

Retro Remakes - Vacman

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A Game setup

A1 Game and Player setup [0.01:38]

- Application window size 672x672 [0.01:48]
- Insert Active object for player "P 1" [0.02:52]
- Add temporary artwork [0.03:11]
- Set movement to eight directions[0.04:43]
- Set speed and deceleration [0.05:42]
- Test [0.05:59]
- Add event group for "Player" [0.06:56]
- Condition leaves play area (wrap)[0.07:06]
- Save [0.07:58]

A2 Walls [0.08:07]

- Turn on grid 32x32 [0.08:13]
- Insert Backdrop object "wall" [0.08:50]
- Add temporary artwork [0.09:02]
- Set obstacle type to obstacle [0.09:17]
- Condition "P 1" collides wall > "stop" [0.09:32]
- Test [0.09:50]
- Paint mode "wall"s into place [0.10:11]
- Test [0.10:55]
- Save [0.11:12]

A3 Enemies [0.11:15]

- Insert Active object for enemy "rat 1" [0.11:17]
- Add temporary artwork [0.11:36]
- Add qualifier "Enemies" [0.12:14]
- Add variable "normal speed" : 10-20 [0.12:36]
- Add variable "close to center" : 0 [0.13:01]
- Set movement to "bouncing ball" [0.13:16]
- Add event group for "Enemy" [0.14:09]
- Condition "Group.Enemies collides "wall" > bounce & set direction 0,8,16,24 [0.14:37]
- Condition leaves play area (wrap) *shown in section D1 [1.13:02]
- Test [0.15:35]
- Clone "Rat 1" 2 by 2 [0.15:51]
- Test [0.16:05]
- Condition "Group.Enemies" collides "Group.Enemies" > set direction +16 [0.16:16]
- Test [0.17:03]

A4 Lives [0.17:16]

- Insert "Lives" object [0.17:37]
- Condition "P 1" collides "Group.Enemies" > subtract 1 from lives, [0.18:28]
- Condition "P 1" collides "Group.Enemies" > destroy "P 1 " [0.18:56]
- Condition "P 1" collides "Group.Enemies" > fire event 'reset' after 3 seconds[0.19:03]
- Condition 'on reset' > create "P1" [0.19:35]
- Condition 'on reset' > set position of "Group.Enemies" in center [0.20:19]
- Test [0.20:37]

B Game rules

B1 Collectables [0.21:01]

- Insert Active object "Collectable" [0.21:43]
- Add temporary artwork Test [0.22:02]
- Paint mode "collectable"s into place [0.22:20]
- Add event group for "Collectables" [0.23:00]
- Condition "P 1" collides "Collectable" > add 10 to score [0.23:07]
- Condition "P 1" collides "Collectable" > destroy "Collectable" [0.23:45]
- Last Collectable has been destroyed > Add 1 to global level [0.23:52]
- Restart current frame [0.24:52]
- Test [0.25:07]
- Order Rats to front [0.25:45]
- Save [0.26:05]

B2 Score [0.26:06]

- Insert "score" object [0.26:14]
- Import font [0.26:52]
- Test [0.27:18]
- Save [0.27:47]

B3 Powerups [0.27:49]

- Insert Active object "Power up" [0.27:58]
- Add temporary artwork [0.28:16]
- Collision between "P 1" and Power up> Add 20 to Score & Destroy "Powerup" [0.29:14]
- Collision between "P 1" and Power up> p 1 : Set powerup to 350 [0.30:17]
- Collision between "P 1" and Power up> Group.Enemies : Set speed to 12 [0.30:55]
- powerup count of p 1 greater than 0 > Group.Enemies : Force animation frame to 1 [0.31:21]
- Add extra animation frame for rats [0.31:47]

- Every 00"-01 > "P1" Sub 1 from powerup count [0.32:40]
- Enemies : Set position at back to center powerup of p 1 lower or equal to 0 > [0.33:23]
- Group.Enemies : Force animation frame to 0 & Set speed to normal speed("Group.Enemies") [0.33:52]
- Edit event Condition "P 1" collides "Group.Enemies" and insert (+) powerup of "P 1" greater than 0 & add to score 200 [0.35:00]
- Test [0.35:59]
- Save [0.36:25]

B4 Cage [0.36:32]

- Create active object from wall "door" [0.36:54]
- Seal up the center [0.37:08]
- Add event group for "Cage" [0.37:21]
- "Group.Enemies" is overlapping "Door" & powerup count of P 1 equal or less than 0 > Set up [0.37:32]
- "Group.Enemies" is overlapping "Door" & powerup count of P 1 greater than 0 > Set direction downwards [0.38:51]
- Test [0.39:46]
- Edit Rats animation [0.40:06]
- Save [0.41:44]
- Collision between "P 1" and "Door" > Stop *not shown in video

C Better turning (Section C is advanced and optional)

C1 Realign player [0.41:48]

- Always > "P1" Set current direction to Dir("P 1") [0.42:46]
- current direction of P 1 different old direction("P 1") > Set X position to Round(X("P 1") / 32) * 32 + 15 [0.43:45]
- current direction of P 1 different old direction("P 1") > Set Y position to Round(Y("P 1") / 32) * 32 + 15 [0.45:21]
- Always >: Set old direction to current direction("P 1") [0.45:53]
- Test [0.46:53]
- Save [0.47:33]

C2 Guiding-Add Guides [0.47:40]

- Insert Active object for player "Guide" [0.47:47]
- Add flag 0 "valid" [0.48:05]
- Resize to 32x36 [0.48:26]
- Add temporary artwork [0.48:52]
- Created rotated directions [0.49:16]
- Position in crossroad areas [0.49:29]
- Save [0.51:08]

C3 Guiding-Aim Guides [0.51:12]

- Add new group "Guides" [0.51:26]
- Always > Start loop for each one of "Guide", loop name "turn" [0.51:40]
- "Guide" loop name "turn" & NOT "Guide" is overlapping "Group.Enemies" & Every 00"-20 >
- Look at "P 1", Set direction to Round((Dir("Guide") + RRandom(- 4, 8)) / 8) * 8+ Set valid off
- "Guide", loop name "turn" & NOT "Guide" is overlapping a backdrop > Set valid on [0.57:39]
- Save [0.58:19]

C4 Guiding-Aim Enemy [h.58:23]

- "Guide", loop name "turn" & "Guide" overlapping Group.Enemies & valid is on > Set close to center to ODistance("Group.Enemies", X("Guide"), Y("Guide")) [0.58:30]
- "Guide", loop name "turn" & valid is on & "Guide" overlapping Group.Enemies & close to center of Group.Enemies less than 4 & **powerup count of "P 1" lower or equal 0** & Only one action when event loops > Set position to "Guide" & Set direction to Dir("Guide") [1.10:00]
- "Guide", loop name "turn" & valid is on & "Guide" overlapping Group.Enemies & close to center of Group.Enemies less than 4 & **powerup count of "P 1" lower or greater than 0** & Only one action when event loops > Set position to "Guide" & Set direction to Dir("Guide")
- > Set position to "Guide" & Set direction to Dir("Guide") + 16 [1.02:31]
- Test [1.03:07]

D Final Parts

D1 Artwork [1.03:49]

- Add artwork to "Door" [1.04:06]
- Add artwork to "Wall" [1.04:34]
- Add artwork to "Enemy" [1.04:43]
- Add artwork to "P 1", Stopped, Walking, Disappearing [1.05:26]
- Change Rats speed [1.06:50]
- Add artwork to "Collectables" *not shown in video
- Add artwork to "Power up" *not shown in video
- Save [1.17:35]

D2 Title screen [1.07:39]

- Add new frame [1.07:40]
- Add backdrop [1.08:15]
- Add text [1.09:15]
- Add events for next frame [1.09:54]
- Save [1.10:16]

D3 Game Over [1.10:21]

- Number of lives of Player 1 reaches 0 > Next frame [1.10:38]
- Add new frame [1.10:55]
- Add backdrop [1.11:11]
- Add Score [1.11:25]
- Add text [1.11:40]
- Add events for restart [1.11:50]
- Save [1.12:09]

D4 Sounds [1.12:17]

- Add background music [1.13:38]
- Add sound for collectable [1.14:16]
- Add sound for power up [1.14:26]
- Add sound for power down and restriction [1.14:41]
- Add sound for catching "Rat" [1.15:28]