

Object: aPlayer

Name: aPlayer

Sprite: 71 x 123

Collision Mask: Same As Sprite

Visible Solid

Persistent Use Physics

Events 

Layers 

Physics 

Variable Definitions -

Events

- Create
- Destroy
- Step
- Draw
- Hit
- Hit
- Hit

Add Event

aPlayer Events

```

10 int climb = false; // flag if the player can climb
11 int slinking = false; // flag if the player is slinking
12 int speed = 5; // horizontal speed of the player
13 int vspeed = -40; // vertical speed of the player
14 int fall = false; // flag if the player is falling
15 int gravity; // gravity that applies to the player
16 int gravmax=12; // terminal velocity when falling
17 int gravdelta=1; // difference in gravity
18 int grav_jump = -12; // jump gravity
19 int jump=false; // flag if the player is jumping
20
21 // camera that follows the player
22 view_enabled[0] = true;
23 view_stretch[0] = true;
24 view_sport[0] = 0;
25 view_spsport[0] = 0;
26 view_sport[0] = 0;
27 view_hport[0] = 0;
28 view_hsport[0] = 0;
29 surface_resist(application_surface, 999, 999);
30 window_set_size(view_sport[0], view_hport[0]);
31

```

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Lewis Pulsipher



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Moodle 2 for Teaching 7-14 Year Olds Beginner's Guide Mary Cooch,2012-01-01 This book is part of Packt's Beginner's Guide series. Written in a friendly tone, the book starts at the very beginning with a blank Moodle page and you are taken step by step through the most useful features of Moodle, helped with many illustrative screenshots. This book is for regular non-technical teachers of pre-teen or early teenage children. It assumes no prior knowledge of Moodle and no particular expertise on the web. Classroom assistants may also find this book a very useful resource. We will assume that you have an installation of Moodle managed by somebody else, so you are responsible only for creating and delivering course content.

Writing Interactive Music for Video Games Michael Sweet,2015 This is the first complete guide to composing interactive scores for video games. Authored by the developer of Berklee College of Music's pioneering Game Audio program, it covers everything professional composers and music students need to know and contains exclusive tools for interactive scoring previously available only at Berklee. Drawing on his experience as an award-winning video game composer and in teaching hundreds of music students, the author brings together comprehensive knowledge presented in no other book.

Teaching Coding through Game Creation Sarah Kepple,2018-08-24 This engaging guide demonstrates how easy, fun, and rewarding it can be to teach and learn coding at the library. In our technology-obsessed society, computer coding is a highly valued and in-demand skill, but many people consider it an activity only for technology geeks and educated professionals, even more so to teach coding. Not so, says author Sarah Kepple. In this accessible guide, she explains why you don't have to be an expert to lead coding, shows how easy and rewarding learning and teaching coding can be, and provides step-by-step instructions to help you and your community get started. The book shows how to engage students quickly with learning activities that springboard off of the powerful appeal of video games. The author takes users through activities that introduce popular programming languages including GameMaker, JavaScript, Python, and Scratch to create video games and, in the process, to learn coding. These activities, themed around classic and popular stories, appeal to a broad age range from elementary age youth through high school and beyond to adults and seniors. Readers will see why school and public libraries are venues ideally suited for coding classes, workshops, clubs, or camps, and they will understand why teaching coding not only meets an important need but also serves to highlight the library's relevance to its community.

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Game Design Lewis Pulsipher,2012-08-08 Many aspiring game designers have crippling misconceptions about the process involved in creating a game from scratch believing a big idea is all that is needed to get started But game design requires action as well as thought and proper training and practice to do so skillfully In this indispensable guide a published commercial game designer and longtime teacher offers practical instruction in the art of video and tabletop game design The topics explored include the varying types of games vital preliminaries of making a game the nuts and bolts of devising a game creating a prototype testing designing levels technical aspects and assessing nature of the audience With practice challenges a list of resources for further exploration and a glossary of industry terms this manual is essential for the nascent game designer and offers food for thought for even the most experienced professional

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