

# Chase Agent Checklist

## Clickteam Fusion 2.5 - RetroRemakes Checklist

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### A1 Screen size and Car movement

- Set screen size 840 x 720 [0:58]
- New active object 60 x 95 "p1" [1:34]-
- Edit "p1" direction animations [2:11]
- Change movement to 'eight directions' [4:37]
- Edit 'disappearing' animation [5:24]

### A2 Speed counter and road building

- Change frame background colour to grey [6:20]
- New active object "generator" [6:29]
- New animations 'small-big' & 'big-small' [6:59]
- New active object 'blanking plate' [9:27]
- New counter "speed" [10:15]
- Set "speed" limits [10:29]
- Clone "generator" [10:54]
- Name "road" [11:04]
- Change movement of "road" to bouncing ball [11:15]
- Set initial direction to down [11:20]
- Add 'small' flag [11:39]  
Event editor
- Condition when "blanking plate" doesn't overlap "road" [11:58]
- Set conditions of 'build road' event [12:42]
- New condition when road enters play area [13:40]
- Set speed to counter value [14:35]
- Condition when small is off [15:08]
- New condition when small is on [15:58]
- Change the "road" animation to match the "generator" [16:33]

### A3 Moving road

Frame Editor

- Change "generator" movement to 'bouncing ball' [18:10]
- Set "generator" direction [18:17]
- New active object "road barrier" [18:35]  
Event Editor
- New condition start "generator" X chances out of Y [19:26]
- New condition stop "generator" X chances out of Y [19:49]
- Set barrier to stop and change generator direction [20:00]
- New condition when generator is not stopped [21:32]
- Adjust Y scale of "blanking plate" [22:55]

## A4 Accelerate distance and road markings

- Set controls for Increase speed [23:40]
- Set controls for decrease speed [24:02]
- Acceleration condition [24:35]
- Breaking condition [24:51]
- Set default direction [25:30]
- Set speed [26:36]  
Frame Editor
- New counter "distance" [27:03]  
Event editor
- Add 1 to "distance" [27:30]
- Frame Editor
- New active object "markings" [28:08]
- Resize 10 x 10 [28:11]
- Change movement to 'bouncing ball' [28:48]
- Set initial direction to down [28:51]  
Event Editor
- Set speed of "markings" [29:06]
- Calculate centre of road [29:28]
- Set Y scale of "marking" [30:54]
- Bring car to front [31:47]

## B1 Enemies

- Frame Editor
- Clone "P1" [32:07]
- Name enemy 1 [32:24]
- Add qualifier [32:34]
- Add alterable values [32:50]
- Edit image [33:20]
- Add animations [33:45]
- Set movement to bouncing ball [34:11]
- Set speed [34:19]
- Set alterable values [34:34]
- Clone "enemy1" twice [35:25]
- Edit "enemy 2" artwork & animations [35:36]
- Change alterable values [36:00]
- Edit "enemy 3" artwork [36:14]
- Change alterable values [35:53]

## B2 Enemy movement

- Event Editor
- New group "enemies" [37:26]
- Set enemy pace [37:47]
- Condition when enemy reaches near top of screen [39:50]
- Condition when enemy reaches near bottom of screen [41:24]

- Bounce enemies when they collide [42:20]
- Change direction when enemy collides with road [42:41]
- Bring enemies to front [43:53]

### B3 Battling

- New active object "bullet" [44:09]
- Edit artwork [44:24]
- Change "p1" action point [44:42]  
Event Editor
- Set fire control [45:29]
- Insert timer [46:28]
- Add direction conditions [46:55]
- Copy previous line of code and change directions [47:17]
- Copy previous line of code and change directions [47:42]
- Limit bullet distance [48:15]
- Collision between "enemy" and "bullet" [49:12]
- Collision between "enemy" and "p1" [49:35]
- Subtract lives for collisions [49:54]
- Enemy lives = 0 [50:46]
- Player lives = 0 [51:12]
- Subtract from lives [51:36]  
Frame editor
- Add lives [51:55]

### B4 Movement limits and HUD

- New layer [53:08]
- Move lives to layer 2 [53:26]
- Move speed to layer 2 [53:32]
- Move distance to layer 2 [53:38]
- New backdrop [53:51]
- Change "lives" artwork [54:23]
- Change initial lives [54:56]
- Change "speed" to text [55:21]
- Change "distance" to text [55:50]
- Add score [56:00]
- Change "score" text [56:12]
- Add string [56:32]
- Car Damage [56:50]
- Change colour [56:54]
- Clone string [56:57]
- Change to Score [57:02]
- Lock layer 2 [57:19]  
Event Editor
- Stop "p1" at top of screen [57:39]
- Stop "p1" at bottom of screen [57:53]
- Add to score [58:13]

- Make "p1" bounce on collision [58:48]
- "p1" collision with road [58:57]

## C1 Enemy spawn

- Add bounce to "p1" and "enemies" [59:54]  
Frame Editor
- Move enemies off screen [1:00:22]  
Event Editor
- Start of frame destroy "enemies" [1:00:38]
- Condition to create enemies from top [1:00:55]  
Frame Editor
- Clone enemies [1:03:50]  
Event Editor
- Edit calculation [1:04:17]
- Set direction [1:04:48]
- Set speed [1:05:01]
- Change order of "enemies" and "blanking plate" [1:05:45]

## C2 Recharge lorry

- Frame Editor
- Clone "enemy" [1:07:21]
- Name "recharge truck" [1:07:39]
- Change alterable value [1:07:49]
- Move hotspot on "recharge truck" [1:08:14]
- Add recharge animation [1:08:40]
- Move hotspot using Alt shortcut [1:09:20]
- Change direction options speed [1:09:56]  
Event Editor
- Collision between "p1" and "recharge truck" [1:10:37]
- Compare general values X and Y [1:11:02]
- Compare "p1" position values X and Y [1:12:05]
- Change animation sequence [1:12:36]
- Change visibility of "p1 when recharging" [1:12:30]
- Set position [1:12:58]
- Set lives [1:13:11]
- Set speed [1:13:24]
- Set counter to 20 [1:13:43]
- Change visibility when recharge finishes [1:13:58]
- Set direction of "recharge truck" [1:14:17]
- Compare general values X and Y [1:15:01]
- Create "recharge truck" [1:15:30]
- Limit condition - run only once [1:16:04]
- Increase random chances out of .. to 3000 [1:16:43]

### C3 End game rules

- Test position of road [1:17:30]  
Frame Editor
- Select all enemies [1:18:58]
- Add flag "leave" [1:19:10]  
Event Editor
- Add when "leave" is off [1:19:27]
- Add set "leave" on when recharge animation is finished [1:19:39]
- Add set "leave" on when player lives = 0 [1:19:56]
- New condition when "leave" is on [1:20:01]
- Add compare p1=1 [1:20:04]
- Edit "enemy" leaving speed [1:21:40]  
Frame editor
- Unlock layer 2 [1:22:14]
- Insert new string [1:22:37]
- Resize string [1:22:45]
- Game over... [1:22:51]
- Change colour and font [1:23:05]
- Turn off visible at start [1:23:18]  
Event Editor
- Rename string 3 "game over" [1:23:30]
- When live = 0 flash string [1:23:50]
- Restart controls [1:24:03]

### C4 Sounds

- Start of frame condition [1:24:55]
- Play and loop sample car [1:25:08]
- Always set sample frequency 1000 [1:25:36]
- Edit frequency 800 [1:26:08]
- Play and loop background [1:26:36]
- Play sample upgrade [1:27:03]
- Play sample hit [1:27:23]
- Play sample damage [1:27:40]
- Play sample bullet [1:27:59]
- Stop all samples [1:28:16]
- Play sample explode [1:28:32]
- Play sample game over [1:28:41]
- Play sample explode [1:28:59]
- Change enemy spawn random number [1:29:35]
- Set enemy health to 99999999 when destroyed [1:30:10]