

Bovine Battle



Bovine Battle is a bomberman type game that will feature either one or two players. The players will move around a grid-like level and plant "bombs". When these bombs explode they create explosions to the adjacent grid cells. The game will also have enemies that the payer will have to avoid.

<u>Section 1:</u> You will build a layout and add the objects to the project. Additionally, you will set up player controls for movement and bomb laying. Finally, you will create explosions that will appear around the bomb.

Getting Resources from Email opening Construct and a little about the game: https://screencast-o-matic.com/watch/cFlblDrG8H

Setting up Game and adding first 2 objects: https://screencast-o-matic.com/watch/cFlblwrGP5

Setting up Room and adding Objects: https://screencast-o-matic.com/watch/cFlbIlrGSD

Cow, CowPie, Explosion objects and setting event sheet: (There are a lot of changes to these objects you need to watch this!) https://screencast-o-matic.com/watch/cFlFlyrH3R

Continue with Event sheet: https://screencast-o-matic.com/watch/cFlFljrHTz

Instance Variables and setting up bombs: https://screencast-o-matic.com/watch/cFIFIArHtY

Finishing the Explosion Create group: https://screencast-o-matic.com/watch/cFIFYGrHSk

<u>Section 2:</u> In section two you will add a farmer enemy that will move throughout the layout. Additionally, you will set the events that will control the Farmer object. Finally, you will add power-ups that will increase bomb range and quantity of the Cow's speed.

Explosion Group: https://screencast-o-matic.com/watch/cFlqIhrJsu

Farmer Object: https://screencast-o-matic.com/watch/cFlqIYrJMU

Setting up Destination and Farmer Group: https://screencast-o-matic.com/watch/cFlqIArJLC

Continue with the Farmer Group: https://screencast-o-matic.com/watch/cFlqrtrduC

Farmer Group Animations and Power-Ups: https://screencast-o-matic.com/watch/cFlYlkrKXd

Add Power-Up and Variables: https://screencast-o-matic.com/watch/cqVfbd3cPT

Finishing up Section 2 Power-Ups (part 1): https://screencast-o-matic.com/watch/cqVfFu3cR9

Finishing up Section 2 Power-Ups (part 2): https://screencast-o-matic.com/watch/cqVfFy3cSb

Section 3: In the last section of Bovine Battle you will finish the game. Some of the main features of this level will be adding the second player to the game, adding a start screen, and adding sound.

Adding player 2 object and properties: https://screencast-o-matic.com/watch/crln19V2cmR

Finishing up player 2 events: https://screencast-o-matic.com/watch/crl11qV26JX

Start and Instructions Screens: https://screencast-o-matic.com/watch/crl1YvV2l3G

esStart Global Variables and Mouse Object: https://screencast-o-matic.com/watch/crl1YmV2ITU

Game Over events: https://screencast-o-matic.com/watch/crl1riV2lUs

Finishing up the actions and events for functionality: https://screencast-o-matic.com/watch/crliltV22aZ

Adding sound to your game and finishing up: https://screencast-o-matic.com/watch/crlil9V22K7