

ENGLISH VERSION

Code the Screen Layouts – Part III

Hello Everyone! Welcome back!

Hi everyone! Welcome back! Hope you are enjoying the game development journey using the Construct platform.

In our last video, we coded the objects present in our Main Screen layout and added important functionalities - timer & score. In this video, we will continue to code the remaining objects present in the main screen. So, let's get on. Shall we?

You are already aware that we have successfully created a timer & score in the previous video. However, while running the layout we realized that the pathogens were not duplicating itself. So, we will now try to create the duplicates of pathogens every 2 seconds. To accomplish this, click on "Add event", select "System" option from the object window and click next. A new window will pop-up, select 'Every X second' option from time section and click next. This time a new window will pop-up showing the time interval. Change the value from 1 second to 2 second and click on done. We will add action to it. Click on "Add Action" and select "System" object and then click on next. Now select "Create object" option from the general section and click on next. You will see a new pop-up window appearing again. Select the object to create as 'Bacteria', change the layer value to 1 from 0, set the X-position value as **random(70,750)** and Y-position value as 0. X-position of bacteria can be decided by its movement when the bacteria is dragged in the Home Screen layout and by checking for the set values. This process will create the bacteria sprite duplicate every 2 seconds

on layer 1 randomly at any X-position between 70 & 750 while maintaining the Y-position of bacteria at 0. Similarly, repeat the same process for duplicating protozoa, worm and virus too. Follow the steps shown on the screen to code the duplication of Protozoa, Worm & Virus.

For duplicating Protozoa:

Click on "Add Action" > Select "System" - Next > Select "Create Object" – Next > Select object as "Protozoa"; Layer value = 1; X-position value = random(70,750); Y-position value = 0 – Done

(This means Protozoa will create itself every 2 second on layer 1 at any x-position between 70 & 750 while the Y-position remains fixed at 0)

For duplicating Worm:

Click on "Add Action" > Select "System" - Next > Select "Create Object" – Next > Select object as "Worm"; Layer value = 1; X-position value = random(70,750); Y-position value = 0 – Done

(This means Worm will create itself every 2 second on layer 1 at any x-position between 70 & 750 while the Y-position remains fixed at 0)

For duplicating Virus:

Click on "Add Action" > Select "System" - Next > Select "Create Object" – Next > Select object as "Virus"; Layer value = 1; X-position value = random(70,750); Y-position value = 0 – Done

(This means Virus will create itself every 2 second on layer 1 at any x-position between 70 & 750 while the Y-position remains fixed at 0)

In our game, we want the humans to get effected or destroyed as soon as the pathogens touch them. Let's code our humans accordingly.

Let us begin by coding Human1 to make the destroying effect to be applied on it. To do that, click on "Add event", select "Human1" option from the object window and click next. A new window will pop-up, scroll down to select 'On collision with another object' option from collisions section and click next. A new window will appear again. Click on 'click on choose' option and select 'Bacteria', then click on done. Next, click on "Add Action" and select "Human1" object and click on next. Scroll down and select "Spawn another object" option from the Misc section and click on next. A new window will soon appear. Click on choose to select the object as 'BoomEffect', change the layer value to 1 from 0 and keep the image point as 0. Again, click on "Add Action" and select "Human1" object and click on next. Select "Set visible" option from the Appearance section and click on next. A new window will appear where you will change the visibility from Visible to Invisible from the drop down and click on done. Now, click on "Add Action" and select "System" object and click on next. Select "Subtract from" option from the Global and local variables section and click on next. You will find a new window popping-up again. From the drop down, change the variable from Health to Score and the value from 1 to 5, then click on done. Again, click on "Add Action" and select "System" object and click on next. Select "Wait" option from the Text section and click on next. A new window will pop-up. Change the value of time from 1 to 5 seconds, then click on done. Again, click on "Add Action" and select "Human1" object and click on next. Select "Set visible" option from the Appearance section and click on next. A new window will appear and select the visible option from the drop down menu and click on done.

Now to explain what happens in this code of Event no. 17, you will see that when Human 1 collides with Bacteria, Human 1 gets destroyed, and before finally becoming invisible it changes to Boom effect. After this occurrence, the system deducts 5 from the score. The system will then wait for 5 seconds before Human 1 becomes visible again.

As the event no. 17 happens between bacteria and Human 1, the same process needs to be repeated for the other pathogens like protozoa, virus and worm too. Now, in order to use the same logic for the collision between Human 1 & Protozoa, Virus and Worms, let's code for it. As you can see a 'green arrow' right next to no. 17, right click on it and select 'Make Or Block' from the sub-menu. You'll see the whole event highlighted in yellow color. Next, right-click on the Human1 image and select 'Add another condition' from the sub-menu to open the object window. Select "Human1" option from the object window and click next. A new window will pop-up, scroll down to select 'On collision with another object' option from collisions section and click next. A new window will appear. Click on 'click on choose' option and select 'Protozoa', then click on done. So, you can see that we have added Human1-Protozoa collision event for the same logic. The function of the 'OR condition' here is to make sure that if Human 1 is colliding either with Bacteria or Protozoa, then the same logic gets repeated.

Repeat the same process for adding the OR statement for Virus and Worm too. Follow the steps shown on the screen to code the collision between Human 1 and Virus & Worm.

For collision between Human 1 & Virus:

Right click on "Human1 image" > Select "Add another condition" > Select "Human1" – Next > Select "On collision with another object" – Next > Click on choose – Select 'Virus' option – Done

For collision between Human 1 & Worm:

Right click on "Human1 image" > Select "Add another condition" > Select "Human1" – Next > Select "On collision with another object" – Next > Click on choose – Select 'Worm' option – Done

Next, we have to repeat the complete Event no. 17 for Human 2, Human 3, Human 4 and Human 5 respectively. Please feel free to pause the video and follow the steps carefully to code the remaining humans.

For Human 2:

Click on "Add event" > Select "Human2" – Next > Select "On collision with another object" – Next > Click on choose – Select 'Bacteria' option – Done

Click on "Add Action" > Select "Human2" – Next > Select "Spawn another object" option – Next > Click on choose – Select 'BoomEffect' option; Layer value = 1; Image point = 0 – Done

Click on "Add Action" > Select "Human2" – Next > Select "Set visible" option – Next > From drop-down select 'Invisible' – Done

Again Click on "Add Action" > Select "System" – Next > Select "Subtract from" option – Next > From drop-down select 'Score' and value = 5 – Done

Again Click on “Add Action” > Select “System” – Next > Select “Wait” option – Next > Change value = 5 seconds – Done

Click on “Add Action” > Select “Human2” – Next > Select “Set visible” option – Next > From drop-down select ‘Visible’ – Done

Right-Click on a ‘green arrow’ > Select ‘Make Or Block’ > Right click on Human2 image > Select ‘Add another condition’ > Select ‘Human2’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Protozoa’ option – Done

Again Right click on Human2 image > Select ‘Add another condition’ > Select ‘Human2’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Virus’ option – Done

Again Right click on Human2 image > Select ‘Add another condition’ > Select ‘Human2’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Worm’ option – Done

For Human 3:

Click on “Add event” > Select “Human3” – Next > Select “On collision with another object” – Next > Click on choose – Select ‘Bacteria’ option – Done

Click on “Add Action” > Select “Human3” – Next > Select “Spawn another object” option – Next > Click on choose – Select ‘BoomEffect’ option; Layer value = 1; Image point = 0 – Done

Click on “Add Action” > Select “Human3” – Next > Select “Set visible” option – Next > From drop-down select ‘Invisible’ – Done

Again Click on “Add Action” > Select “System” – Next > Select “Subtract from” option – Next > From drop-down select ‘Score’ and value = 5 – Done

Again Click on “Add Action” > Select “System” – Next > Select “Wait” option – Next > Change value = 5 seconds – Done

Click on “Add Action” > Select “Human3” – Next > Select “Set visible” option – Next > From drop-down select ‘Visible’ – Done

Right-Click on a ‘green arrow’ > Select ‘Make Or Block’ > Right click on Human3 image > Select ‘Add another condition’ > Select ‘Human3’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Protozoa’ option – Done

Again Right click on Human3 image > Select ‘Add another condition’ > Select ‘Human3’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Virus’ option – Done

Again Right click on Human3 image > Select ‘Add another condition’ > Select ‘Human3’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Worm’ option – Done

For Human 4:

Click on "Add event" > Select "Human4" – Next > Select "On collision with another object" – Next > Click on choose – Select 'Bacteria' option – Done

Click on "Add Action" > Select "Human4" – Next > Select "Spawn another object" option – Next > Click on choose – Select 'BoomEffect' option; Layer value = 1; Image point = 0 – Done

Click on "Add Action" > Select "Human4" – Next > Select "Set visible" option – Next > From drop-down select 'Invisible' – Done

Again Click on "Add Action" > Select "System" – Next > Select "Subtract from" option – Next > From drop-down select 'Score' and value = 5 – Done

Again Click on "Add Action" > Select "System" – Next > Select "Wait" option – Next > Change value = 5 seconds – Done

Click on "Add Action" > Select "Human4" – Next > Select "Set visible" option – Next > From drop-down select 'Visible' – Done

Right-Click on a 'green arrow' > Select 'Make Or Block' > Right click on Human4 image > Select 'Add another condition' > Select 'Human4' – Next > Select 'On collision with another object' – Next > Click on choose – Select 'Protozoa' option – Done

Again Right click on Human4 image > Select 'Add another condition' > Select 'Human4' – Next > Select 'On collision with another object' – Next > Click on choose – Select 'Virus' option – Done

Again Right click on Human4 image > Select 'Add another condition' > Select 'Human4' – Next > Select 'On collision with another object' – Next > Click on choose – Select 'Worm' option – Done

For Human 5:

Click on "Add event" > Select "Human5" – Next > Select "On collision with another object" – Next > Click on choose – Select 'Bacteria' option – Done

Click on "Add Action" > Select "Human5" – Next > Select "Spawn another object" option – Next > Click on choose – Select 'BoomEffect' option; Layer value = 1; Image point = 0 – Done

Click on "Add Action" > Select "Human5" – Next > Select "Set visible" option – Next > From drop-down select 'Invisible' – Done

Again Click on "Add Action" > Select "System" – Next > Select "Subtract from" option – Next > From drop-down select 'Score' and value = 5 – Done

Again Click on "Add Action" > Select "System" – Next > Select "Wait" option – Next > Change value = 5 seconds – Done

Click on "Add Action" > Select "Human5" – Next > Select "Set visible" option – Next > From drop-down select 'Visible' – Done

Right-Click on a 'green arrow' > Select 'Make Or Block' > Right click on Human5 image > Select 'Add another condition' > Select 'Human5' – Next > Select 'On

collision with another object’ – Next > Click on choose – Select ‘Protozoa’ option – Done

Again Right click on Human5 image > Select ‘Add another condition’ > Select ‘Human5’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Virus’ option – Done

Again Right click on Human5 image > Select ‘Add another condition’ > Select ‘Human5’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Worm’ option – Done

Over all, the logic remains the same for all the human figures. So, if we are able to make logic for one Human, then we can replicate the same for all other humans. This is one important feature of programming irrespective of any language being used.

Let’s run the layout and see if everything is working fine. I hope that your game is working fine as the pathogens are not only duplicating themselves but they are affecting the humans on collision and score is getting reduced too. Also, the humans keep reappearing after 5 seconds once they get destroyed.

In our next video, we will continue coding the remaining objects present in my Main Screen layout and move ahead with coding the next screens of our game as well.

Bye for now. See you soon!

HINDI VERSION

Code the Screen Layouts – Part III

Hello Everyone! आप सब का फिर से स्वागत है!

उम्मीद है कि आप Construct platform का use करके गेम development की journey को enjoy कर रहे हैं।

हमारे पिछले वीडियो में, हमने अपने Main Screen layout में present objects को कोड किया और important functionalities - timer और score को add किया। इस वीडियो में, Main Screen layout में present बाकी objects को कोड करना continue रखेंगे। तो, चलिय करते हैं

आप पहले से ही जानते हैं कि हमने पिछले वीडियो में successfully टाइमर और स्कोर बनाया है। हालाँकि, layout को run करते टाइम हमने realize किया कि pathogens के duplicate नहीं बन रहे थे। इसलिए, अब हम हर 2 सेकंड में pathogens के duplicate बनाने की कोशिश करेंगे। इसे पूरा करने के लिए, "add event" पर क्लिक करें, object window से "system" ऑप्शन चुनें और next पर क्लिक करें। एक new window बाहर आयगा , time section से 'Every X second' ऑप्शन चुनें और next पर क्लिक करें। इस बार time interval के साथ एक new window बाहर आयगा। value को 1 सेकंड से change करके 2 सेकंड कर दें और done पर क्लिक करें। हम इसमें action add करेंगे। "add action" पर क्लिक करें और "system" object चुनें और फिर next पर क्लिक करें।

अब general section से “Create object” ऑप्शन चुनें और next पर क्लिक करें। आपको फिर से एक नया विंडो दिखाई देगा। 'bacteria' बनाने के लिए object को चुनें , layer value को 0 से 1 में बदलें, X-position value को **random(70,750)** और y-position value को 0 set करें। bacteria की X-position को उसके movement से decide किया जा सकता है, जब Home Screen layout में bacteria को खिंचा जायगा और set values के लिए test करें। यह process bacteria के Y- position की value को 0 रखते हुए layer 1 भी x-position की किसी भी 70 से 750 के value पर 2 second में duplicate bacteria sprite बनायगा। इसी तरह protozoa, worm और virus को भी duplicate करने के लिए इसी process को repeat करें। कोड करने के लिए स्क्रीन पर दिखाए गए steps को follow करें

For duplicating Protozoa:

Click on “Add Action” > Select “System” - Next > Select “Create Object” – Next > Select object as “Protozoa”; Layer value = 1; X-position value = random(70,750); Y-position value = 0 – Done

(This means Protozoa will create itself every 2 second on layer 1 at any x-position between 70 & 750 while the Y-position remains fixed at 0)

For duplicating Worm:

Click on “Add Action” > Select “System” - Next > Select “Create Object” – Next > Select object as “Worm”; Layer value = 1; X-position value = random(70,750); Y-position value = 0 – Done

(This means Worm will create itself every 2 second on layer 1 at any x-position between 70 & 750 while the Y-position remains fixed at 0)

For duplicating Virus:

Click on "Add Action" > Select "System" - Next > Select "Create Object" – Next > Select object as "Virus"; Layer value = 1; X-position value = random(70,750); Y-position value = 0 – Done

(इसका मतलब virus अपने आप को layer1 के x-position(70 से 750 बीच) पर हर 2 second में duplicate करेगा जबकि y-position value 0 पर fix रहेगी)

हमारे गेम में, हम चाहते हैं कि जैसे ही pathogens humans को touch करें, वे affect हों या destroy हो जाएं। अपने humans को उसी के according कोड करते हैं।

चलिय इस पर apply होने वाले destroying effect को बनाने के लिए हम Human1 को कोड करके शुरू करते हैं। ऐसा करने के लिए, "add action" पर क्लिक करें, object विंडो से "human 1" ऑप्शन चुनें और next पर क्लिक करें। एक new window निकल कर आयगी, नीचे स्कॉल करके collisions section से 'On collision with another object' ऑप्शन को चुनें और next पर क्लिक करें। एक नई विंडो फिर से दिखाई देगी। 'click on choose' ऑप्शन पर क्लिक करें और 'bacteria' को चुनें, done पर क्लिक करें। फिर , "add action" पर क्लिक करें और "human 1" object चुनें और next पर क्लिक करें। नीचे स्कॉल करके misc section "Spawn another object" ऑप्शन को चुनें और next पर क्लिक करें। जल्द ही एक नई विंडो दिखाई देगी। choose to select

आप्शन पर click करें और 'boomeffect' को as a object चुनें, layer value को 0 से 1 में बदलें और image point को 0 रखें। फिर से, , "add action" पर क्लिक करें, "human 1" object चुनें और next पर क्लिक करें। Appearance section से “Set visible” आप्शन चुनें और next पर क्लिक करें। एक new window दिखाई देगी जहां आप ड्रॉप डाउन से visibility को visible से Invisible में बदल देंगे और done पर क्लिक करेंगे। अब, "add action" पर क्लिक करें, “system” object चुनें और next पर क्लिक करें। Global and local variables section से “subtract from” सेलेक्ट करें और next पर क्लिक करें। आपको फिर से एक नई विंडो मिलेगी। ड्रॉप डाउन से variable को health से score में बदल दें और value को 1 बदलकर 5 कर दें, done पर क्लिक करें। फिर से add action" पर क्लिक करें, “human1” object चुनें और next पर क्लिक करें। Global and local variables section से “subtract from” सेलेक्ट करें और next पर क्लिक करें। एक नई विंडो पॉप-अप होगी। 1 से 5 सेकंड के समय का मान बदलें, फिर किए गए पर क्लिक करें। दोबारा, "एक्शन जोड़ें" पर क्लिक करें और "ह्यूमन 1" ऑब्जेक्ट चुनें और Appearance section से “Set visible” आप्शन चुनें और next पर क्लिक करें। एक new window दिखाई देगी जहां आप ड्रॉप डाउन से visible आप्शन चुनें और done पर क्लिक करेंगे।

अब यह समझाने के लिए कि इस code of Event no. 17 में क्या होता है, आप देखेंगे कि जब human 1 bacteria से टकराता है, तो human 1 destroy हो जाता है, और last

में invisible होने से पहले यह Boom effect में बदल जाता है। इस incident के बाद, system स्कोर से 5 points कम कर देता है। इसके बाद system 5 सेकंड तक wait करेगा, इससे पहले कि human 1 फिर से visible हो जाए।

जैसा की event no 17 bacteria और human 1 के बीच होता है, इसी process को बाकी pathogens जैसे protozoa, virus और worm के लिए भी repeat किया जाना चाहिए। अब, human 1 और protozoa, virus और worms के बीच collision के लिए same logic का use करने के लिए, आइए इसके लिए कोड बनाते हैं। जैसा कि आप no 17 के साइड में 'green arrow' देख सकते हैं। उस पर राइट क्लिक करें और sub-menu से 'Make Or Block' चुनें। आप देखेंगे की पूरा event yellow colour में highlight हो गया है। इसके बाद, human 1 image पर राइट-क्लिक करें और object विंडो open करने के लिए sub-menu से 'Add another condition' चुनें। object विंडो से "Human1" ऑप्शन चुनें और next पर क्लिक करें। एक new window आ जायगी, नीचे स्कॉल करके collisions section से 'On collision with another object' ऑप्शन को चुनें और next पर क्लिक करें। एक नई विंडो खुलकर आएगी। 'click on choose' ऑप्शन पर क्लिक करें और 'protozoa' चुनें। उसके बाद done पर क्लिक करें। तो, आप देख सकते हैं कि हमने उसी logic के लिय Human1-Protozoa collision event add किया है। यहां 'OR condition' का function यह पक्का करना है कि अगर human 1 bacteria या protozoa से टकराता है, तो वही logic repeat होगा।

virus और worm के लिए OR statement add करने के लिए भी यही process repeat करें। human 1 और virus और worm के बीच collision को कोड करने के लिए स्क्रीन पर दिखाए गए steps को follow करें।

For collision between Human 1 & Virus:

Right click on "Human1 image" > Select "Add another condition" > Select "Human1" – Next > Select "On collision with another object" – Next > Click on choose – Select 'Virus' option – Done

For collision between Human 1 & Worm:

Right click on "Human1 image" > Select "Add another condition" > Select "Human1" – Next > Select "On collision with another object" – Next > Click on choose – Select 'Worm' option – Done

अब हमें one by one human 2, human 3, human 4 और human 5 के लिए पुरे event no 17 को repeat करना पड़ेगा। आप कभी भी video को pause कर सकते हैं और बाकी humans को कोड करने के लिए steps को carefully follow करें।

For Human 2:

Click on "Add event" > Select "Human2" – Next > Select "On collision with another object" – Next > Click on choose – Select 'Bacteria' option – Done

Click on “Add Action” > Select “Human2” – Next > Select “Spawn another object” option – Next > Click on choose – Select ‘BoomEffect’ option; Layer value = 1; Image point = 0 – Done

Click on “Add Action” > Select “Human2” – Next > Select “Set visible” option – Next > From drop-down select ‘Invisible’ – Done

Again Click on “Add Action” > Select “System” – Next > Select “Subtract from” option – Next > From drop-down select ‘Score’ and value = 5 – Done

Again Click on “Add Action” > Select “System” – Next > Select “Wait” option – Next > Change value = 5 seconds – Done

Click on “Add Action” > Select “Human2” – Next > Select “Set visible” option – Next > From drop-down select ‘Visible’ – Done

Right-Click on a ‘green arrow’ > Select ‘Make Or Block’ > Right click on Human2 image > Select ‘Add another condition’ > Select ‘Human2’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Protozoa’ option – Done

Again Right click on Human2 image > Select ‘Add another condition’ > Select ‘Human2’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Virus’ option – Done

Again Right click on Human2 image > Select ‘Add another condition’ > Select ‘Human2’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Worm’ option – Done

For Human 3:

Click on "Add event" > Select "Human3" – Next > Select "On collision with another object" – Next > Click on choose – Select 'Bacteria' option – Done

Click on "Add Action" > Select "Human3" – Next > Select "Spawn another object" option – Next > Click on choose – Select 'BoomEffect' option; Layer value = 1; Image point = 0 – Done

Click on "Add Action" > Select "Human3" – Next > Select "Set visible" option – Next > From drop-down select 'Invisible' – Done

Again Click on "Add Action" > Select "System" – Next > Select "Subtract from" option – Next > From drop-down select 'Score' and value = 5 – Done

Again Click on "Add Action" > Select "System" – Next > Select "Wait" option – Next > Change value = 5 seconds – Done

Click on "Add Action" > Select "Human3" – Next > Select "Set visible" option – Next > From drop-down select 'Visible' – Done

Right-Click on a 'green arrow' > Select 'Make Or Block' > Right click on Human3 image > Select 'Add another condition' > Select 'Human3' – Next > Select 'On collision with another object' – Next > Click on choose – Select 'Protozoa' option – Done

Again Right click on Human3 image > Select 'Add another condition' > Select 'Human3' – Next > Select 'On collision with another object' – Next > Click on choose – Select 'Virus' option – Done

Again Right click on Human3 image > Select 'Add another condition' > Select 'Human3' – Next > Select 'On collision with another object' – Next > Click on choose – Select 'Worm' option – Done

For Human 4:

Click on "Add event" > Select "Human4" – Next > Select "On collision with another object" – Next > Click on choose – Select 'Bacteria' option – Done

Click on "Add Action" > Select "Human4" – Next > Select "Spawn another object" option – Next > Click on choose – Select 'BoomEffect' option; Layer value = 1; Image point = 0 – Done

Click on "Add Action" > Select "Human4" – Next > Select "Set visible" option – Next > From drop-down select 'Invisible' – Done

Again Click on "Add Action" > Select "System" – Next > Select "Subtract from" option – Next > From drop-down select 'Score' and value = 5 – Done

Again Click on "Add Action" > Select "System" – Next > Select "Wait" option – Next > Change value = 5 seconds – Done

Click on "Add Action" > Select "Human4" – Next > Select "Set visible" option – Next > From drop-down select 'Visible' – Done

Right-Click on a 'green arrow' > Select 'Make Or Block' > Right click on Human4 image > Select 'Add another condition' > Select 'Human4' – Next > Select 'On collision with another object' – Next > Click on choose – Select 'Protozoa' option – Done

Again Right click on Human4 image > Select 'Add another condition' > Select 'Human4' – Next > Select 'On collision with another object' – Next > Click on choose – Select 'Virus' option – Done

Again Right click on Human4 image > Select 'Add another condition' > Select 'Human4' – Next > Select 'On collision with another object' – Next > Click on choose – Select 'Worm' option – Done

For Human 5:

Click on "Add event" > Select "Human5" – Next > Select "On collision with another object" – Next > Click on choose – Select 'Bacteria' option – Done

Click on "Add Action" > Select "Human5" – Next > Select "Spawn another object" option – Next > Click on choose – Select 'BoomEffect' option; Layer value = 1; Image point = 0 – Done

Click on "Add Action" > Select "Human5" – Next > Select "Set visible" option – Next > From drop-down select 'Invisible' – Done

Again Click on "Add Action" > Select "System" – Next > Select "Subtract from" option – Next > From drop-down select 'Score' and value = 5 – Done

Again Click on "Add Action" > Select "System" – Next > Select "Wait" option – Next > Change value = 5 seconds – Done

Click on "Add Action" > Select "Human5" – Next > Select "Set visible" option – Next > From drop-down select 'Visible' – Done

Right-Click on a 'green arrow' > Select 'Make Or Block' > Right click on Human5 image > Select 'Add another condition' > Select 'Human5' – Next > Select 'On

collision with another object’ – Next > Click on choose – Select ‘Protozoa’ option – Done

Again Right click on Human5 image > Select ‘Add another condition’ > Select ‘Human5’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Virus’ option – Done

Again Right click on Human5 image > Select ‘Add another condition’ > Select ‘Human5’ – Next > Select ‘On collision with another object’ – Next > Click on choose – Select ‘Worm’ option – Done

सभी humans के लिए logic same रहेगा। इसलिए, अगर हम एक human के लिए logic बनाने सकते हैं, तो हम बाकी सभी humans के लिए same steps repeat कर सकते हैं। यह programming किसी भी language का एक important feature है।

चलिय layout run करते हैं और देखते हैं कि क्या सब कुछ ठीक काम कर रहा है। मुझे उम्मीद है कि आपका गेम ठीक काम कर रहा है क्योंकि pathogens न केवल खुद का duplicate बना रहे हैं बल्कि वे collision पर humans को affect कर रहे हैं और score भी कम हो रहा है। इसके अलावा, humans destroy होने के बाद 5 सेकंड के बाद दोबारा दिखाई दे रहे हैं।

हमारे अगले वीडियो में, हम अपने Main Screen layout में present बाकी objects को कोड करना continue रखेंगे और अपने गेम की next screens को भी कोड करने के साथ आगे बढ़ेंगे। अभी के लिए bye। जल्द ही फिर मिलेंगे!