

# Operation Splash

## Clickteam Fusion 2.5 - RetroRemakes Checklist

[www.impactgamers.net/rr-os](http://www.impactgamers.net/rr-os)

### A1 - World size and target

- New Application [1:00]
- Change application size to (900 x 480) [1:12]
  - FRAME EDITOR- [1:38]
- Insert quick backdrop [1:59]
- Change position to 0,0 for top left [2:16]
- Change size to (225 x 480) [2:20]
- Change colour of backdrop to solid black [2:36]
- Rename quick backdrop to "Backdrop" [2:44]
- Insert new active object [2:53]
- Edit active object [3:25]
- Clear canvas [3:27]
- Fill with a solid colour [3:30]
- Move active objects hotspot to top left [3:40]
- Change active object size to (675 x 480) and position to 225,0 [3:50]
- Rename active object to "Shoot area" or similar [4:15]
- Insert new active object [4:30]
- Rename active object to "Target" [4:38]
- Edit active object [4:49]
- Resize canvas to (64 x 64) [4:55]
- Clear canvas [4:59]
- Create own target or import preset asset [5:13]
  - EVENT EDITOR- [5:37]
- New condition for target (When mouse pointer is over "shoot area") [5:40]
- Change position of "Target" to set X and Y as XMouse and YMouse [6:10]
- Run application to check if it works [6:46]
- New condition - hide cursor [7:04]
- Save your work - file - save as and name appropriately [7:42]
  - FRAME EDITOR- [7:52]
- Insert counter object [8:34]
- Rename counter to "Mag counter" [8:49]
- Clone counter object [9:00]
- Rename counters to "Ammo counter" and "Bomb counter" [9:05]
- Set initial counter values to 3, 12 and 3 [9:40]
- Insert new active object for projectile [10:30]

- Rename active to "Splash" [10:40]
- Edit active object projectile (Import or create) [10:50]
- Add alterable value for "Splash" life span and set to "20" [11:40]
  - EVENT EDITOR- [12:18]
- New condition for "Splash" [12:21]
  - When user clicks spawn new object of "Splash" relative to "Target"
- New condition for order [13:16]
  - Always order bring to front for "Target"
- New condition for timer [13:40]
  - Every 1/100 subtract 1 from life span
  - If lifespan  $\leq 0$  destroy "Splash"
- Insert condition to check ammo counter [15:05]
  - Subtract 1 with each click
  - Stop "Splash" when counter = 0
- New condition for reload [15:53]
  - If "Ammo counter" = 0 but "Mag counter"  $> 0$  set "Ammo counter" back to 12 and subtract 1 from "Mag counter"

## **A2 - counters and splash**

- Replace condition for rapid fire [17:26]
  - User holds left button instead of user clicks
- Add Target alterable value [17:58]
  - Change to "Reload"
  - If "Reload"  $> 10$  then add 1 every 1/100 and set back to 0

## **A3 - Enemy Setup**

- FRAME EDITOR- [19:27]
- Insert active object for enemy [19:35]
- Rename new active object to "Firefighter" or similar [19:49]
- Add active to qualifier (Bad) [19:59]
- Add alterable value to enemy [20:49]
  - Health of 2
  - Attack Time of 50
  - Attack Power of 1
  - Attack Calc
  - Points of 100
  - Random Sound
- Edit enemy active and import preset or create own [22:08]
  - Import destroyed frame
- Add enemy flags (On screen and Positioned) [23:12]
  - EVENT EDITOR- [24:10]

- Insert group of event (Attacking) [24:23]
- Insert new condition for overlapping [24:50]
  - Turn flag "On screen" on when overlapping backdrop
- Insert new condition for position [25:06]
  - If X position is < X Left Frame then destroy
- Insert new condition for timer every 1/100 [25:55]
  - Set alt value to attack calc with Random for Attack time
- Insert new condition [27:18]
  - If "Attack calc" = 1
  - FRAME EDITOR- [27:49]
- Insert new active object (Place off screen) [27:51]
- Rename active to "Attack splash" [27:58]
- Edit active object to "Attack splash" preset [28:02]
  - Change speed if needed
  - EVENT EDITOR- [28:37]
- If "Attack calc" = 1 use "Attack splash" animation and subtract "Attack Power" from Lives [28:44]
  - FRAME EDITOR- [30:00]
- Insert new lives object [30:05]
- Resize lives (10 x 20) [30:20]
- Edit lives [30:28]
- EVENT EDITOR- [31:03]
- Set number of lives to 25 [31:05]
- Add action to condition 2 [31:08]
- New condition for collision if overlapping [31:46]
- New condition for destroying enemy [32:34]
  - If Health = 0 then Destroy
- Add flag for "Used" on "Splash" [33:05]
- Save file [33:45]

#### **A4 - Scrolling**

- FRAME EDITOR- [33:53]
- Insert new active object [33:59]
- Rename active object to "Scroll" [34:08]
- Edit active object to bright arrow [34:20]
- Change movement to bouncing ball [34:40]
- Set direction to the right [34:50]
- Change frame one size 6000x480 [35:00]
  - EVENT EDITOR- [35:14]
- Insert action to condition 4 [35:21]
  - FRAME EDITOR- [36:13]

- Turn off follow frame in runtime [36:20]
- Create new layer [36:58]
- Drag backdrop to layer 2 [37:02]
- Set x and y coefficient to 0 [37:10]
- Insert new quick backdrop [37:40]
- Rename quick backdrop to "Garden" [38:17]
- Change to motif in properties [38:31]
- Edit quick backdrop and import preset "Garden" [38:35]
- Change size to (6000 x 480) [39:00]
- Select original quick backdrop and turn off "Visible at start" [39:16]
- Go to arrange and lock [39:21]
- Save file once more

### **B1 - Enemy flying**

- Clone enemy object [39:57]
- Rename clone to "Helicopter" or "Chopper" [40:20]
- Edit object/import helicopter preset [40:20]
- Change hotspot for animation to lower amount of movement [41:15]
- Give chopper movement (Path movement) [41:46]
- Edit path movement for chopper [42:10]
- Select nodes to change speed to 25 [42:40]
- Change alterable values for chopper [43:00]
  - Change Health to 8
  - " Attack Time to 90
  - " Attack Power to 3
  - " Points to 300
  - EVENT EDITOR- [43:33]
- All bad stop movement at start of frame [43:36]
- If group bad is overlapping shoot area start [43:56]
- Save file [44:15]

### **B2 - Pop-up Enemy**

- FRAME EDITOR- [44:27]
- Clone object enemy [44:35]
- Rename to "Fire Fighter 2" [44:40]
- Edit object and import preset enemy [44:46]
- Change hotspot to be "top center"
- Change movement to path movement [45:34]
  - Movement from under frame to around mid frame
- EVENT EDITOR- [46:27]
- Always bring to front [46:30]

- Change order of actions so target is always at front [46:35]
- New condition for if "Firefighter 2" "On screen" flag is on then flag for position is off [47:26]
- Random range between furthest right and furthest left of frame [47:57]
  - Change positioned flag to on

### **B3 - Running/Driving Enemy**

- FRAME EDITOR- [49:25]
- Clone firefighter object [49:29]
- Rename to fire truck [49:37]
- Edit object (Import sprites and change the hot spot to center front)
- Change movement for Firetruck (Bouncing ball right, increase speed to 18) [50:35]
- Change alterable values for fire truck ( [50:43]
  - EVENT EDITOR-[51:02]
- New condition for checking flag and action (set X position to X left frame + 225) [51:13]
- Add actions for order (bring all enemies to front) [52:26]
- Change order of actions (move enemies behind previous enemy in the desired display order)[53:31]
- Replace condition 10 (destroy all enemies if offscreen) [54:40]
  - FRAME EDITOR- [55:29]
- Change alterable values (change attack, health and point value of firetruck) [55:33]

### **B4 - Hostage/Dog**

- Clone firefighter and rename new object to dog [56:36]
- Edit dog object (change design for sprites and change hot spot to center left) [56:43]
- Change movement for dog (bouncing ball, initial direction left) [57:28]
- Change dog alterable values (remove attack, give 1 health, change speed to 25) [57:49]
- Insert active and rename bush/shrub [59:19]
- Edit bush/shrub import shrub (**new active**) [59:35]
- Place multiple shrubs[59:41]
  - FRAME EDITOR- [1:00:00]
- Add action point for order (bush always in front of firefighter + dog always in front of bush)[1:00:00]

### **C1 - Display**

- FRAME EDITOR- [1:00:41]
- Move counters off screen [1:00:49]
- Select layer 2 [1:01:00]
- Insert new string object [1:01:38]
- Change font and colour (Courier, white) [1:01:56]

- Adjust objects to right layers (Text in front of GUI, lives on GUI layer) [1:02:46]
- Insert new score object [1:03:21]
- Change score settings (change to text)[1:03:32]
  - EVENT EDITOR- [1:03:57]
- Add action to condition 15 [1:04:04]
- Add action for score (if enemy health is 0, add to points) [1:04:20]
  - FRAME EDITOR- [1:05:24]
- Change counter properties) [1:05:35]
- Insert new lives object and set to player 2 [1:06:31]
- Clone new lives object 3 times [1:07:00]
- Change the new lives object to different players and import images [1:07:21]
  - EVENT EDITOR- [1:07:49]
- Insert new action on condition 4 [1:07:53]
  - FRAME EDITOR- [1:08:10]
- Insert new active object [1:08:11]
- Set movement to eight directions [1:08:20]
  - EVENT EDITOR- [1:08:28]
- Add actions to condition 4 (set lives to match magazine properties, ammo counter and grenade counter) [1:08:33]
  - FRAME EDITOR- [1:09:52]
- Change enemy alterable values to make it less overpowered [1:09:52]
- Delete active object (displays player 4) [1:10:06]
- Insert backdrop object (enemy indicator) [1:10:22]
- Edit backdrop[1:10:34]
- Insert another backdrop object and edit “enemy indicator” [1:10:52]
- Insert another backdrop object and edit “enemy indicator” [1:11:08]
- Rename Object [1:11:34]
- Lock object [1:11:37]
- Clone counter object and rename “enemy counter” [1:11:51]
- Change initial value to 0 [1:12:12]
- Clone counter object and rename [1:12:21]
  - EVENT EDITOR- [1:12:42]
- Insert new event to condition 15 (remove 1 from counter when enemy dies)[1:12:51]
- Copy and paste condition 15 (remove 1 from counter when enemy dies)[1:13:41]
- Copy and paste condition 16 (remove 1 from counter when enemy dies) [1:13:49]
  - FRAME EDITOR- [1:14:37]
- Lock layer [1:14:47]

## **C2 - Powers-ups**

- Insert a new object and edit (water bomb) [1:15:02]
- Rename object to bomb [1:15:30]

- EVENT EDITOR- [1:15:42]
- Insert new condition and actions (code so bomb is thrown and projects splashes)[1:15:42]
- Insert condition to line 14 (splashes chosen at random to improve hitting)[1:18:08]
  - FRAME EDITOR- [1:18:32]
- Place balloons around [1:18:42]
  - EVENT EDITOR- [1:18:48]
- New condition and actions (destroys water balloon and adds to inventory) [1:18:50]
  - FRAME EDITOR- [1:19:17]
- Insert new active object and rename to slushee [1:19:20]
- Edit and import slushie [1:19:34]
  - EVENT EDITOR- [1:19:48]
- New condition and actions slushee power up (increases health when picked up) [1:19:48]
  - FRAME EDITOR- [1:20:27]
- Insert new active object, edit and rename to water tank mag [1:20:27]
  - EVENT EDITOR- [1:21:12]
- New condition and actions (copy from water balloon code) [1:21:12]
  - FRAME EDITOR- [1:21:44]
- Insert new active object,edit and rename hydrant [1:21:48]
  - EVENT EDITOR- [1:22:15]
- Copy and paste 25 to 26 and add actions (from grenade program) [1:22:17]
  - FRAME EDITOR- [1:22:51]
- Insert new active object, edit and rename golden gun [1:22:57]
- Add new target alterable value ('golden gun' [1:23:24]
  - EVENT EDITOR- [1:23:38]
    - \*destroys golden gun and applies faster fire to gun for 5 seconds
    - Add actions to condition 27 [1:23:46]
    - Add action to condition 5 [1:24:14]
    - Insert condition to event 3 [1:24:39]
    - Add action to condition 3 [1:25:19]
    - Add action to condition 4 [1:25:39]

### **C3 - Intro and Ending**

- STORYBOARD EDITOR- [1:26:28]
- Create frames 2 and 3 [1:26:33]
- Switch order and rename frames to intro, game and end [1:26:43]
  - FRAME EDITOR- [1:27:02]
- Insert new backdrop object, edit and import title screen [1:27:06]
- Insert a string object and insert text "click to start" [1:27:23]
  - EVENT EDITOR- [1:28:02]

- New condition and action to move to next frame (click moves to game frame) [1:28:03]
  - EVENT EDITOR- Game frame [1:29:02]
- Add Global value to application [1:29:13]
- New condition and action for winning (if all enemies killed, move to win screen)[1:29:44]
- New condition and action for running out of ammo (if ammo depleted, move to lose screen 1) [1:30:00]
- New condition and action for game over (if health at 0, move to lose screen 2)[1:30:33]
  - FRAME EDITOR- end frame [1:30:53]
- Insert new active object, edit and import game over [1:31:48]
- Insert new quick backdrop object [1:31:40]
- Change color to black [1:31:52]
- Insert new string object [1:32:00]
- Add new paragraphs to string object [1:32:47]
  - EVENT EDITOR- [1:33:12]
- New condition and actions for game over screen(set animation to match global value) [1:33:14]
- New Condition and action for restarting application (click to restart) [1:34:50]

#### **C4 - Sounds and help**

- EVENT EDITOR- Game frame [1:35:47]
- Add action for sound attack on event 4 [1:35:57]
- Add action for sound attack on event 13 [1:36:27]
- Add action for sound vehicle wet on event 18 [1:36:43]
- Add action for event 16 [1:37:13]
- New conditions for random sounds [1:37:39]
- Edit actions for random sound conditions [1:38:25]
- New conditions and actions for special sounds [1:39:18]
  - FRAME EDITOR- [1:40:53]
- Select layer 2[1:40:56]
- Insert a new string object [1:41:00]
- Edit string colour and font [1:41:20]
- Turn off follow frame in string properties and turn off visible at start [1:41:37]
  - EVENT EDITOR- [1:41:50]
- New condition for string visibility [1:41:55]
- Rename string to help [1:42:26]
- New condition for run event "hide help" and actions [1:43:00]
- Add actions to event 28 [1:43:51]