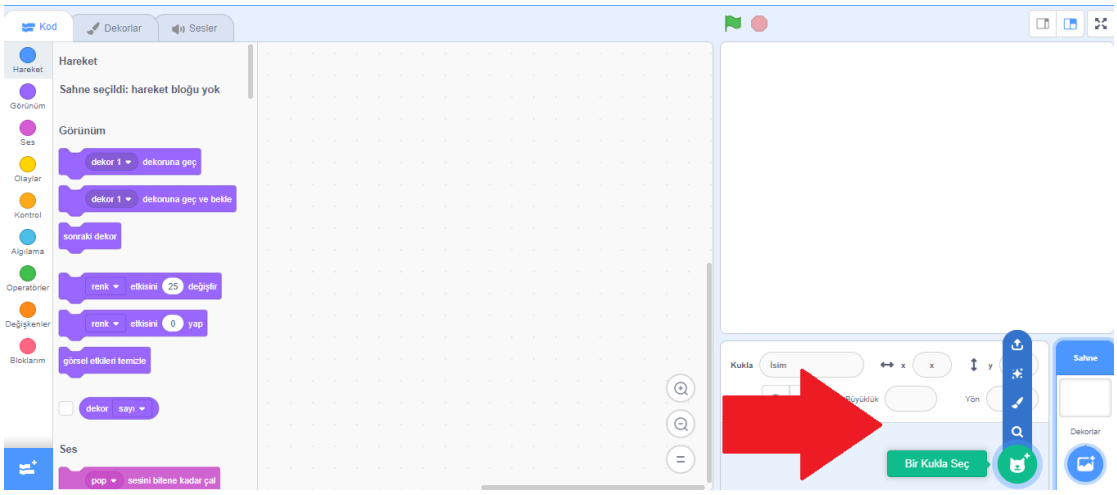
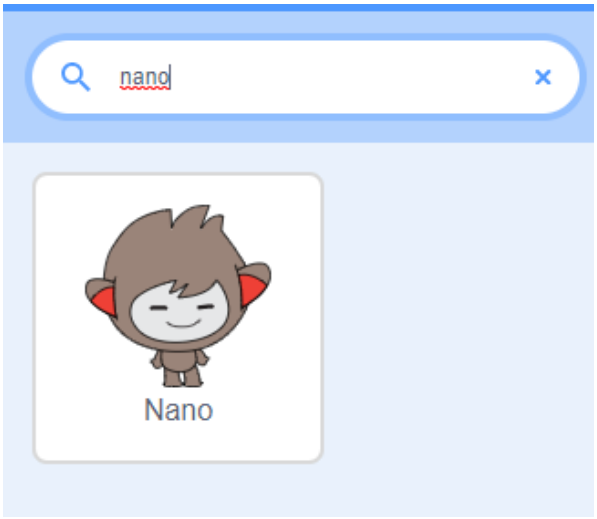
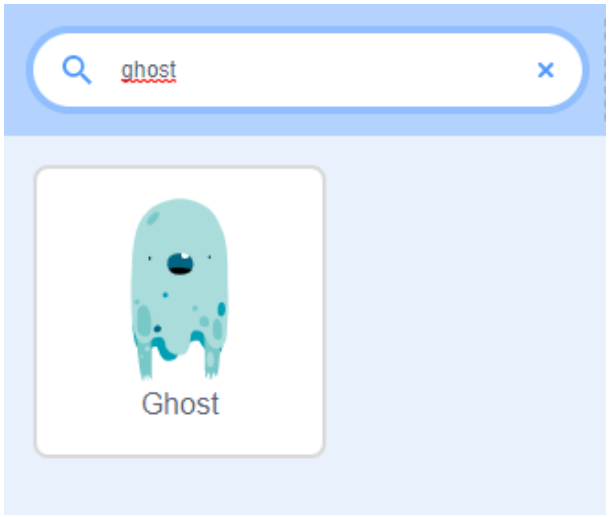
Nano ve Ghost

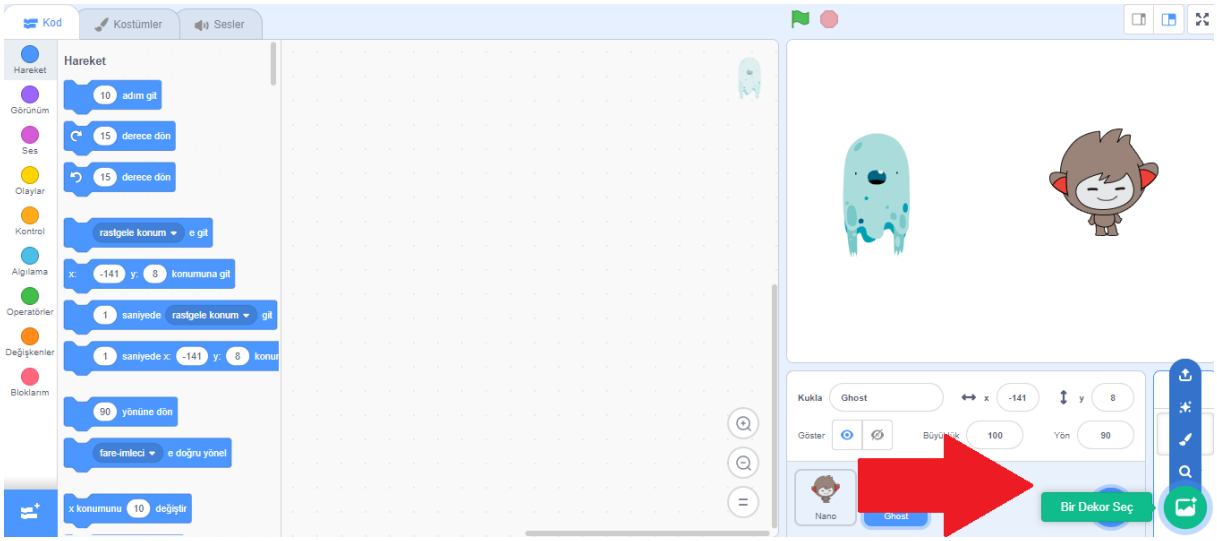
Firstly, in the puppetry section, we are adding our puppets named Nano and Ghost.







Afterwards, in the set designs section, we are selecting our Castle 3 set.



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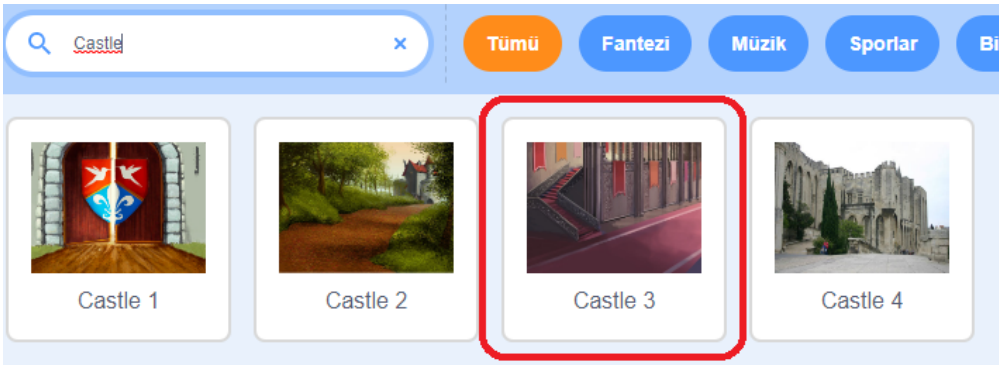
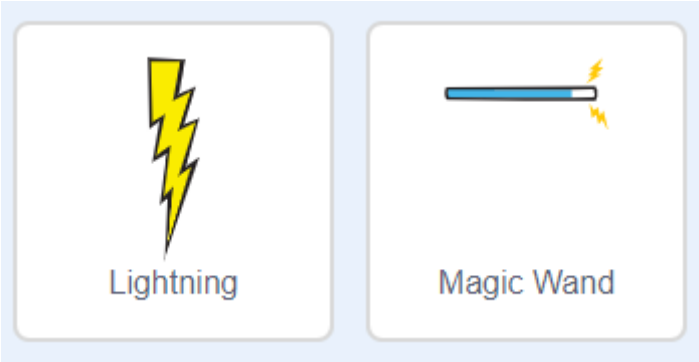
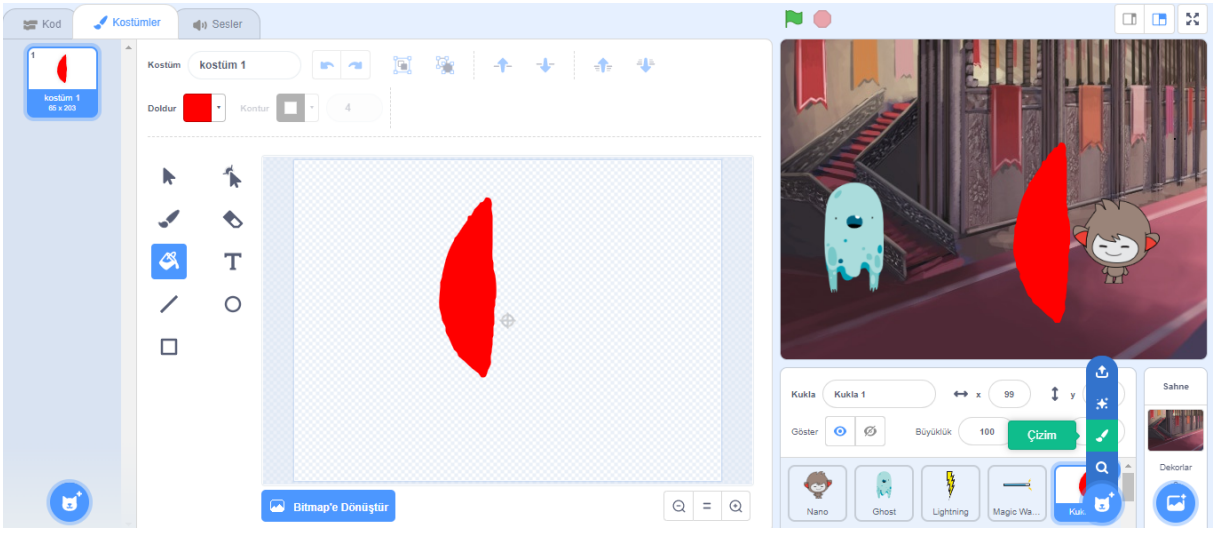


Next, we are adjusting Nano's height to 80, mirroring its direction, and rotating it to -90. For Ghost, we are setting its height to 90 and placing it opposite to Nano.

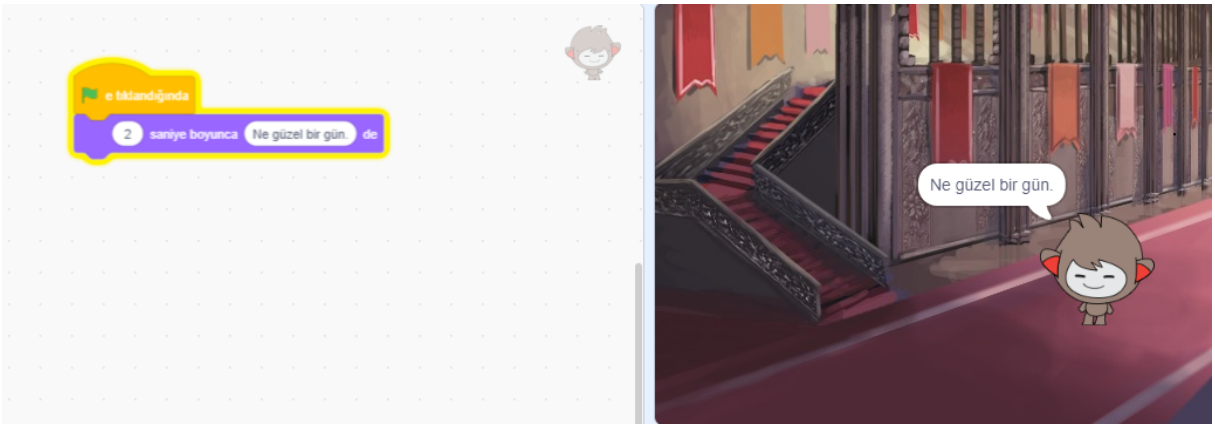
Finally, from the puppets section, we are adding 'Lighting' and 'Magic Wand' from the fantasy section. After making these additions, we are drawing a shield for Nano to use in the later part of our application, and hiding these 3 puppets for future use.



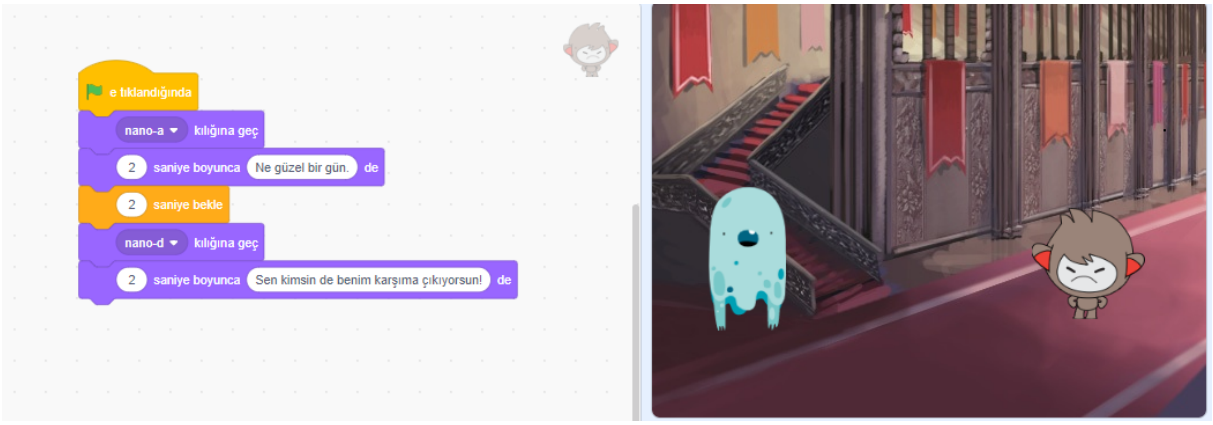


Now, we can move on to the coding part with Nano.

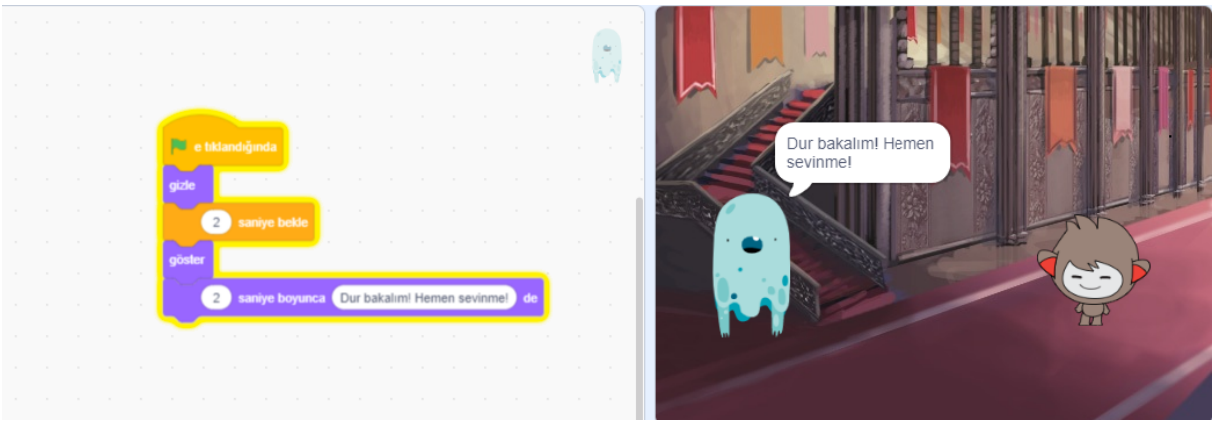
Firstly, in the events section, we add the command "When flag clicked" to Nano, and then in the looks section, we add the dialogue "How wonderful!" for a duration of 2 seconds. After adding this dialogue, for our Ghost puppet, right below the "When flag clicked" command in the events section, we use the control command to make it wait for 2 seconds and, at the same time in the looks section, we instruct it to hide. After 2 seconds, it reappears, and we add the dialogue "Wait a minute! Don't celebrate too soon!" for Nano to challenge.



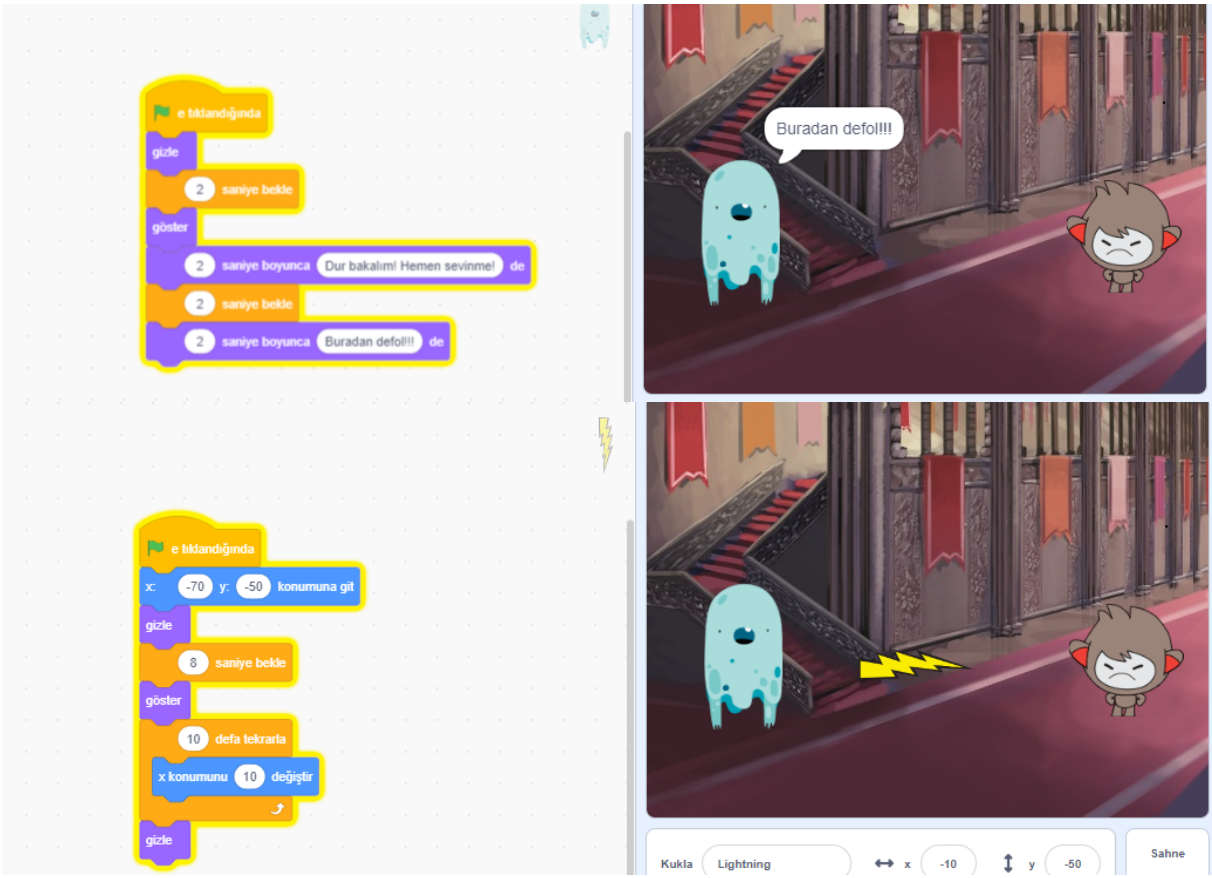
Later, we return to Nano and add the command for it to transform into a 'd' costume (angry face) and respond to Ghost with the dialogue "Who do you think you are to confront me?!" Of course, since we changed its costume, we need to add the 'a' costume to the start so that when we initiate, it takes on a happy expression.



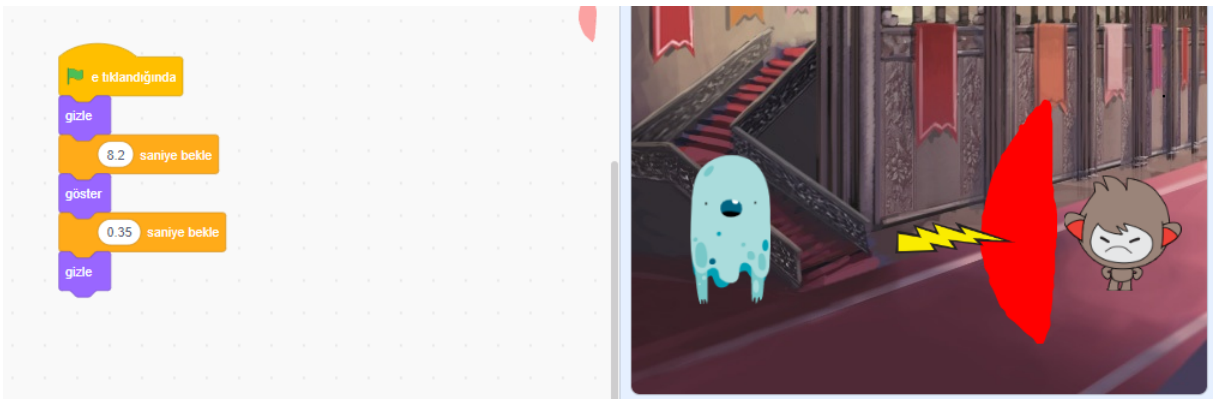
After Nano's response, we want Ghost to attack him. Ghost should wait while Nano is speaking (for 2 seconds), and after Nano finishes talking, we write the code for both Ghost and Lightning for Ghost to throw a lightning bolt at Nano.



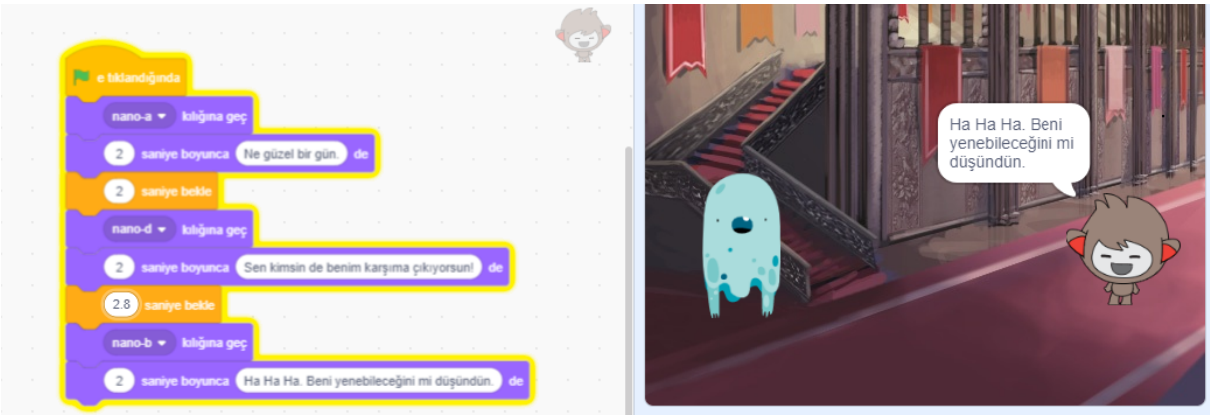
To make Lightning go towards Nano, we set its direction to 0 and size to 60. However, we want Lightning to start from the same position every time we click, so we add the command "go to x:-70 y:-50" so that it starts from there each time. Finally, we combine the "change x by 10" command with the "repeat 10 times" block from the control section to make Lightning move, and then we hide it when Nano's shield is activated.



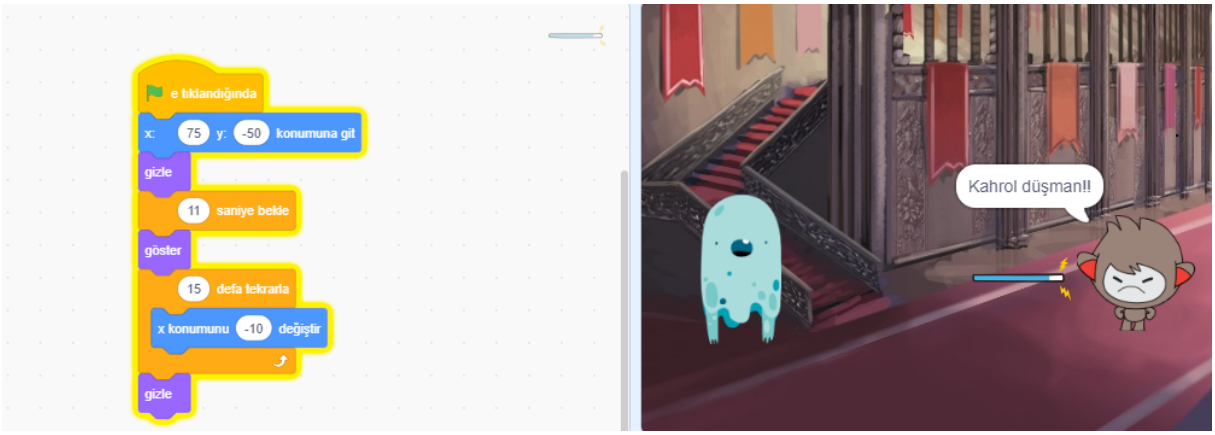
After this point, while Nano's shield is initially hidden, it will appear after 8.2 seconds, protecting Nano from Lightning for 0.35 seconds. After that, the attack sequence will switch to Nano.



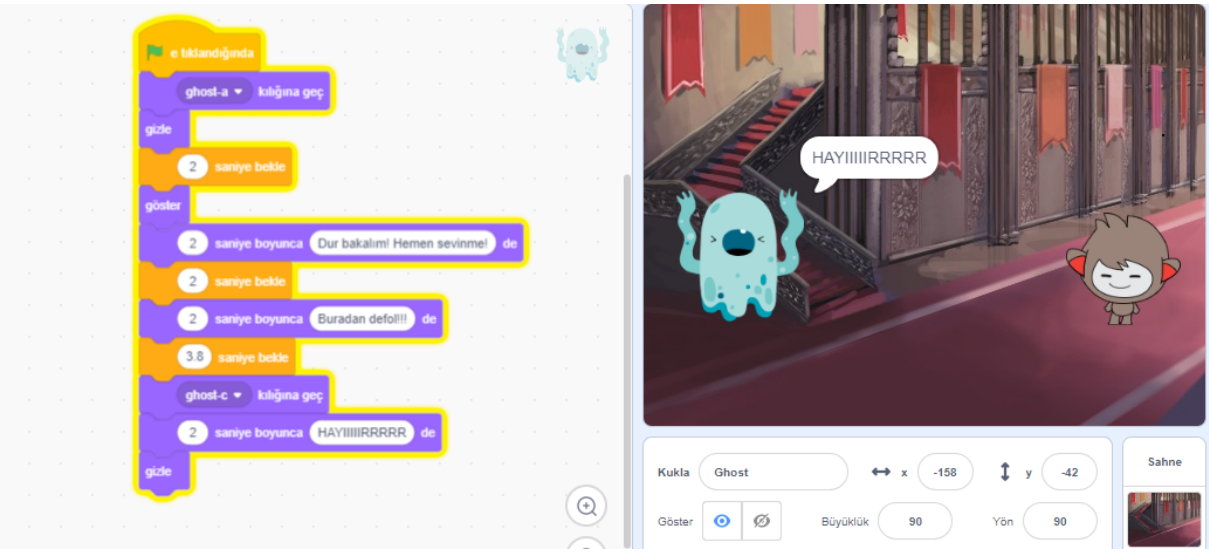
After Nano's shield protects him, it will switch to the 'b' costume and counter-attack with the dialogue "Ha Ha Ha. Did you think you could defeat me?" using the Wand.



After that, it will switch back to the 'd' costume, saying "Curse you, enemy!" and attack the Ghost puppet. In this case, when Wand is clicked, it should stay at x:75 and y:-50 positions so that it attacks Ghost head-on. Another important detail here is that Wand should move in the opposite direction of Lightning, meaning it should move along the negative x direction.



Finally, after being injured by Wand, Ghost will disappear while screaming in pain.


e tıklandığında
ghost-a kılığına geç
gizle
2 saniye bekle
göster
2 saniye boyunca Dur bakalım! Hemen sevinme! de
2 saniye bekle
2 saniye boyunca Buradan defol!!! de
3.8 saniye bekle
ghost-c kılığına geç
2 saniye boyunca HAYIIIIIRRRRR de
gizle
HAYIIIIIRRRRR
Kukla
Ghost
x
-158
y
-42
Göster
Büyüklük
90
Yön
90
Sahne