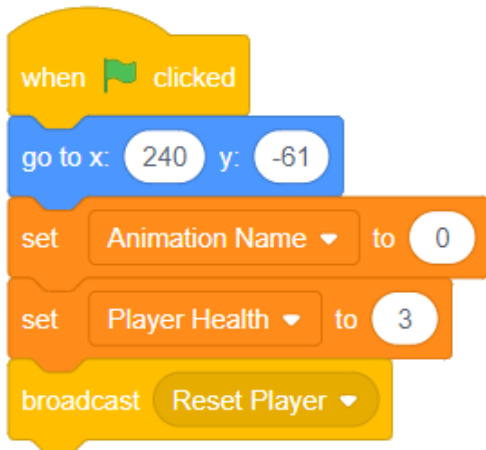CHROME WORKS
e-Learning Lab

FANTASY RPG (PART 1)

You are a samurai battling undead hordes on a mission to save the kingdom from an unspeakable evil in this epic-scale original Scratch game. This will be the first in a multi-part series where we build an ambitious, open-ended game engine that you can adapt for your own projects. You can find the starter file for this project here.

PLAYER

PLAYER (CONT)

```
when [flag] clicked
go to x: 240 y: -61
set Animation Name ▾ to 0
set Player Health ▾ to 3
broadcast Reset Player ▾
```

```
when I receive Reset Player ▾
Player Wounded
Player Dead
Set Animation Player_Idle 0.07 1
forever
    Move Player
    if < key space ▾ pressed? > then
        Player Attack
```
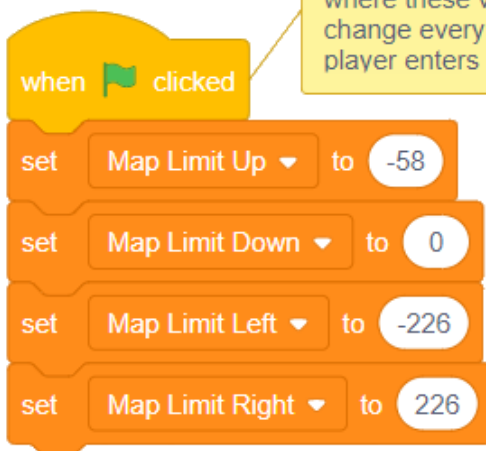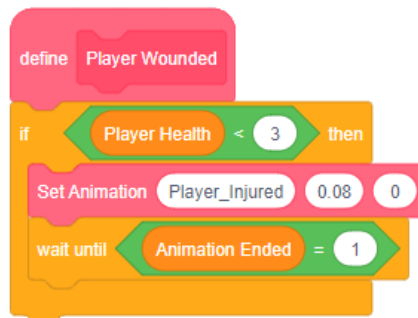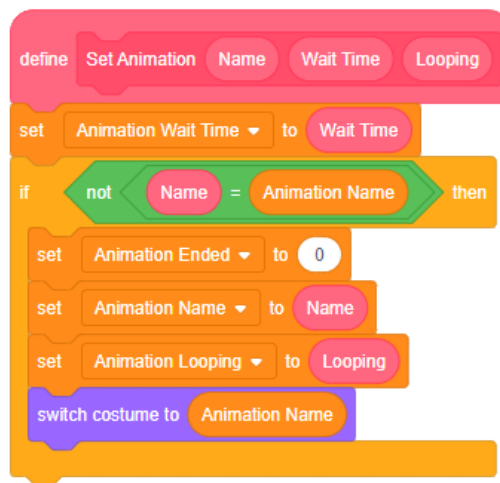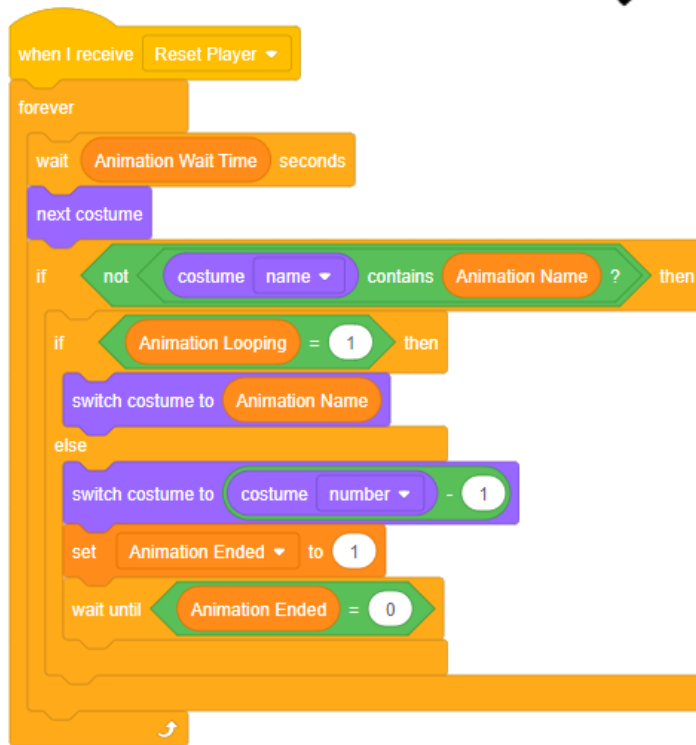
These are temporary values for this map. Next week we'll be deleting this section and adding a new system where these variables change every time the player enters a new

```
when [flag] clicked
set Map Limit Up ▾ to -58
set Map Limit Down ▾ to 0
set Map Limit Left ▾ to -226
set Map Limit Right ▾ to 226
```

```
when I receive [Reset Player ▼]
forever
    wait (Animation Wait Time) seconds
    next costume
    if <not <(costume [name ▼]) contains (Animation Name) ?>> then
        if <(Animation Looping) = (1)> then
            switch costume to (Animation Name)
        else
            switch costume to ((costume [number ▼]) - (1))
            set [Animation Ended ▼] to (1)
            wait until <(Animation Ended) = (0)>
```

```
define Set Animation (Name) (Wait Time) (Looping)
set [Animation Wait Time ▼] to (Wait Time)
if <not <(Name) = (Animation Name)>> then
    set [Animation Ended ▼] to (0)
    set [Animation Name ▼] to (Name)
    set [Animation Looping ▼] to (Looping)
    switch costume to (Animation Name)
```

```
define Player Dead
if <(Player Health) < (1)> then
    Set Animation (Player_Death) (0.1) (0)
    wait until <(Animation Ended) = (1)>
    repeat (40)
        change [ghost ▼] effect by (2.5)
    stop [this script ▼]
```

```
define Player Attack
Set Animation (Player_Attack) (0.06) (0)
wait (0.1) seconds
start sound [Sword Slash 1 ▼]
wait (0.6) seconds
start sound [Sword Slash 2 ▼]
wait until <(Animation Ended) = (1)>
```

```
define Player Wounded
if <(Player Health) < (3)> then
    Set Animation (Player_Injured) (0.08) (0)
    wait until <(Animation Ended) = (1)>
```

SKELETON

```
when [flag] clicked
set Health to 2
set IsClone to 0
hide
forever
    change Enemy Count by 1
    create clone of myself
    wait 6 seconds
```

```
when I start as a clone
forever
    if  y position > y position of Player  then
        go to back layer
    else
        go to front layer
```

```
define Check If Injured
if  Health < 2  then
    Set Animation Skeleton_Injured 0.1 0
    wait until  Animation Ended = 1
```

```
when I start as a clone
set IsClone to 1
show
Check If Injured
Check If Dead
set Animation Name to 0
Set Animation Skeleton_Run 0.07 1
forever
    if  Player Health > 0  then
        point towards Player
        move 2 steps
        Set Animation Skeleton_Run 0.1 1
        if  distance to Player < 70  then
            Set Animation Skeleton_Idle 0.07 1
            wait 0.3 seconds
            Skeleton Attack
        set size to  y position * -0.5 + 110 %
    else
        Set Animation Skeleton_Idle 0.07 1
```

SKELETON (CONT)

define Check If Dead

```
if < Health < 1 > then
    Set Animation (Skeleton_Death) (0.07) (0)
    wait until < Animation Ended = 1 >
    repeat (40)
        change [ghost ▼] effect by (2.5)
    change [Enemy Count ▼] by (-1)
    delete this clone
```

define Set Animation (Name) (Wait Time) (Looping)

```
set [Animation Wait Time ▼] to (Wait Time)
if < not < Name = Animation Name > > then
    set [Animation Ended ▼] to (0)
    set [Animation Name ▼] to (Name)
    set [Animation Looping ▼] to (Looping)
    switch costume to (Animation Name)
```

define Skeleton Attack

```
Set Animation (Skeleton_Attack) (0.06) (0)
wait (0.5) seconds
start sound [Sword Slash 1 ▼]
wait until < Animation Ended = 1 >
```

when I start as a clone

```
forever
    wait (Animation Wait Time) seconds
    next costume
    if < not < costume [name ▼] contains (Animation Name) ? > > then
        if < Animation Looping = 1 > then
            switch costume to (Animation Name)
        else
            set [Animation Ended ▼] to (1)
            switch costume to (costume [number ▼] - 1)
```

5

```
when I start as a clone
forever
    if < Health > 0 > then
        if < costume name ▼ of Player ▼ contains _dmg ? and < touching Player ▼ ? and < touching color ( ) ? and < not < costume name ▼ contains Skeleton_Injured ? > > > > then
            change Health ▼ by -1
            create clone of myself ▼
            delete this clone
        if < costume name ▼ contains _dmg ? and < touching Player ▼ ? and < not < costume name ▼ of Player ▼ contains Player_Injured ? > and < Player Health > 0 > > > > then
            change Player Health ▼ by -1
            broadcast Reset Player ▼
```