Douse Wildfire – Part III

Welcome back to the third and final part of our game of dousing wildfire!

We are done with the first two tasks. Our third task is to shower water on the wildfires to douse them and save the forest and wildlife. We will create another sprite for water showers. Upload or select an image of a water shower. Edit the image if necessary by erasing the portion that is not needed and convert it into a vector. Name the sprite as 'Showers'.

Time to begin coding. We will clone the Showers like we cloned the fire. Go to 'events' and drag 'flag is clicked' to the code editor. The showers should be hidden when we begin the game. Go to the looks section, select 'hide' block and attach to when clicked block. Select 'when I start as a clone' block and drag it to the editor. Go to the looks section, drag 'show' and attach it to 'when I start as a clone'. Go to looks section, drag 'select size to 100%' and attach to show block and set the size of the showers for appropriately sized drops.

We need to ensure that the clones of the showers work in synchronisation with the plane. In other words, when the plane is jumping, the showers should be simultaneously cloned. Go to the motion section, drag 'go to random position' and attach it to 'set size to' block. From the drop down, select the plane option. This transfers the control of showers to the plane. Now let us go to plane sprite editor and code. Go to 'events' and drag 'flag is clicked' to the code editor. Select a 'forever' loop and attach it to when clicked. Drag the 'if' loop from the control section and put it inside the forever loop. Go to the sensing section, drag 'key space pressed?' block and place it in the hexagon slot of the if loop. From the drop down, select the 'down arrow' option. Go to the control section, drag 'create clone of myself' and place it inside the 'if' loop. From the drop down, select the Showers option.

This will ensure that whenever the space bar and down keys are pressed together, a clone of showers will be created with the jumping of the plane.

Let us add a delay in the showers so that they appear at regular intervals and not continuously. Go to the control section, drag 'wait 1 second' block and place it inside the if loop, after the 'create clone'.

The showers should not remain at one place and disappear once they touch the edge. Go to the shower sprite code editor, drag 'repeat until' block from the control section and put it after 'go to plane' block. Then go to the sensing section, drag 'touching mouse pointer?' block and place it inside the hexagon slot of the repeat until loop. From the drop down, select edge option.

As you know, showers fall down on the earth, that is in the downward direction on the y-axis. Go to the motion section, drag 'change y by 10' block, place it inside repeat until block and assign a value of -20. You can change the speed of the showers by changing the value. Greater the absolute value, greater the speed of the showers.

Go to the looks section, drag 'hide' block and place it after the repeat until block. The showers will keep falling downward at a speed of -20 until they touch the edge of the fire. On touching the edge, they will hide.

Task IV - Bringing the forest and the other elements together.

We are now close to the finish line. Let us move to our last task We have to move the flames from right to left and ensure that the fires should extinguish once the showers touch them. In case, there are some clones of the fire that the showers cannot touch, they should get hidden.

Go to the control section of the fire sprite. Drag the 'if' loop and place it inside 'repeat until' loop after 'change x by -10'. Go to the sensing section, drag 'touching mouse pointer' block and put it inside the hexagon slot. From the drop down, select the option showers. Move the 'delete the clone' block inside the if loop.

Since this is a forest game, we will also need the backdrop of a forest. Go to the extreme right at the bottom and click on the image icon. Create an image of a forest or upload an image and convert it into a vector. Resize the image to fill the screen.

Play the game and check if everything is working fine.

Congratulations! Your game is ready. Play the game with your friends and accomplish your mission of saving the forest from the wildfires.

Bye. See you again!