



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.

Section 1: 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/cFlbllrGSD>

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/cFIFlyrH3R>

Continue with Event sheet: <https://screencast-o-matic.com/watch/cFIFlrHTz>

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>

Section 2: 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/cFlqlhrJsu>

Farmer Object: <https://screencast-o-matic.com/watch/cFlqlYrJMU>

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

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

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

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/crlnI9V2cmR>

Finishing up player 2 events: <https://screencast-o-matic.com/watch/cr1lqV26JX>

Start and Instructions Screens: <https://screencast-o-matic.com/watch/cr1YvV2l3G>

esStart Global Variables and Mouse Object: <https://screencast-o-matic.com/watch/cr1YmV2lTU>

Game Over events: <https://screencast-o-matic.com/watch/cr1riV2lUs>

Finishing up the actions and events for functionality: <https://screencast-o-matic.com/watch/crliItV22aZ>

Adding sound to your game and finishing up: <https://screencast-o-matic.com/watch/crliI9V22K7>