POING

Clickteam Fusion 2.5 - RetroRemakes Checklist
www.impactgamers.net/rr-po

A1 Paddles/Bats
- ☐ New Application [0:43]
- ☐ -STORYBOARD EDITOR- [0:50]
- ☐ -FRAME EDITOR- [1:02]
- ☐ Change application size to 858 x 525 [1:38]
- ☐ Insert new active object [2:09]
- ☐ Go to active's properties - movement tab - change movement to 8 directions [2:30]
- ☐ Go to application properties - runtime options tab - edit default controls [3:14]
- ☐ Select player 1 keyboard controls - set as W,S,A,D [3:44]
- ☐ Select active's movement properties tab - change directions to only up and down [4:10]
- ☐ -EVENT EDITOR- [5:02]
- ☐ New condition for test position of active - Add action for movement - stop [1:17]
- ☐ -FRAME EDITOR- [6:11]
- ☐ Resize active object [6:36]
- ☐ Edit active object - clear - fill tool [7:00]
- ☐ Rename active to p1 [7:21]
- ☐ Clone p1 active object [7:39]
- ☐ Change grid setup - size and snap to [7:48]
- ☐ Right click to edit p2 [7:58]
- ☐ Change p2 movement properties - set to player 2 [8:06]
- ☐ Select both player active objects [9:05]
- ☐ Put both player active objects into qualifier "player" [9:07]
- ☐ -EVENT EDITOR- [9:44]
- ☐ Replace player 1 actions to group "players" [10:28]
- ☐ Save your work [11:19]

A2 Ball
- ☐ -FRAME EDITOR- [11:24]
- ☐ Insert new active object [11:31]
- ☐ Rename object to "ball" [11:35]
- ☐ Change Balls movement to bouncing ball - adjust speed to 40 [11:48]
- ☐ -EVENT EDITOR- [12:27]
- ☐ New condition to test position of ball - add action to movement - bounce [12:29]
- ☐ New condition for collision with player and ball - add action - movement - bounce [13:07]

A3 Score and limit

- ☐ New conditions for player score [13:56]
- ☐ Add actions for changing position of ball [15:17]
- ☐ -FRAME EDITOR- [15:57]
- ☐ Insert new score object [16:01]
- ☐ Change score settings to be text [16:25]
- ☐ Clone score object and change to player 2 in settings [16:50]
- ☐ Reposition ball object in position settings 429 x 263 [17:07]
- ☐ Make new global value "score limit" and set to 5 [17:54]
- ☐ -EVENT EDITOR- [18:10]
- ☐ New condition - compare p1 score with global value score limit - actions - next frame [18:13]
- ☐ Make same event for p2 [19:10]

A4 Speed up

- ☐ Add actions to increase speed of ball [19:50]
- ☐ Add another global value called "start speed" and set to 1 [21:43]
- ☐ Add action to set speed from global value start speed [22:20]
- ☐ New condition - start of frame -action - set speed - retrieve global value start speed [23:13]
- ☐ Move condition to top (line 1) [23:55]

B1 Power up

- ☐ -FRAME EDITOR- [24:41]
- ☐ Insert new active object - rename "power up p1" [24:53]
- ☐ Resize and edit object [25:12]
- ☐ -EVENT EDITOR- [25:47]
- ☐ New condition - always - action - position - relative to p1 [25:50]
- ☐ New condition - always - action - position - relative to p2 [26:10]
- ☐ Add actions for visibility - make object invisible [26:47]
- ☐ New condition - compare to player 1 score - 3 - action - halo visible [27:13]
- ☐ New condition - compare to player 2 score - 3 - action - halo 2 visible [27:49]
- ☐ New condition - player 1 moves right - insert condition - is halo visible - create new object - select direction - speed set to 100[28:54]
- ☐ New condition - player 2 moves left - insert condition - is halo visible - create new object -select direction - speed set to 100 [31:16]
- ☐ Insert new event - new condition - ball leaves left or right of play area - number of balls greater than 1 - destroy [34:03]
- ☐ Insert condition new condition - ball leaves left or right of play area - number of balls greater than 1 - pull green tick [34:38]
- ☐ Pull green ticks to remove actions line 5 and 6 [35:14]

B2 AI ball

- [ ] Create new global value "AI Skill" set to 20 [36:10]
- [ ] Insert new group of events "AI" [36:40]
- [ ] -FRAME EDITOR- [37:00]
- [ ] Clone ball object and rename "ball aim" [37:05]
- [ ] Adjust ball aim's blend coefficient to 128 in properties [37:31]
- [ ] Turn off create at start for ball aim object in properties [38:07]

B3 AI aim

- [ ] -EVENT EDITOR- [38:14]
- [ ] New condition - timer - every 15 hundreths of a second - create ball aim - direction - current direction value - set speed - current speed + AI skill [38:15]
- [ ] New condition - ball aim hit top or bottom of play area - movement - bounce [38:51]
- [ ] Add alterable value to P2 called "y aim" [40:32]
- [ ] New condition Ball aim leave play area on the right - set alterable value y aim to position of ball aim [40:50]
- [ ] New condition - p2 position - compare y position, if greater than value "y aim" [41:22]
- [ ] Drag previous condition and adjust from greater to lower [42:16]
- [ ] Drag action and change from -8 to +8 [42:31]
- [ ] Change y aim value to 263 [43:22]
- [ ] New condition - If ball aim is outside play area - destroy [43:59]
- [ ] Edit condition on line 20 [44:18]

B4 AI on/off

- [ ] Turn of visible at start in display options for ball aim [45:06]
- [ ] New condition - global value of AI skill is greater than 0 - ignore P2 control [45:31]
- [ ] Add action to line 24 - activate - group of events - AI [46:09]
- [ ] Add action to line 1 - disable group of events - AI [46:18]
- [ ] New condition - power up is visible - insert- every 3 seconds - create ball object (drag action) [47:23]

C1 Artwork

- [ ] -FRAME EDITOR- [48:37]
- [ ] Edit ball object - import - ball animation - 24x24 -loop [48:42]
- [ ] Edit p1 object - import - p1 -16x90 -loop [49:23]
- [ ] Edit p2 object - import - p2 -16x90 - loop [49:47]
- [ ] Edit power up object - import - power up -50x50 - loop [50:00]
- [ ] Edit ball aim object - import - ball - 24x24 [50:44]
- [ ] Set background color in frame properties to dark gray [51:08]
- [ ] Change score color in properties [51:19]
- [ ] Insert a quick backdrop object - set width to 5 -height to 525 - arrange - align in frame - horizontal center [51:35]
- [ ] Player objects - Align in frame - vertical center [52:10]

C2 Title and End screen

- ☐ -STORYBOARD EDITOR- [52:31]
- ☐ Create frame 2 and 3 - drag game frame to number 2 [52:38]
- ☐ Rename frame - start - game - end [52:49]
- ☐ -FRAME EDITOR- [53:06]
- ☐ Select dark gray as background color in properties [53:16]
- ☐ Insert string object - change text option to preferred font - color white [53:23]
- ☐ Insert new string object or clone - change text [54:13]
- ☐ -FRAME EDITOR- [54:47]
- ☐ New condition - user mouse clicks within a zone - left button single click - action next frame [54:51]
- ☐ Copy condition - add action to end application [55:18]
- ☐ Choose standard fade option in properties for 2 seconds [55:43]
- ☐ Make power ups not visible at start [56:08]
- ☐ Go to end frame - change background color to dark gray [56:25]
- ☐ Drag in string and change text to "game over" [56:30]
- ☐ Drag in string 2 and change text to "replay" [56:40]
- ☐ -EVENTEDITOR- [56:45]
- ☐ New condition - user clicks in a zone "replay" - single left click - action - restart [56:49]
- ☐ Cope condition - edit action to click on zone "quit" - action - end application [57:17]

C3 Options

- ☐ -FRAME EDITOR- [57:47]
- ☐ Insert new list object - rename to "winning" [57:56]
- ☐ Clone list twice and rename "AI" and "start speed" [58:18]
- ☐ Add content to list winning [58:49]
- ☐ Add content to list AI [59:05]
- ☐ Add content to list Start speed [59:19]
- ☐ Create 4 alterable value in list winning - add values 5, 10, 25, 100 [59:57]
- ☐ Create 5 alterable value in list AI - add values 0, 10, 20, 30, 40 [1:00:09]
- ☐ Create 4 alterable value in list Start speed - add values 20, 30, 40, 50, 100[1:00:43]
- ☐ -EVENT EDITOR- [1:01:08]
- ☐ New condition - if selection changed - action - change global value - index - current line number -1 [1:01:09]
- ☐ New condition - AI selection changed - change global value - index - current line number -1 [1:02:38]
- ☐ New condition - start speed selection changed - change global value - index - current line number -1 [1:03:10]
- ☐ -FRAME EDITOR- GAME [1:05:02]
- ☐ -EVENT EDITOR- [1:05:07]
- ☐ Add action to line 1 - set score to 0 [1:05:12]
- ☐ -FRAME EDITOR- [1:05:20]
- ☐ Pull in score to game over screen [1:05:25]
- ☐ New condition start of frame - set current line to 1 - drag over to other 2 lists [1:06:12]

C4 Sounds

- ☐ New condition - test position of ball - action - play sample "wall" [1:07:07]
- ☐ Add action to line 25 - set frequency 60000 - speed of ballx200 [1:07:57]
- ☐ Add action to play sample to line 8 [1:08:52]
- ☐ Add action to play sample to line 4 [1:09:21]