



ATL Game Development Platform











Controlling the Sprites









By Mr. Jitender Kumar & Ms. Supriya Kadam from **Learning Links Foundation**







02

04

Agenda of the day

Reflections of Day - 7

Adding images, Editing Images, Controlling the sprite with keyboard,



01

Organizing Event Sheet, > Adding Mouse Control and Adding and destroying the enemy

Home Assignment, Q&A











Reflections of Day 7

- Creating game players and setting the Game Layout
- Adding Game event and Debug Event
- Adding Animations





Adding Sprites, Behaviors & plugins references





Adding Background mages

- In the layout properties, set the layout Name to Main, and set Size to 1600,1200.
- Go to the Layer section of Project window.
- On Layer 0, background is present, rename Layer 0 as background layer and click on lock to lock the background it.
- Right click on layer menu and click New layer and \bullet rename it as Main Layer. Repeat process to create UI layer.
- In the project properties, change the window Size to 800, \bullet 600.
- Change the UI layer property Parallax to 0,0. \bullet











Adding Background Images

- Double click on screen select Tiledbackground option from new object type window.
- Type name as background and click on Insert button.
- A plus sign will appear, left click on the screen again to open the Image editor.
- Click on Load from your computer option and select home screen image from the downloaded assets.
- Once the image is uploaded close the image editor to see the image on the layout.
- Grab the anchor points and fit it into the grey dotted screen.
- Your layout should appear as shown











Player Setup

- Double-click a space in the layout to insert a new object, and choose Sprite. When the crosshair comes up, click somewhere above the tiles. The Image Editor will appear.
- Let's import the sprite strip for the player's idle animation. Right \bullet click the Animation Frames window and select Import sprite strip.
- Choose the file (in png format).
- Add the image files wizard-1.png, wizard-2.png, and wizard-3.png and delete the default empty frame.
- Change the animation properties: Speed to 8 , Loop to Yes, and Ping-Pong to Yes. When you're finished, close the image editor windows.





Animation frames (1) 0 Add frame Duplicate last frame Import frames... Import sprite strip... **Reverse frames**

-	Animation Idle I	roperu	6.5
1	Speed	8	
\sim	Loop	Yes	
	Repeat count	1	
	Repeat to	0	
	Ping-pong	Yes	
Mo	ore information	Help	

Thumbnail size









Player Setup

- In the layout area, change the wizard Size to 48,48, and position it in the center of the layout.
- Click on the wizard object and click on the behaviors option in the properties bar.
- A pop window will appear. Click on the plus sign to add new.





10	<u>/</u> Q	and	







Player Setup

- A pop window will appear again. Select 8 direction behavior from it and click on Add button.
- Close the window to return to layout.
- Change its behavior property: "Set Angle" to No.
- Also add the behaviors Scroll to and Bound to layout.







dd behavior ouble-click a behavior to add: Attributes 00 Jump-Bru No Savie Persist Shadov Caster General scrol To C **: -U Timer Anchor Fade Sound to Destroy Drag & Drop outside layout leyout. VERAD Movemer 1000 1000 1000 Ж P 17 ۲ N Platform С Custon Physics Rotate Sine CN Pathfinding Movement ve an object ahead at its current angle. Typically used for bullets and projectiles Add







Player Setup

- Add the spell object. Add a new sprite named Spell; in the Animation frames window, import animation frames from the sprite strip named swirling-yellow.png, which consists of four rows and five columns.
- Set the animation, properties Speed to 30 and Loop to Yes.
- Close the image editor, and position the spell in the margins of the layout.
- Add the behavior "Bullet", and change the bullet property (from properties bar) Speed to 600.
- Also add the behavior "Destroy outside layout".





Ξ	Animation Idle P	roperties
1	Speed	30
Ń	Loop	Yes
	Repeat count	1
	Repeat to	0
	Ping-pong	No
Mo	ore information	<u>Help</u>

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Attributes	when to add.							ø	
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ve an object a	head at its cu	rrent angle. Typ	ically used for	bullets and proje	cties.			Add	h Canol



Controlling the Sprite

Double-click on layout and add keyboard and mouse objects one by one.







Organizing Event

- In event sheet, left click on add event.
- Select Keyboard and click next.
- Select from Add condition window: "Keyboard Key is Down" and set Key to W.
- Add the action Wizard 8-Direction: Simulate Control, and select Up from the list.











Organizing Event Sheet

• Similarly, create remaining events. Event sheet should look like this:

Т	Keyboard Keyboard	W is down	Wizard	Simula
2	Keyboard	S is down	Wizard	Simula
3	Keyboard	A is down	Wizard	Simula
4	Keyboard	D is down	Wizard	Simula
5	Wizard	BDirection is moving	Wizard	Set an
6	System 3	Else	Wizard	Stop a
7	System	Every tick	Wizard	Rotate











Accing enemies

- In the layout, create a new sprite named Creature. \bullet
- In the Animation frames window, import the frames from the sprite strip named monster.png, which \bullet has eight horizontal cells and one vertical cell.
- The animation frames need to be facing right to be aligned with the default angle of motion for the \bullet Bullet behavior, so the frames must be rotated to the right.
- To rotate all the animation frames by 90 degrees clockwise at once, hold Shift on your keyboard, and click the Rotate 90° clockwise button at the top of the Edit image window.
- Each Creature frame should now be facing right















Accing Enemies

- Set the animation properties Speed to 12, Loop to Yes, and Ping-Pong to Yes.
- When finished, close the image editor.
- Add the Bullet behavior and change Speed to 300.
- Also, add the Fade behavior and set Active at start to No.
- Select the Creature sprite.
- Press CTRL key, press mouse left click and hold the cursor over the sprite. Drag to another place on layout and drop to place the duplicated sprite.
- Do duplicates to make total 5 creatures, spread them all over the layouts.





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Ξ	Animation Idle' P	roperues		
1	Speed	12		
\sim	Loop	Yes		
	Repeat count	1		
	Repeat to	0		
	Ping-pong	Yes		
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an object a	head at its cur	rrent angle. Typ	cally used for t	oullets and proje	ctiles.			Ād	t Cano





Adding Spawned and collision

- Add these events to the event sheet. \bullet
- consists of four rows and four columns.
- margins of the layout, and add the behavior Fade
- Add following events to the event sheet.







A spark like special effect will be added as the creature fades out of existence. Add anew sprite named Spark; in the Animation frames window, add animation frames from the sprite strip named spark.png, which

Set the animation properties Speed to 16 and Loop to Yes. Close the image editor, position the spark in the

Spawn OSpell on layer "Main" (image point 0)
Spawn 🔵 Spark on layer "Main" (image point 0)
Destroy
Set 🥒 Bullet Disabled
Fade: start fade





Let's Practice - Homework of the day

Complete the shooter game (Half baked game can be downloaded from <u>https://rb.gy/b7mkf6</u>)



















Thank You! For more info, please write to: tech@learninglinksindia.org

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