 'Add' from the sub-menu and select 'Add sub-event'. You'll see the whole event in yellow highlighted color. Select "System" option and click on 'Next'. Select "Compare variable" option from Global & local variables section and click on 'Next'. Select the human connections of 'PinkHairGirl' as the variables. From the drop down, select the 1st human connection of PinkHairGirl i.e. 'CurlyHairGirl' variable, let the comparison remain as '= Equal to' and the value remain 0. Click on 'Done'. Again right click on the event and select 'Add another condition'. Select "System" option and click on 'Next'. Select "Compare variable" option from Global & local variables section and click on 'Next'. From the drop down, select the 2nd human connection of PinkHairGirl i.e. 'ManWithTurban' variable, let the comparison remain as '= Equal to' and the value remain 0. Click on 'Done'. Once again, right click on the event and select 'Add another condition'. Select "System" option and click on 'Next'. Select "Compare variable" option from Global & local variables section and click on 'Next'. From the drop down, select the 3rd human connection of PinkHairGirl i.e. 'SpectacledGirl' variable, let the comparison remain as '= Equal to' and the value remain 0. Click on 'Done'. Again right click on the event, select 'Make Or block' option to make this whole event conditional i.e. if any one of the condition is true from all the condition the actions associated in this event will happen.

Next, let's add actions to the fulfil this conditional statement. Left click on "Add Action", select "System" option and click on 'Next'. Select "Wait" from Time section and click on 'Next. Set the value as 5 seconds. Click on done.



Again, left click on “Add Action”, select “System” option and click on ‘Next’. Select “Set value” from Global & local variables section and click on ‘Next. From the drop down, select ‘PinkHairGirl’ variable and let the value remain 0. Click on done. I want the LongHairGirl to get unhealthy after 5 seconds too. To do that, left click on “Add Action”, select “System” option and click on ‘Next’. Select “Wait” from Time section and click on ‘Next. Set the value as 5 seconds. Click on done. Again, left click on “Add Action”, select “System” option and click on ‘Next’. Select “Set value” from Global & local variables section and click on ‘Next. From the drop down, select ‘LongHairGirl’ variable and let the value remain 0.

Let’s just quickly recapitulate what happened in Event no. 4 & 5. When the injection collides with the LongHairGirl, her value becomes 1 i.e she becomes healthy and at that instant the injection will get disabled, inactive and comes back to the base position. Also, the immediate human connect for LongHairGirl i.e. PinkHairGirl will also get healthy after 1 second. But the sub-event has the secondary human connect of PinkHairGirl i.e. CurlyHairGirl, ManWithTurban & SpectacledGirl which are in unhealthy state. So, this causes the PinkHairGirl to get unhealthy if any one of them is infected after 5 seconds and the LongHairGirl will also get infected after more 5 seconds. So, it’s important to keep providing the serums smartly to the disinfect all human chain.

So, the above logic is extremely important to code the humans present in the outer layer as the same logic will be applicable on other humans in the outer layer.

In this video, we have made the InjectionSelectionButton functional and have successfully created the logic for the humans placed in the outer layer.

In our next video, we will continue coding the outer layer humans based on the same logic that we have just created for LongHairGirl.

Bye-Bye! See you next time!