Code the Vaccination Game Layouts – Part IV

Hello everyone! Welcome back to the Intermediate course on game development!

In our last video, we have started coding the humans present in our Game Screen layout. In this video, we will continue coding the remaining sprites present it. So, let's continue to do so....

If you recall, in our last video, we have successfully created a logic in Event no. 4 & 5 which is applicable to all the humans present in the outer layer. Let's just quickly recapitulate what happened in Event no. 4. 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 due to the infection spread 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, let's use the same logic to code the humans present in the outer layer i.e. CurlyHairGirl, SpectacledBoy, BrownHairBoy, OldMan, BeardBoy, GreyHairGirl and OrangeHairGirl. Create the code for these humans using the same logic taken from Event no. 4 & 5 or you can find the process in the video description. Feel free to download it.

For CurlyHairGirl (Event 6 & 7):

Left-click on "Add Event" > Select "CurlyHairGirl" – Next > select "On collision with another object" – Next > Select 'Injection' – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "CurlyHairGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set position" from Size & position section – Done > Type X: 100 and Y: 250 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set enabled" from 8Direction section – Done > Select "Disabled" from the drop-down – Done

Left-click on "Add Action" > Select "Set animation" from Animations section – Done > In the Animation field, name the animation as "Inactive"; Run from the beginning only – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Change the value to 0.5 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Change the value to 1 – Done

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "LongHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "CurlyHairGirl" from the drop-down; Change the value to 0 – Done

For SpectacledBoy (Event 8 & 9):

Left-click on "Add Event" > Select "SpectacledBoy" – Next > select "On collision with another object" – Next > Select 'Injection' – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "SpectacledBoy" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set position" from Size & position section – Done > Type X: 100 and Y: 250 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set enabled" from 8Direction section – Done > Select "Disabled" from the drop-down – Done

Left-click on "Add Action" > Select "Set animation" from Animations section – Done > In the Animation field, name the animation as "Inactive"; Run from the beginning only – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Change the value to 0.5 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Change the value to 1 – Done

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "BrownHairBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "SpectacledBoy" from the drop-down; Change the value to 0 – Done

For BrownHairBoy (Event 10 & 11):

Left-click on "Add Event" > Select "BrownHairBoy" – Next > select "On collision with another object" – Next > Select 'Injection' – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "BrownHairBoy" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set position" from Size & position section – Done > Type X: 100 and Y: 250 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set enabled" from 8Direction section – Done > Select "Disabled" from the drop-down – Done

Left-click on "Add Action" > Select "Set animation" from Animations section – Done > In the Animation field, name the animation as "Inactive"; Run from the beginning only – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Change the value to 0.5 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Change the value to 1 – Done

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "SpectacledBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "BrownHairBoy" from the drop-down; Change the value to 0 – Done

For OldMan (Event 12 & 13):

Left-click on "Add Event" > Select "OldMan" – Next > select "On collision with another object" – Next > Select 'Injection' – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "OldMan" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set position" from Size & position section – Done > Type X: 100 and Y: 250 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set enabled" from 8Direction section – Done > Select "Disabled" from the drop-down – Done

Left-click on "Add Action" > Select "Set animation" from Animations section – Done > In the Animation field, name the animation as "Inactive"; Run from the beginning only – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Change the value to 0.5 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Change the value to 1 – Done

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "BeardBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "OldMan" from the drop-down; Change the value to 0 – Done

For BeardBoy (Event 14 & 15):

Left-click on "Add Event" > Select "BeardBoy" – Next > select "On collision with another object" – Next > Select 'Injection' – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "BeardBoy" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set position" from Size & position section – Done > Type X: 100 and Y: 250 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set enabled" from 8Direction section – Done > Select "Disabled" from the drop-down – Done

Left-click on "Add Action" > Select "Set animation" from Animations section – Done > In the Animation field, name the animation as "Inactive"; Run from the beginning only – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Change the value to 0.5 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Change the value to 1 – Done

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "OldMan" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "BeardBoy" from the drop-down; Change the value to 0 – Done

For GreyHairGirl (Event 16 & 17):

Left-click on "Add Event" > Select "GreyHairGirl" – Next > select "On collision with another object" – Next > Select 'Injection' – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "GreyHairGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set position" from Size & position section – Done > Type X: 100 and Y: 250 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set enabled" from 8Direction section – Done > Select "Disabled" from the drop-down – Done

Left-click on "Add Action" > Select "Set animation" from Animations section – Done > In the Animation field, name the animation as "Inactive"; Run from the beginning only – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Change the value to 0.5 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Change the value to 1 – Done

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "OrangeHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "GreyHairGirl" from the drop-down; Change the value to 0 – Done

For OrangeHairGirl (Event 18 & 19):

Left-click on "Add Event" > Select "OrangeHairGirl" – Next > select "On collision with another object" – Next > Select 'Injection' – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "OrangeHairGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set position" from Size & position section – Done > Type X: 100 and Y: 250 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set enabled" from 8Direction section – Done > Select "Disabled" from the drop-down – Done

Left-click on "Add Action" > Select "Set animation" from Animations section – Done > In the Animation field, name the animation as "Inactive"; Run from the beginning only – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Change the value to 0.5 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Change the value to 1 – Done

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "GreyHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "OrangeHairGirl" from the drop-down; Change the value to 0 – Done

Now it is time to code the humans present in the inner layer. So, let's start coding Goatee Boy human as he is present in the inner layer. Remember that, the Goatee Boy is connected to 4 other humans instead of 1, so, all will be affected accordingly.

The logic remains the same as previously with a slight change till we come to its sub-event. You can follow the steps from the video description to avoid any confusion.

For GoateeBoy (Event 20, 21 & 22):

Left-click on "Add Event" > Select "GoateeBoy" – Next > select "On collision with another object" – Next > Select 'Injection' – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set position" from Size & position section – Done > Type X: 100 and Y: 250 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set enabled" from 8Direction section – Done > Select "Disabled" from the drop-down – Done

Left-click on "Add Action" > Select "Set animation" from Animations section – Done > In the Animation field, name the animation as "Inactive"; Run from the beginning only – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Change the value to 0.5 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "OldMan" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "BeardBoy" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Change the value to 1 – Done

Before creating its sub-events, let's understand the logic. In case of our outer layer humans, they were connected to humans who were further connected to only 1 human chain. But in case of inner layer humans, they are connected to humans who are further connected to 2 human chains. For eg. GoateeBoy is connected ManWithTurban and SpectacledGirl who are further connected to human chains whereas the other 2 connects i.e OldMan and BeardBoy doesn't have any human chain. So, we will create 2 sub-events this time.

Here too, the logic remains the same as previously with an add-on of one more sub-event. Let's create a sub-event for "ManWithTurban". You can follow the steps from the video description to avoid any confusion.

Sub-Event #1 (ManWithTurban)

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "OrangeHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "GreyHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Change the value to 0 – Done

Great! Let's add another sub-event for "SpectacledGirl". Same steps to be followed as previously. Follow the process from the description in order to avoid any wrong programming.

Sub-Event #2 (SpectacledGirl)

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "BrownHairBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "SpectacledBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Change the value to 0 – Done

So, let's use the same logic to code the rest 3 humans present in the inner layer i.e. ManWithTurban, PinkHairGirl, SpectacledGirl. Create the code for these humans using the same logic taken from Event no. 20, 21 & 22. We will fast track this process. You can follow the process from the video description.

For ManWithTurban (Event 23, 24 & 25):

Left-click on "Add Event" > Select "ManWithTurban" – Next > select "On collision with another object" – Next > Select 'Injection' – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set position" from Size & position section – Done > Type X: 100 and Y: 250 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set enabled" from 8Direction section – Done > Select "Disabled" from the drop-down – Done

Left-click on "Add Action" > Select "Set animation" from Animations section – Done > In the Animation field, name the animation as "Inactive"; Run from the beginning only – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Change the value to 0.5 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "OrangeHairGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "GreyHairGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Change the value to 1 – Done

Sub-Event #1 (GoateeBoy)

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "OldMan" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "BeardBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Change the value to 0 – Done

Sub-Event #2 (PinkHairGirl)

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "CurlyHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "LongHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Change the value to 0 – Done

For PinkHairGirl (Event 26, 27 & 28):

Left-click on "Add Event" > Select "PinkHairGirl" – Next > select "On collision with another object" – Next > Select 'Injection' – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set position" from Size & position section – Done > Type X: 100 and Y: 250 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set enabled" from 8Direction section – Done > Select "Disabled" from the drop-down – Done

Left-click on "Add Action" > Select "Set animation" from Animations section – Done > In the Animation field, name the animation as "Inactive"; Run from the beginning only – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Change the value to 0.5 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "CurlyHairGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "LongHairGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Change the value to 1 – Done

Sub-Event #1 (SpectacledGirl)

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "BrownHairBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "SpectacledBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Change the value to 0 – Done

Sub-Event #2 (ManWithTurban)

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "OrangeHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "GreyHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Change the value to 0 – Done

For SpectacledGirl (Event 29, 30 & 31):

Left-click on "Add Event" > Select "SpectacledGirl" – Next > select "On collision with another object" – Next > Select 'Injection' – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set position" from Size & position section – Done > Type X: 100 and Y: 250 – Done

Left-click on "Add Action" > Select "Injection" – Next > Select "Set enabled" from 8Direction section – Done > Select "Disabled" from the drop-down – Done

Left-click on "Add Action" > Select "Set animation" from Animations section – Done > In the Animation field, name the animation as "Inactive"; Run from the beginning only – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Change the value to 0.5 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "SpectacledBoy" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "BrownHairBoy" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Change the value to 1 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Add to" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Change the value to 1 – Done

Sub-Event #1 (GoateeBoy)

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "OldMan" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "BeardBoy" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Change the value to 0 – Done

Sub-Event #2 (PinkHairGirl)

To create sub-event, Right- click on the 'Green Arrow' – 'Add' – 'Add sub-event' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "CurlyHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "LongHairGirl" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event – 'Add another condition' > Select "System" – Next > Select "Compare variable" from Global & local variables – Next > Select "ManWithTurban" from the drop-down; Comparison as '=Equal to'; Value be 0 – Done

Right-click on event > Select "Make Or block" option

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Change the value to 0 – Done

Left-click on "Add Action" > Select "System" – Next > Select "Wait" from Time section – Next > Set the value as 5 seconds – Done

Left-click on "Add Action" > Select "System" – Next > Select "Set value" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Change the value to 0 – Done

Next, I want the game to get over under 3 conditions – One is when the time limit i.e. 90 seconds is over and second is when the injection count becomes 0 and third is when all the humans become healthy. To do that, left-click on 'Add event', select 'System' and click next. Select 'Compare variables' to open the new window. From the drop-down, select 'Timer' variable, keep the comparison be '=Equal to' and change the value from 0 to 90. Click on done. Again, right-click on the event to select 'Add another condition' option. Select 'System' and click next. Select 'Compare variables' to open the new window. From the drop-down, select 'RemainingInjections' variable, select the comparison be '<Less than' and change the value from 0 to 90. Click on done. Again, right-click on event and select "Make Or block" option. Let's add actions to it. Left-click on 'Add action', select 'System' and click next. Select 'Go to layout' and click next. From the drop down, select 'Restart Screen' and click on done.

For justifying the third condition, left-click on 'Add event', select 'System' and click next. Select 'Compare variables' to open the new window. From the drop-down, select 'OldMan' variable, keep the comparison be '=Equal to' and change the value from 0 to 1. Again, right-click on the event to select 'Add another condition' option. Select 'System' and click next. Select 'Compare variables' to open the new window. From the drop-down, select 'BeardBoy' variable, keep the comparison be '=Equal to' and change the value from 0 to 1. Similarly repeat the steps for all remaining humans.

For CurlyHairGirl:

Right-click on the event > Select 'Add another condition' > Select "System" – Next > Select "Compare variables" from Global & local variables – Next > Select "CurlyHairGirl" from the drop-down; Change the value to 1 – Done

For BrownHairBoy:

Right-click on the event > Select 'Add another condition' > Select "System" – Next > Select "Compare variables" from Global & local variables – Next > Select "BrownHairBoy" from the drop-down; Change the value to 1 – Done

For SpectacledGirl:

Right-click on the event > Select 'Add another condition' > Select "System" – Next > Select "Compare variables" from Global & local variables – Next > Select "SpectacledGirl" from the drop-down; Change the value to 1 – Done

For GoateeBoy:

Right-click on the event > Select 'Add another condition' > Select "System" – Next > Select "Compare variables" from Global & local variables – Next > Select "GoateeBoy" from the drop-down; Change the value to 1 – Done

For GreyHairGirl:

Right-click on the event > Select 'Add another condition' > Select "System" – Next > Select "Compare variables" from Global & local variables – Next > Select "GreyHairGirl" from the drop-down; Change the value to 1 – Done

For LongHairGirl:

Right-click on the event > Select 'Add another condition' > Select "System" – Next > Select "Compare variables" from Global & local variables – Next > Select "LongHairGirl" from the drop-down; Change the value to 1 – Done

For OrangeHairGirl:

Right-click on the event > Select 'Add another condition' > Select "System" – Next > Select "Compare variables" from Global & local variables – Next > Select "OrangeHairGirl" from the drop-down; Change the value to 1 – Done

For PinkHairGirl:

Right-click on the event > Select 'Add another condition' > Select "System" – Next > Select "Compare variables" from Global & local variables – Next > Select "PinkHairGirl" from the drop-down; Change the value to 1 – Done

For ManWithTurban:

Next left-click on 'Add action' and select 'System'. Scroll down to select 'Wait' and click next. Type 1 second and click on done. Again, left-click on 'Add action' and select 'System'. Select 'Go to layout' and click next. From the drop down, select 'Game Won Screen' and click on done.

Great! In this video, we have almost completed coding our Game Screen. In our next video, we will continue coding the last part of Game Screen and code the next layouts.

Till then, use the video description to carefully complete this part. See you next time!