

C-Type

Clickteam Fusion 2.5 - RetroRemakes Checklist

www.impactgamers.net/rr/ct

Part 1 of 2 movement and firing

Part 2 is powerups and bosses

A1 Setup and Player movement

- Set Application Window to 853 x480 [0:44]
- Add an Active object to Frame 1 [1:38]
 - Rename to 'p 1' [2:08]
 - Change movement Type: Eight Directions [2:43]

A2 Scrolling Setup

- Enlarge Frame 1 Size to 15000 x 480 [3:32]
 - Inset an active object [4:18]
 - Rename to 'follow' and edit look [4:35]
 - Insert a counter [5:00]
 - Rename counter to 'flight speed' [5:20]
 - (From later) Set initial value '1' [6:53]
 - Insert quick backdrop [5:39]
 - Change size position x:0 y:0 width:15000 height:480 [5:44]
 - Change settings to motif [6:09]
- EVENT EDITOR-
- Always > scrolling> center window on 'follow' [7:12]
 - Every 00"-01 Set 'follow' x position to + value('flight speed') [7:50]
 - Add alterable value to 'p 1' 'offset' : -300 [9:12]
 - Always>'p 1'>x position of 'follow' + p 1 offset [9:50]
 - Check movement left and right and change offset [10:35]
 - Uncheck 'follow' visible at start [12:10]

A3 Movement Limits

- If 'p 1' moves too far left adjust offset [12:25]
- If 'p 1' moves too far right adjust offset [14:45]
- !BUG! Correct order of events [16:20]

A4 Movement Animations

- FRAME EDITOR-
 - Import artwork for 'p 1' right, up, left and down [16:50]
 - Set action point on tip of 'p 1' [17:40]
- EVENT EDITOR-
- !BUG! Correct latching directions [18:42]

B1 Adding Enemies

-FRAME EDITOR-

- Insert an Active object [20:38]
 - Rename 'enemy 1' [20:53]
 - Import enemy artwork as spritesheet 300x160 [21:03]
 - Set direction options, animation speed 0 [20:53]
 - Hold ALT and set action point [22:04]
 - Resize enemy to desired size [22:48]

B2 Enemy Values and Firing

- Add alterable values 'for enemy' [22:58]
 - Health
 - Points
 - Shoot chance
 - Bullet speed
 - Reload time
 - Shoot calc
 - Reload calc
 - Add flag 'onscreen' [25:32]
 - In Properties Events add qualifier 'Enemies' [25:58]
- Insert an Active object rename 'bad bullet' [26:28]
 - Import as animation 'bad_bullet_1.png' [26:49]
 - Set direction options, Loop checked [27:07]

-EVENT EDITOR-

- Insert group 'Enemies' [27:23]
- Start of Frame > 'group.enemies' Movement > Stop [27:48]
- When group.enemies are on screen > onscreen ON [28:19]
- !BUG! (From later) Fix add action Movement > Start [36:27]
- Set event for calculation of shooting and reloading [29:18]
- Always > count group.enemies "fire" [30:59]
- New Condition group.enemies loop "fire" [31:40]
 - Insert shoot calc = 1 [32:00]
 - Insert reload calc <= 0 [32:27]
 - Create 'bad bullet' and set direction [32:52]
 - !Bug! Add in bullet movement [33:52]
 - And set speed [34:37]
 - !BUG! Fix add action 'group.enemies' movement > start [36:27]
- Decided on specific enemy movement [37:06]

B3 Player Firing

-FRAME EDITOR-

- Add counter 'power bar' [38:43]
 - Set settings, horizontal bar, gradient, count from left [39:18]
 - Set initial min and max values [39:51]
- Insert active object 'Power grow' [40:04]
 - Import animation 'power grow.png' looped [40:23]
- Insert active object 'good bullet' [40:48]
 - Import animation 'good_bullet_1.png' looped [41:05]

-EVENT EDITOR-

- Insert group 'Powering Up' [41:25]
- Always > power grow > position and 'p 1' action point [41:45]
 - Set scale of 'power grow' $\max(0.1, \text{value}(\text{"power bar"}) * 0.01)$ [42:33]
- Every 00"-03, Repeat fire 3 pressed [43:48]
 - Power grow > Reappear [44:42]
 - Add to counter 1 [44:54]
- X (NOT) Repeat fire 3 pressed [45:13]
 - Insert Limit one event when event loops [45:42]
 - Power grow > Disappear [46:03]
 - Create good bullet relative to 'p 1' [46:18]
 - Set scale of 'good bullet' [46:52]
 - Set value 0 [47:34]
- !BUG! Set movement of 'good bullet' bouncing ball, initial direction and speed [48:00]

B4 Bullet Effects

- Condition 'bad bullet' collides with 'p 1' [48:53]
 - Destroy 'p 1' [49:16]
- Condition 'good bullet' collides with 'group.enemies' [49:25]
 - Subtract 1 from health of 'group.enemies' [49:36]
 - Destroy 'good.bullet' [49:52]
- Condition 'Group.enemies' health ≤ 0 [49:57]
 - Destroy [50:13]
- Add more 'enemy 1's and test [50:30]

C1 HUD and Enemy Variations

- Insert quick backdrop [51:00]
 - Set color and resize [51:23]
 - Insert score [51:46]
 - Set color and to text [51:58]
 - Insert string [52:17]
 - Set color and string text to 'Power' [52:28]
 - Insert lives [52:41]
- EVENT EDITOR-
- Add action to health ≤ 0 , add to score [53:04]
- EVENT LIST EDITOR
- !BUG! Correct order of actions [53:33]

-EVENT EDITOR-

- Condition 'good bullet' off screen [54:02]
 - Destroy [54:32]

-FRAME EDITOR-

- !BUG! Fix black bar moving, add layer [54:44]
 - Move HUD to layer 2 [55:15]
 - Set layer 2 x coefficient to 0 [55:29]

- Clone enemies for variations [55:58]

C2 Respawning

- Add checked 'invisible' flag value to 'p 1' [57:31]
 - Runtime options uncheck 'create at start' [57:18]

-EVENT EDITOR-

- Insert group of events 'Respawn' [58:28]
- Start of frame > run event "restart" [58:36]
 - On "restart" create 'p 1' relative to 'follow' [57:55]
 - Flash 'p 1' object [59:32]
 - Run event after 03" "vulnerable" [59:51]
- On event "vulnerable" [1:00:11]
 - 'p 1' reappear [1:00:24]
 - Set off 'invincible' [1:00:30]
- Insert to bullet collision rule 'p 1' invincible off[1:00:42]
 - Add action subtract 1 life [1:01:05]
 - Add action run event "restart" after 02" [1:01:15]
 - !Check spelling if BUG! [1:01:38]
- When lives reach 0, End the application [1:02:12]

C3 Explosions

- Insert new active object 'explosion' [1:02:30]
 - !Check layers BUG! Lock layer 2 [1:03:02]
 - Import 'explosion_1.png' as animation [1:03:33]
 - Cut and paste stopped animation as disappearing [1:03:54]

-EVENT EDITOR-

- Add action create 'explosion' on 'p 1' for 'p 1' hit [1:04:02]

-EVENT LIST EDITOR-

- Change order [1:04:26]

-EVENT EDITOR-

- Add action create 'explosion' on 'group.enemies' for health <= 0 [1:04:46]

-EVENT LIST EDITOR-

- Change order [1:04:58]

-EVENT EDITOR-

- Add action on always destroy animation [1:05:10]

C4 Walls/Barriers

- Insert Backdrop [1:05:50]
 - Runtime options 'obstacle' [1:06:06]
 - Import wall image [1:06:11]
 - Quick import trick [1:06:28]
- Design level, and lock background tip [1:06:50]
-EVENT EDITOR-
- 'p 1' collision with backdrop INSERT 'invincible' off [1:07:25]
 - Quick action duplication tip [1:07:48]
- 'bad bullet' collides backdrop, destroy [1:08:14]
- 'good bullet' collides backdrop, destroy [1:08:24]
- !BUG! Set runtime options for all backdrops 'obstacle' [1:08:48]