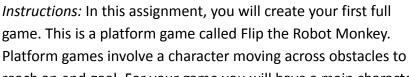
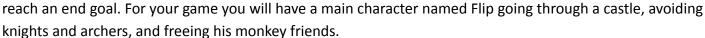


# Flip the Robot Monkey

50 points





### **Goals:**

By the time you finish this assignment, you should be able to say, "I can..."

- 1. Section 1: setting collision points, create a level, and add a super jump.
- 2. Section 2: Add a Knight enemy, a coconut gun, collisions, lives, ammo, and score.
- 3. Section 3: Add new levels and events, ghost archer, dragon boss, and start, instructions, and Game over screens.

## **Steps:**

#### Section 1:

Resources, folders, starting game

Setting collision polygons for objects

Create Level 1

Edge

Groups

Super Jump

Super Jump Cont.

#### Section 2:

**Adding Knight** 

**Edge Marker and Knight Actions** 

Knight Actions cont.

**Shoot & Coconut** 

**Coconut collisions** 

Finishing coconut & Flip/Knight collisions

Lives, Ammo, and Score

Layers, text objects

**Global Variables** 

Finishing up Section 2

#### Section 3:

Layouts, Fall Markers Finishing Level 2



<u>Timer</u>

**Archer** 

**Archer/Arrow Actions** 

Level 3

**Adjusting Level 3** 

Level 4

**Boss & Boss markers** 

Cage & Fireball objects

**Boss & Fireball actions** 

Start & Game Over

**Layouts and Event Sheets** 

Finishing up

## **Grading Rubric**

Backgrounds & Layouts set up properly
Behaviors added correctly
Animations added correctly
12.5 points
12.5 points
12.5 points
12.5 points
12.5 points

**TOTAL50 POINTS**