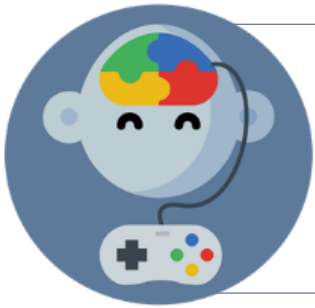
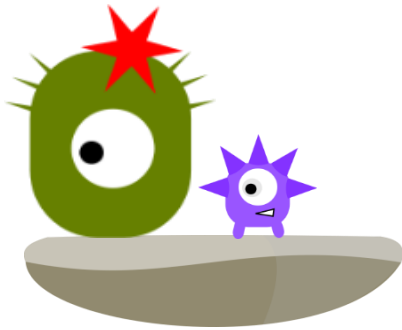
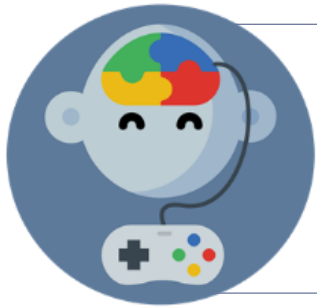




# Skyland

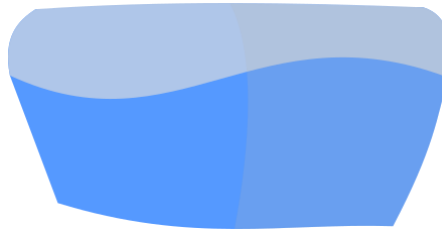
Parte I: Plataformas + Eventos



# Behaviors

# Plataforma inicio

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**Behavior: Solid**

Recordatorio: Todas las plataformas deben ser “Solid”



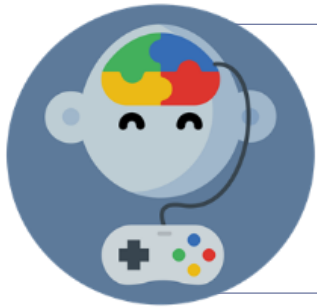
# Arena

---



|                                                                  |
|------------------------------------------------------------------|
| Sine                                                             |
| Se debe seleccionar «Sine» y el movimiento debe ser «Horizontal» |

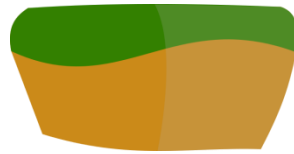




# Eventos

# Pasto

---



Move at angle

1



System

Every **1.0** seconds



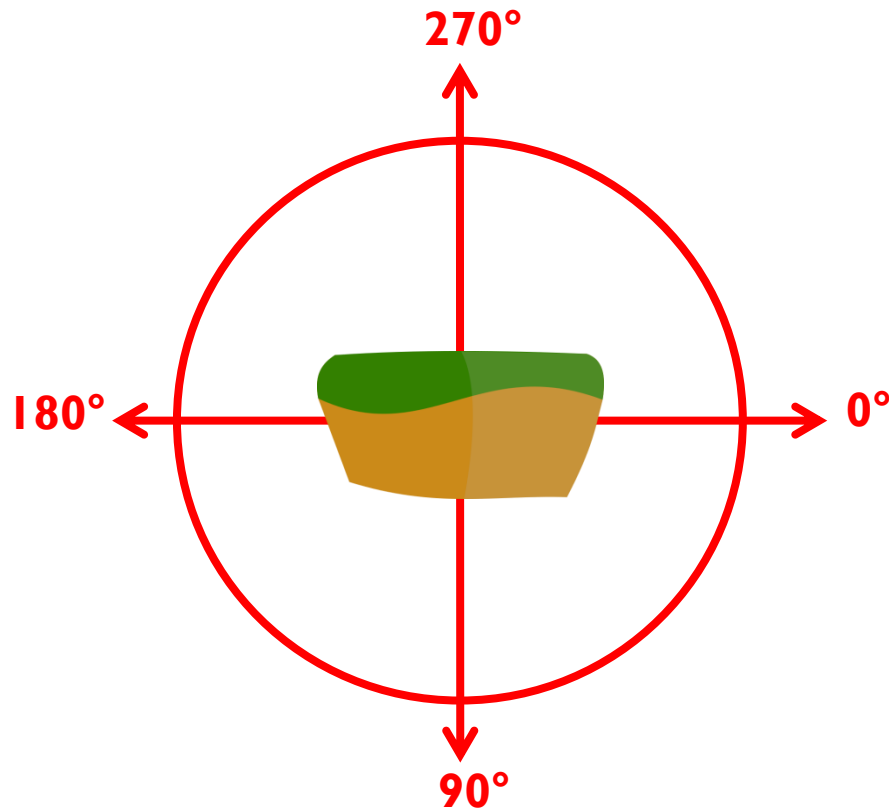
Pasto

Move 20 pixels at angle 90



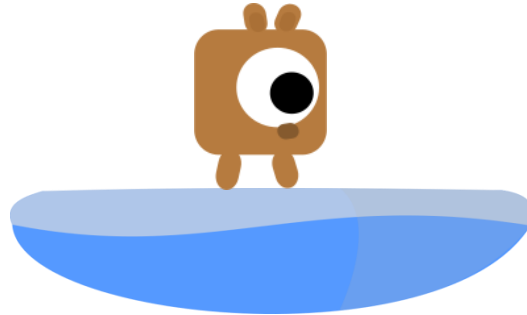
# Move at angle

---

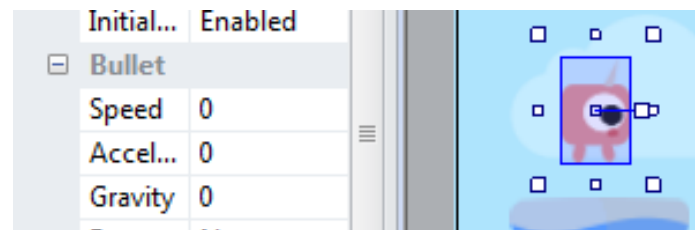


# Hielo

---



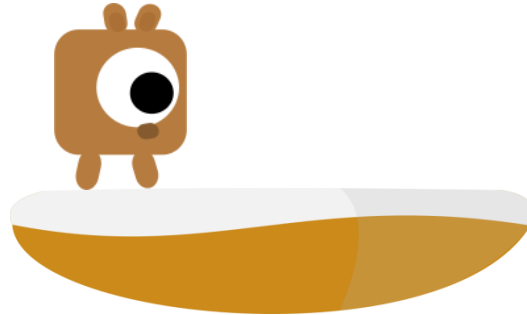
Paso I: Hacer al personaje “Bala” y poner velocidad inicial (speed) en 0



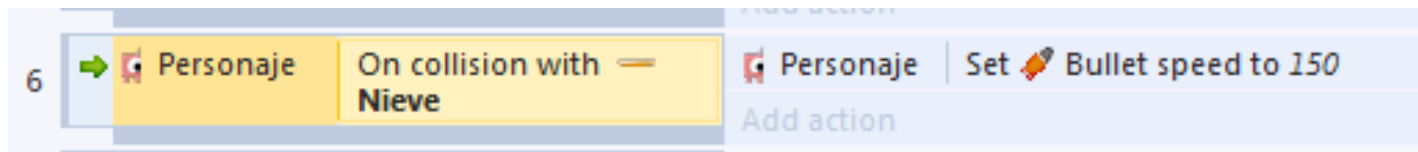


# Hielo

---

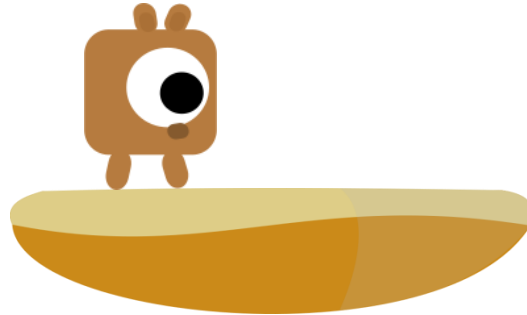


Paso II: Darle velocidad de 150 al tocar la «Nieve»



# Hielo

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Paso III: Darle velocidad de 0 al tocar la arena, para que se detenga al salir del hielo

7



Personaje

On collision with  
Arena

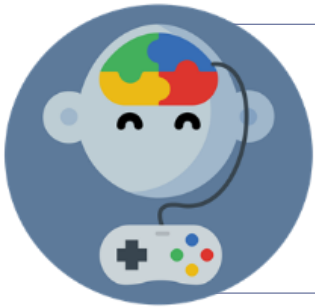
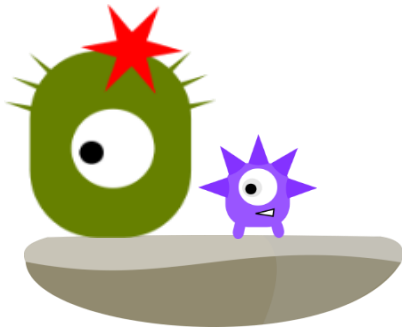


Personaje



Set Bullet speed to 0

Add action



# Skyland

## Parte II: Animación

# Personaje



On jump



On land



Paso I: Animar al personaje «On jump»  
Paso II: Al caer («On land») volver a la imagen inicial

|   |             |                    |            |                                                  |
|---|-------------|--------------------|------------|--------------------------------------------------|
| 3 | → Personaje | Platform On jump   | Personaje  | Set animation to "Jump" (play from beginning)    |
|   |             |                    | Add action |                                                  |
| 4 | → Personaje | Platform On landed | Personaje  | Set animation to "Default" (play from beginning) |
|   |             |                    | Add action |                                                  |

# Tierra

---



Paso I: Animar, cambiando la imagen a la tierra partiéndose.  
Paso II: Esperar 1 segundo (“Wait”) y destruir (“Destroy”)

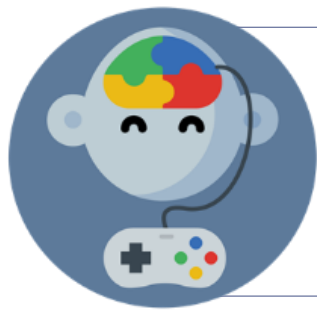
|   |                                                                                               |                                                                                                              |                                                                                            |                                                      |
|---|-----------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|------------------------------------------------------|
| 2 |  Personaje | On collision with  Tierra |  System | Wait 1 seconds                                       |
|   |                                                                                               |                                                                                                              |  Tierra | Set animation to “Destrucción” (play from beginning) |
|   |                                                                                               |                                                                                                              |  System | Wait 1 seconds                                       |
|   |                                                                                               |                                                                                                              |  Tierra | Destroy                                              |

| Layout 1 |           | Event sheet 1               |                                                                                                                                                                                                                                      |
|----------|-----------|-----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1        | System    | Every 1.0 seconds           | <div>Pasto</div> <div>Move 20 pixels at angle 90</div> <div>Add action</div>                                                                                                                                                         |
| 2        | Personaje | On collision with Tierra    | <div>System</div> <div>Wait 1 seconds</div> <div>Tierra</div> <div>Set animation to "Destruccion" (play from beginning)</div> <div>System</div> <div>Wait 1 seconds</div> <div>Tierra</div> <div>Destroy</div> <div>Add action</div> |
| 3        | Personaje | Platform On jump            | <div>Personaje</div> <div>Set animation to "Jump" (play from beginning)</div> <div>Add action</div>                                                                                                                                  |
| 4        | Personaje | Platform On landed          | <div>Personaje</div> <div>Set animation to "Default" (play from beginning)</div> <div>Add action</div>                                                                                                                               |
| 5        | Personaje | On collision with Limite    | <div>System</div> <div>Go to Layout 1</div> <div>Add action</div>                                                                                                                                                                    |
| 6        | Personaje | On collision with Nieve     | <div>Personaje</div> <div>Set Bullet speed to 150</div> <div>Add action</div>                                                                                                                                                        |
| 7        | Personaje | On collision with Arena     | <div>Personaje</div> <div>Set Bullet speed to 0</div> <div>Add action</div>                                                                                                                                                          |
| 8        | Cactus    | On collision with Personaje | <div>Personaje</div> <div>Set animation to "Die" (play from current frame)</div> <div>System</div> <div>Wait 0.5 seconds</div> <div>System</div> <div>Go to Layout 1</div> <div>Add action</div>                                     |
| 9        | Enemigo02 | On collision with Personaje | <div>Personaje</div> <div>Set animation to "Die" (play from beginning)</div> <div>System</div> <div>Wait 0.5 seconds</div> <div>System</div> <div>Go to Layout 1</div> <div>Add action</div>                                         |

Layout 1
Event sheet 1

|            |           |                               |           |                                              |
|------------|-----------|-------------------------------|-----------|----------------------------------------------|
| 10         | Enemigo03 | On collision with  Personaje  | Personaje | Set animation to "Die" (play from beginning) |
|            |           |                               | System    | Wait 0.5 seconds                             |
|            |           |                               | System    | Go to Layout 1                               |
| Add action |           |                               |           |                                              |
| 11         | Enemigo01 | On collision with  Personaje  | Personaje | Set animation to "Die" (play from beginning) |
|            |           |                               | System    | Wait 0.5 seconds                             |
|            |           |                               | System    | Go to Layout 1                               |
| Add action |           |                               |           |                                              |
| 12         | Enemigo03 | On collision with  Personaje  | Personaje | Set animation to "Die" (play from beginning) |
|            |           |                               | System    | Wait 0.5 seconds                             |
|            |           |                               | System    | Go to Layout 1                               |
| Add action |           |                               |           |                                              |
| 13         | Personaje | On collision with  Plat_Final | Personaje | Set  Platform Disabled                       |
|            |           |                               | System    | Wait 0.5 seconds                             |
|            |           |                               | Sprite6   | Set Visible                                  |
|            |           |                               | System    | Wait 1 seconds                               |
|            |           |                               | Text2     | Set Visible                                  |
| Add action |           |                               |           |                                              |
| 14         | System    | Every 2 seconds               | Cactus    | Set animation to "Izq" (play from beginning) |
|            |           |                               | System    | Wait 1 seconds                               |
|            |           |                               | Cactus    | Set animation to "Der" (play from beginning) |
|            |           |                               | System    | Wait 1 seconds                               |
| Add action |           |                               |           |                                              |
| Add event  |           |                               |           |                                              |





# EduJuega.cl

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