

C-Type

Clickteam Fusion 2.5 - RetroRemakes Checklist

www.impactgamers.net/rr/ct2

Part 2 of 2 powerups and bosses

Part 1 is movement and firing

Open previous version [0:09]

Enter frame 1 [0:30]

-frame editor-

Save new version [1:07]

D1 Enemy & Bullet damage

Animation for damage [2:09]

-EVENT EDITOR-

Setting enemy animation [3:27]

-FRAME EDITOR- [7:06]

Testing enemy health [7:10]

Adding enemies from assets [7:29]

Renaming enemy value [7:57]

Add bullet value [8:32]

-EVENT EDITOR-

Set bullet damage [8:54]

Change order of actions [10:23]

Add bullet deplete action [11:00]

D2 Walls

-FRAME EDITOR-

Clone enemy [12:54]

Change properties [13:07]

Change appearance [13:28]

Duplicate wall [13:53]

Set movement [14:41]

Set animations [14:52]

-EVENT EDITOR-

Add collision [15:48]

Add new value [16:59]

D3 Aimed Enemies

Clone wall and rename turret [17:16]

Edit image/animation of turret [17:24]

Add new directions [17:45]

Change properties [18:24]

Change hotspots [19:19]

Turn on aimed alterable value [19:45]

-EVENT EDITOR-

Add new condition for turret [19:56]

- Add turrets aim event [20:49]
- Adding second aim event [21:13]
- Adjusting speed properties [22:13]
- Add more turrets [22:17]

D4 The Boss

- Adding the boss object/rename/add image [23:14]
- Adding turrets to boss [24:02]
-EVENT EDITOR-
- Adding new condition [24:25]

E1 Adding Items

- FRAME EDITOR-
- Insert new object for item [25:19]
 - Change alterable value [25:34]
 - Import animation [25:47]
- EVENT EDITOR-
- Add new condition [26:07]
-FRAME EDITOR-
- Clone collect item [27:49]
 - Rename new objects [28:01]
 - Delete unneeded frames[28:24]
 - Position objects around player ship [29:04]
- EVENT EDITOR-
- Add event for item's positions [29:17]
-FRAME EDITOR-
- Insert new object for item bullet [30:26]

E2 Items Use

- EVENT EDITOR-
- Insert new group of events [31:04]
 - New condition for item's to fire [31:12]
 - New condition for 2nd item's fire [32:40]
 - New condition for 3rd item's fire [33:15]
- Add condition for bullet and enemy collision [34:07]
- New condition for bullet collides with backdrop [34:30]

E3 Activating and losing items

- FRAME EDITOR-
- Turn off visible at start [35:32]
-EVENT EDITOR-
- Insert condition for shooting when visible [35:56]
- Collecting the power up items [36:34]
- Destroying power up [38:10]
- Making collision only when visible [39:52]

E4 Enemy Item Drops

-FRAME EDITOR-

- Adding flag to enemies [41:15]
 - Adding new global value/string [41:50]
- EVENT EDITOR-
- Inserting new event [42:30]
 - Add timed event [44:18]
 - Creating the power up [46:32]
- FRAME EDITOR-
- Setting enemy name [49:10]
 - Turn off respawning with power ups [49:53]
- FRAME EDITOR-
- Remove enemies from sidebar [50:30]

F1 Start Screen

-STORYBOARD EDITOR-

- Title frame [51:18]
 - Create start frame [51:29]
- FRAME EDITOR-
- Adding backdrop object [52:26]
 - Adding text [52:48]
 - Starting game [53:48]
 - Changing text size [54:25]
- EVENT EDITOR-
- Resetting score [55:08]
 - Jumping to start frame [55:15]
 - Change rule for ending application [56:15]
 - Set number of lives [56:45]
 - Edit lives appearance [57:05]

F2 Bug fixes

- Prevent from leaving the screen [57:32]
- Destroying bullet [58:07]

F3 Background graphics nebula

-FRAME EDITOR-

- Changing background [58:40]
- Inserting new background object [59:42]

-EVENT EDITOR-

- New group of events [1:00:42]
- Condition for when background goes off screen [1:02:14]

F4 Sounds

- Inserting sounds [1:03:50]
- Insert new string for credits [1:07:02]