Pluto Parker

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

A1 Game setup & movement

- ☐ New application [1:26]
- ☐ Set application window to 1280 x 800 [1:41]
- ☐ Add active object "lander" [2:45]
- ☐ Change size of "lander" 20x20 [3:23]
- ☐ Edit appearance of "lander" [3:42]
- ☐ Edit walking animation of "lander" [5:25]
- ☐ Apply physics spaceship movement to "lander" [6:27]
- ☐ Set gravity scale of "lander" to 3 [7:13]
- ☐ Set thruster of "lander" to Up [7:25]
- ☐ Set thruster power of "lander" to 2 [7:30]
- ☐ Insert physics engine [7:54]
- ☐ Increase thrust power of "lander" to 3 [9:20]

A2 Terrain and scrolling

- ☐ Enlarge frame to 2560 x 800 [9:45]
- ☐ Insert active object "crash area 1" [10:24]
- ☐ Show grid [11:01]
- ☐ Change color of "crash area 1" to gray [11:23]
- ☐ Paint mode the surface [11:31]
- ☐ Set new condition for scrollings relative to "lander" [12:18]
- ☐ Add new condition for "lander" leaving screen on right [13:20]
- ☐ Add new condition for "lander" leaving screen on left [14:07]

A3 Collision and background

- ☐ Add new global value 'fuel' to application [15:37]
- ☐ New condition when "lander" collides with "crash area 1" [16:04]
- ☐ Set conditions of 'blowup' [16:48]
- ☐ Set conditions of 'restart' [17:43]
- ☐ Move "lander" higher on screen [18:50]
- ☐ Change location of "lander" to random [18:56]
- ☐ Change "lander" initial impulse to 2 [19:53]
- ☐ Change "lander" initial direction to left [19:58]
- ☐ Set angle to 0 [20:14]
- ☐ Add action to set angle [20:37]
- ☐ Insert backdrop [21:11]
- ☐ Fill area with backdrop objects [21:37]
- ☐ Change background to black [22:48]

A4 Landing pads and edges

- ☐ Insert new active object "landing x1" [23:15]
- ☐ Change appearance of "landing x1" [23:35]
- ☐ Add alterable value 'bonus' of 1 [24:30]
- ☐ Add 'areas' qualifier [24:54]
- ☐ Clone "landing x5" [25:25]
- ☐ Rename and edit appearance of clones [25:32]
- ☐ Set bonus values [25:53]
- ☐ Position landing areas [26:31]
- ☐ Set "crash area 1" 'danger' qualifier[28:07]
- ☐ Clone "crash area 1" [28:17]
- ☐ Edit appearance of clones [28:26]
- ☐ Position crash areas [29:29]
- ☐ Change collision code [30:05]

B1 Fuel

- ☐ Insert new "counter fuel" [32:15]
- ☐ Change font color and font [32:40]
- ☐ Insert new string [33:16]
- ☐ Change color and font [33:25]
- ☐ Change text to 'fuel' [33:54]
- ☐ Name string "Title fuel" [34:02]
- ☐ New condition to subtract fuel [34:28]
- ☐ Set counter to fuel [35:35]
- ☐ Set minimum value to 0 [36:28]

B2 Altitude

- ☐ Insert active object "sensor" [37:46]
- ☐ Change size of "sensor" 2 x 800 [38:04]
- ☐ Edit appearance of "sensor" [38:28]
- ☐ Make sensor invisible [39:02]
- ☐ Clone "fuel counter" [39:17]
- ☐ Name "altitude counter" [39:29]
- ☐ Clone "title fuel" [39:38]
- ☐ Name "title alt" [39:42]
- ☐ Set position of "sensor" [40:07]
- ☐ Create an expression to create altitude [40:29]

B3 Angle & Speed

- ☐ Clone "title alt" and "altitude counter" [42:36]
- ☐ Rename speed and angle [42:59]
- ☐ Add "landed" flag to "lander" [44:21]
- ☐ Calculate speed [45:00]
- ☐ Calculate angle [46:00]

B4 Score

- ☐ Clone "Fuel" & name "Title Score" [47:19]
- ☐ Insert a score [47:42]
- ☐ Change score type to 'text' [47:55]
- ☐ Change font and size [48:01]

C1 Limit angle

- ☐ Set right angles [48:35]
- ☐ Set left angles [49:29]

C2 Instructions

- ☐ Clone "angle" string and expand [50:20]
- ☐ Name new string "information" [50:52]
- ☐ Change text to 'landing sequence initiated…" [51:02]
- ☐ Set alterable string to " " [51:41]

C3 Bad landing

- ☐ Stop "lander" when it collides with areas [52:23]
- ☐ Add new alterable value "bonus" [54:13]
- ☐ Set "bonus" [54:31]
- ☐ Create group of events "landed" [55:31]
- ☐ Activate "landed" [56:02]
- ☐ Activate "blowup" [56:30]
- ☐ Condition for bad angle [57:57]
- ☐ Set "blowup" to run only once [59:38]

C4 Good landing

- ☐ Condition for good landing [1:01:05]
- ☐ Condition for excellent landing [1:02:59]
- ☐ Condition for perfect landing [1:04:19]
- ☐ Condition for always deactivate landed [1:05:32]
- ☐ Condition at start of frame and fuel is less than zero go to next frame [1:06:59]

D1 End screen/highscore

- ☐ Create new frame [1:07:46]
- ☐ Change background color of frame "game" to black[1:08:11]
- ☐ Insert new object highscore table and change color/font [1:08:21]
- ☐ Insert new string object [1:09:00]
- ☐ Change paragraph 1 to "game over" [1:09:25]
- ☐ Arrange highscore to horizontal center [1:09:45]
- ☐ Clone string "game over" rename to "Restart" [1:09:55]
- ☐ Condition for restarting application [1:10:15]

D2 Title and sounds

- ☐ Make new frame and rename "title" [1:11:40]
- ☐ Change background color to black [1:12:01]
- ☐ Drag in string "game over" and rename "Pluto Parker" [1:12:11]
- ☐ Insert new backdrop and import planet image [1:12:43]
- ☐ Insert Lander object and physics engine - set gravity to 0 [1:13:05]
- ☐ Condition for if lander leaves play area [1:13:28]
- ☐ Condition for going to next frame [1:14:29]
- ☐ Enable play sounds over frames in runtime settings [1:15:32]
- ☐ Condition for start of frame - play and loop sample [1:15:47]
- ☐ Add sound for no fuel [1:17:11]
- ☐ Add sound for successful landing [1:17:36]
- ☐ Add sound for exploding [1:17:49]
- ☐ Condition for adding sound for altitude [1:18:02]
- ☐ Condition for adding boost sound [1:18:45]
- ☐ Condition for stopping boost sound [1:19:29]
- ☐ Condition for stopping altitude sound [1:20:12]

D3 Explosion

- ☐ Insert new particle object and turn off start of frame [1:21:02]
- ☐ Edit particles [1:21:19]
- ☐ Add events for particles [1:22:02]
- ☐ Change event order [1:22:45]
- ☐ Adjust particle speed 1 - Intival to be 0 - density 1000 [1:23:36]
- ☐ Condition for particle colliding [1:24:32]
- ☐ Set gravity factor to 5 [1:25:23]

D4 Colors of counters

- ☐ Condition for color of counter blue [1:26:19]
- ☐ Condition for color of counter red [1:26:45]
- ☐ Condition for color of counter white [1:27:04]
- ☐ Condition for color of counter green [1:27:35]
- ☐ Condition for color of counter red [1:28:01]