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

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

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!

HINDI VERSION

Code the Vaccination Game Layouts – Part IV

Hello everyone! game development पर Intermediate course में आपका स्वागत है!

हमारे पिछले video में, हमने अपने Game Screen layout में present humans को code करना शुरू कर दिया है। इस video में, हम इसमें present बाकी sprites को code करना continue रखेंगे। तो चलिए continue करते हैं…।

अगर आपको याद हैं, तो हमारे पिछले video में, हमने Event no. 4 & 5 में successfully एक logic बनाया था। 4 और 5 जो outer layer में present सभी humans पर apply होता है। चलो बस जल्दी से याद करते हैं कि no. 4 में क्या हुआ। 4. जब injection Long Hair Girl के साथ collide करता है, तो उसकी value 1 हो जाती है यानी वह healthy हो जाती है और उसी moment injection disable, inactive हो जाएगा और वापस base position में आ जाएगा। साथ ही, Long Hair Girl की human connect यानि

Pink Hair Girl भी 1 second के बाद healthy हो जायगी। लेकिन sub-event में Pink Hair Girl के secondary human connect यानी Curly Hair Girl, Man With Turban & Spectacled Girl हैं जो unhealthy state में हैं। इसलिय, यह Pink Hair Girl को unhealthy होने का कारण बनता है अगर उनमें से कोई भी 5 seconds के बाद infected होता है और Long Hair Girl भी और 5 seconds के बाद infected हो जायगी। इसलिए, सभी human chain को disinfect करने के लिए serums को smartly provide करते रहना important है।

तो, चलो outer layer में present humans को code करने के लिय same logic का use करते हैं यानि Curly Hair Girl, Spectacled Boy, Brown Hair Boy, Old Man, Beard Boy, Grey Hair Girl और Orange Hair Girl इन सभी humans के लिए Event no. 4 & 5 से same logic का use करके code बनाएं या आप video description में ये process पा देख सकते हैं। इसे download करने में hesitate न करें।

अब inner layer में present humans को code करने का time आ गया है। तो, चलिए शुरू करते हैं Goatee Boy human को code करना क्योंकि वह inner layer में मौजूद है। याद रखें कि, Goatee Boy 1 के जगह 4 और humans से connected है, इसलिए, सभी उसके according affect होंगे।

जब तक हम इसकी sub-event में नहीं आते तब तक logic थोड़े change के साथ पहले जैसा है। किसी भी sub-event से बचने के लिए आप video description के steps को follow कर सकते हैं।

इसकी sub-events को बनाने से पहले, आइए logic को समझें। outer layer humans के case में, वे उन humans से connect थे जो आगे केवल 1 human chain से connect है। लेकिन inner layer humans के case में, वे उन humans से connect है जो आगे 2 human chains से connect है। example के लिए। Goatee Boy Man With Turban और Spectacled Girl से connect है जो आगे

human chains से connect हैं जबकि बाकी 2 connect यानि Old Man और Beard Boy के पास कोई human chain नहीं है। इसलिए, हम इस बार 2 sub-events बनाएंगे।

यहाँ भी, logic same रहेगा जैसे पहले था बस एक और sub-event और add होगा। चलो "Man With Turban" के लिए एक sub-event बनाएँ। किसी भी confusion से बचने के लिए आप video description के steps को follow कर सकते हैं।

महान! चलिए "Spectacled Girl" के लिए एक और sub-event add करें। Same steps को follow पहले की तरह किया जाना चाहिए। किसी भी wrong programming से बचने के लिए description से process को follow करें।

तो, आइए एक ही logic का use करके बाकी 3 humans की inner layer यानी . ManWithTurban, PinkHairGirl, SpectacledGirl को कोड करें। इवेंट नंबर से इन humans के लिए कोड करने के लिय event no 20, 21 और 22 से same logic का use करें| हम इस process को fast track करेंगे। आप video description से process को follow कर सकते हैं।

इसके बाद, मैं चाहती हूं कि game इन 3 conditions में end हो जाए - एक वह है जब time limit यानी 90 seconds खत्म हो जाए, और second यह है कि injection count 0 हो जाए और third तब होता है जब सभी humans healthy हो जाए। ऐसा करने के लिए, add event पर left click करें "system" option चुनें और 'next' पर click करें। नई window open करने के लिए 'Compare variables' को चुनें। drop down से ,'Timer' variable को चुनें, comparison को '=Equal to' रहने दें और value को 0 से change करके 90 कर दें। done पर click करें। फिर, 'Add another condition' option चुनने के लिए event पर right-click करें। ''System' चुनें और next पर click नई window open करने के लिए 'Compare variables' को चुनें। drop down से 'Remaining Injections' को चुनें , comparison be '<Less than' चुनें और value को 0 से change करके 90 कर दें। done पर click करें। फिर से, event

पर right-click करें और "Make Or block" option चुनें । ''System' चुनें और next पर click नई window open करने के लिए 'Compare variables' को चुनें। drop down से 'Remaining Injections' को चुनें , comparison be '<Less than' चुनें और value को 0 से change करके 90 कर दें। done पर click करें। करें। फिर से, event पर right-click करें और "Make Or block" option चुनें । चलिए इसमें action add करें, 'Add action' पर left click करें, ''System' चुनें और next पर click करें, 'Go to layout' चुनें और next पर click करें, drop down से 'Restart Screen' को चुनें , done पर click करें। third condition के लिय, "add event" पर right-click करें। ''System' चुनें और next पर click करें' नई window open करने के लिए 'Compare variables' को चुनें। drop down से 'Old Man' variable को चुनें , comparison को '=Equal to' रहने दें और value को 0 से change करके 1 कर दें। । फिर, 'Add another condition' option चुनने के लिए event पर right-click करें। ''System' चुनें और next पर click नई window open करने के लिए 'Compare variables' को चुनें। drop down से 'Beard Boy' को चुनें , comparison को '=Equal to' रहने दें, और value को 0 से change करके 1 कर दें। । इसी तरह बाकी सभी humans के लिए steps को repeat करें।

अब 'Add action' पर left click करें और 'System' चुनें। 'Wait' को चुनने के लिए नीचे scroll करें और next पर click करें। 1 second type करें और done पर click करें। फिर से, 'Add action' पर left-click करें और 'System' चुनें 'Go to layout' चुनें और next पर click करें। drop down से, 'Game Won Screen' चुनें और done पर click करें।

great ! इस video में, हमने अपनी Game Screen की coding को approx पूरा कर लिया है। हमारे अगले वीडियो में, हम Game Screen के last part को code करना continue रखेंगे और अगले layouts को code करेंगे।

तब तक, इस part को carefully complete करने के लिए video description का use करें। फिर मिलते हैं!