



Flip the Robot Monkey

50 points



Instructions: In this assignment, you will create your first full game. This is a platform game called Flip the Robot Monkey. Platform games involve a character moving across obstacles to reach an end goal. For your game you will have a main character named Flip going through a castle, avoiding knights and archers, and freeing his monkey friends.

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](#)

[Timer](#)
[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	12.5 points
Behaviors added correctly	12.5 points
Animations added correctly	12.5 points
Game looks nice & plays properly	<u>12.5 points</u>

TOTAL50 POINTS