

Copter Style Game

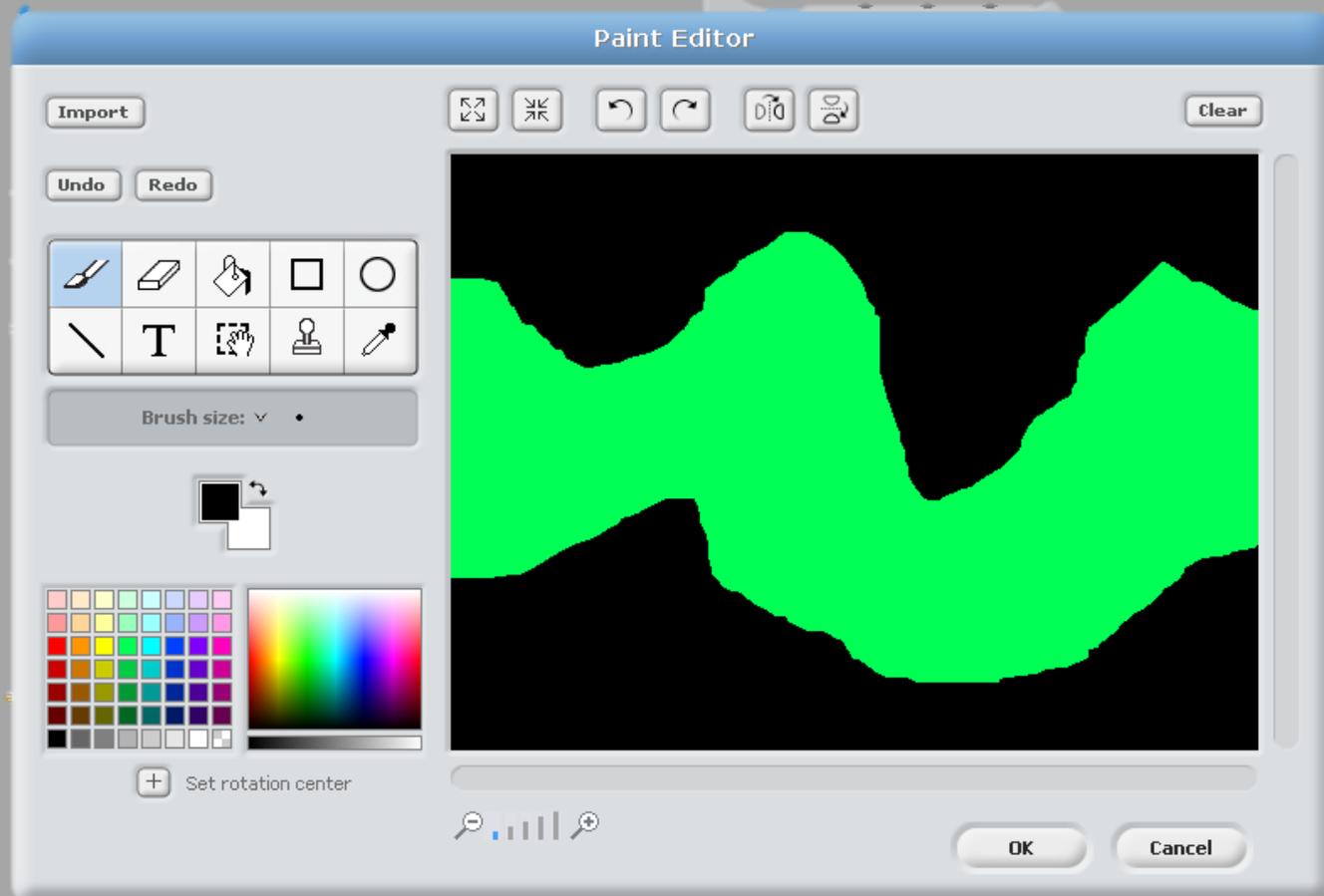
Multi-Level Games

Change the stage

- Start a new Project
- Click on the Stage.
- Select Backgrounds.
- Click on Edit.

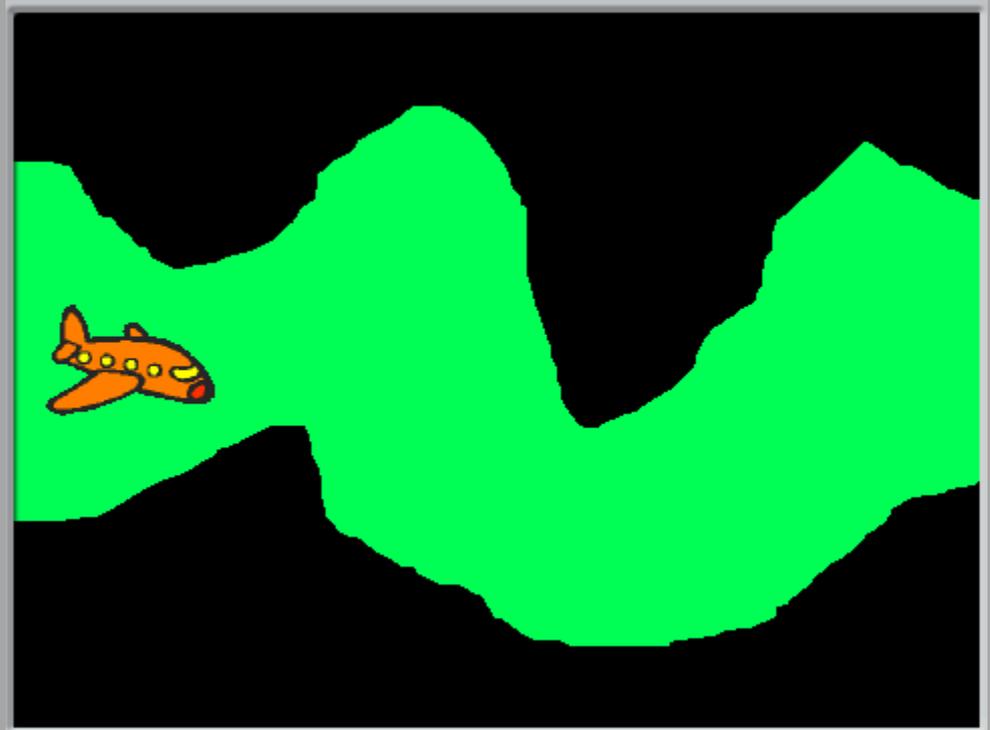


Draw a new background as shown



Change the sprite

Add the
aeroplane sprite,
shrink it and
move to one side
of the stage.
Not on the edge.



Add a second costume

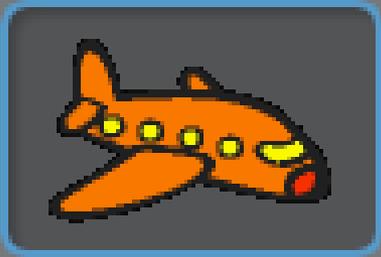
- Select 'Costumes'.
- Click on the 'Copy' button.



- Edit the second sprite to look like it has exploded.

Name the costumes

1



Plane

145x101 3 KB

Edit Copy X

2



Crash

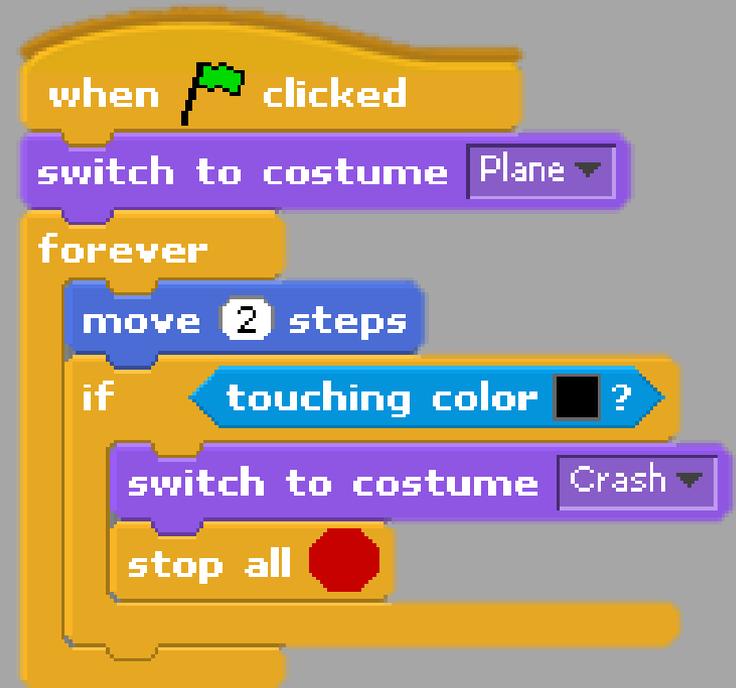
142x96 3 KB

Edit Copy X

Make sure you click on the 'Plane' costume so that it shows the plane costume on the stage.

Script

- When the green flag is clicked, switch to the plane costume (this is under Looks).
- Make it constantly move 2 steps.
- If it is touching the black colour then switch to the Crash costume and stop the game.



Change the game



- Add two more threads to the plane sprite so that if the left or right key is pressed then it turns the plane.
- Make sure the plane starts in the correct place and is pointing in the right direction each time the game is started.
- Think of any other ways that the game can be improved.

Adding extra levels

- On the Stage copy the background and edit to make the pathway narrower
- In script for the stage – On Flag set Background to first background
- Add a new variable Level, set it to start from 1 (on flag click)
- On the plane sprite - Check if the plane touches the edge, if it does increase Level by 1
- On the stage check to see what level you are on and change the background accordingly
- Add a Won background to the stage, if you get to the final level change to background to the Won background and end game