Meteor Game for Multimedia Fusion 1.5

Badly written by Jeff Vance – jvance@clickteam.com
For Multimedia Fusion 1.5 demo version

Based off the class – "How to make video games". I taught at University Park
Community Center in Portland Oregon during winter 2001.

Who this is for:
The target user of this tutorial is a person with no experience with any of the
Clickteam products. If you do have experience with the products this tutorial will
be very basic. It is meant as an easy way to make your first game and get down
some of the very basic Multimedia Fusion concepts.
The goal is to get a simple game done quickly. Experienced users will know there
are better ways to accomplish some of the tasks. Its meant to be super simple for
someone with zero experience to follow along with and complete the steps as
easily as possible.
If you find some problems with the tutorial or have advice on making it better feel
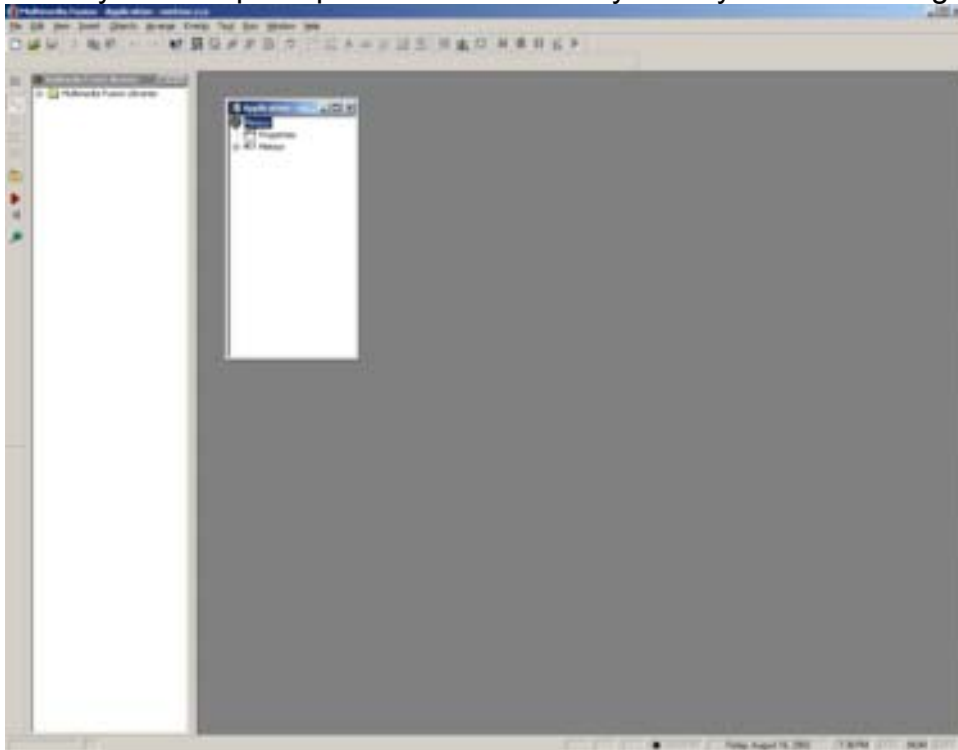free to email me.

Lets get started making our game:

　　Select Files/Open then open the file meteor.cca
　　The ZIP file with this tutorial contains
　　– This document
　　– 2 sound files for use in the game
　　– meteor.cca

　　When you first open up Multimedia Fusion you may see something similar to:

I like to do the following changes to the default Multimedia Fusion interface and I think it will make it a tad easier to follow the tutorial if you do this also.

Under the file menu then preferences –
1. Uncheck the "Open in dockable windows option" in the general tab
2. click the event editor tab and select the options
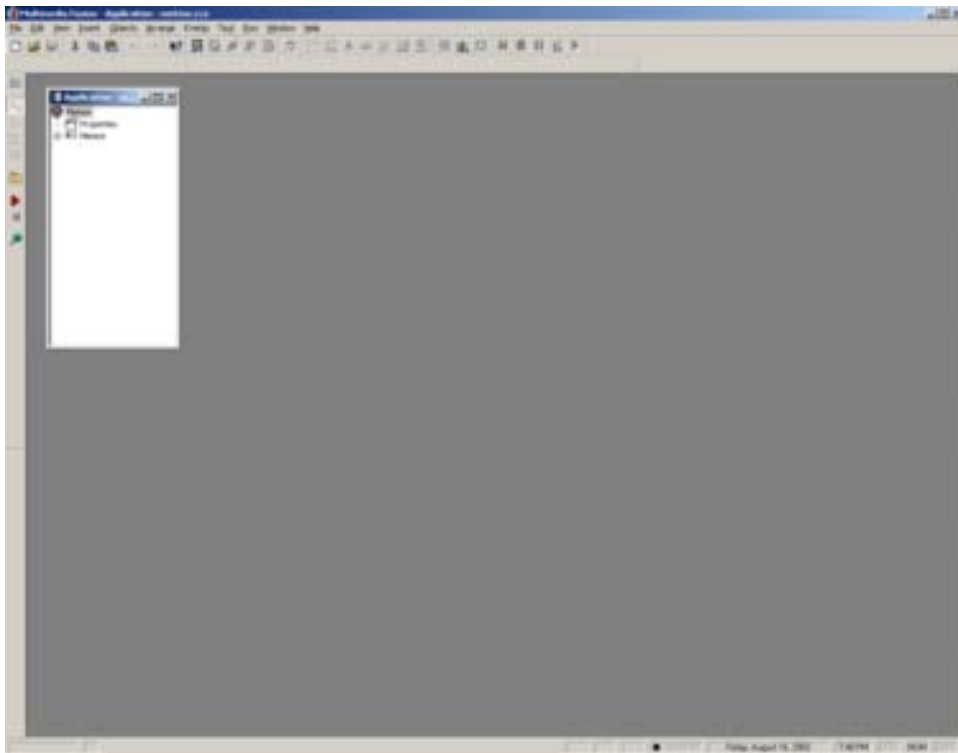As shown here:
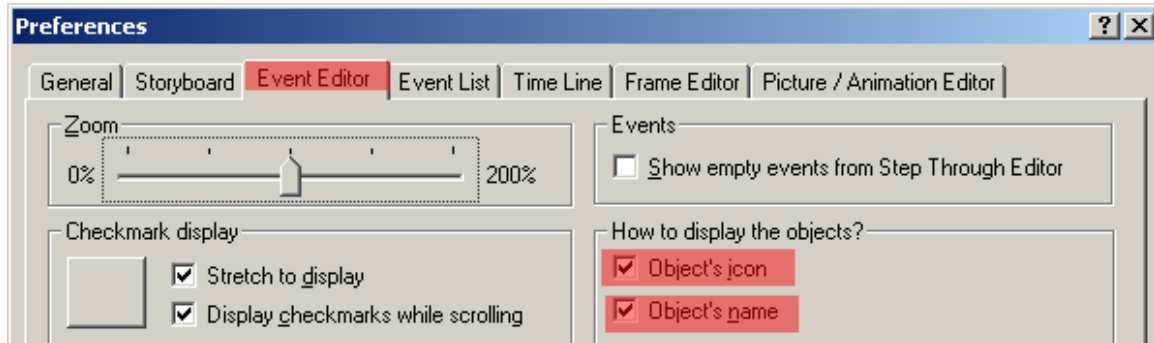
Click the Apply button and the OK button.

Most of the MMF interface can be tailor made to your liking.
You can change toolbars add, remove button and all sorts of cool things.
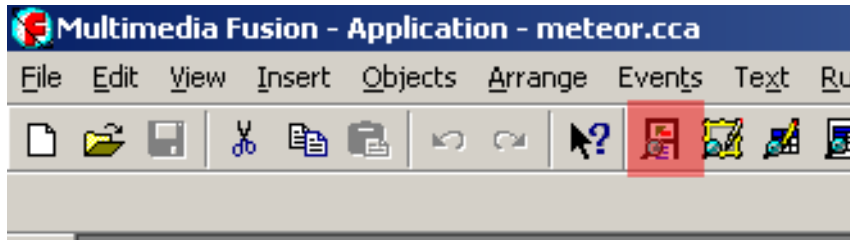I am not going to go over those right now but don't be afraid to look around at the options.

2. Close the library window (if visible). The screen will look similar to:

OK lets do something!

Open the storyboard

ctrl+B or this ![icon] icon on the toolbar.

Multimedia Fusion - Application - meteor.cca

File Edit View Insert Objects Arrange Events Text Ru

The red area is showing the item I am talking about they will not appear on your screen in red. ☺

Click on the number 1 in the storyboard editor

meteor.cca

No.	Thumbnail	Comments
1		Title : Meteor Password : 800 by 600
2	More...	
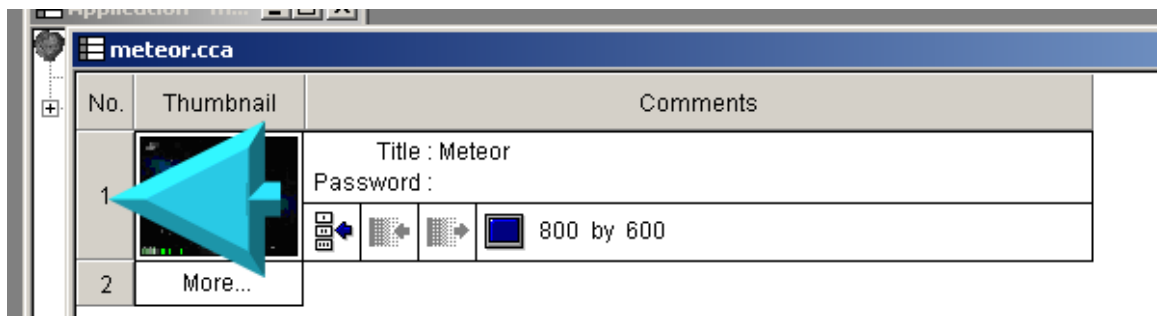
and maximize the frame editor screen to take up the entire work space

You should see something very similar to below
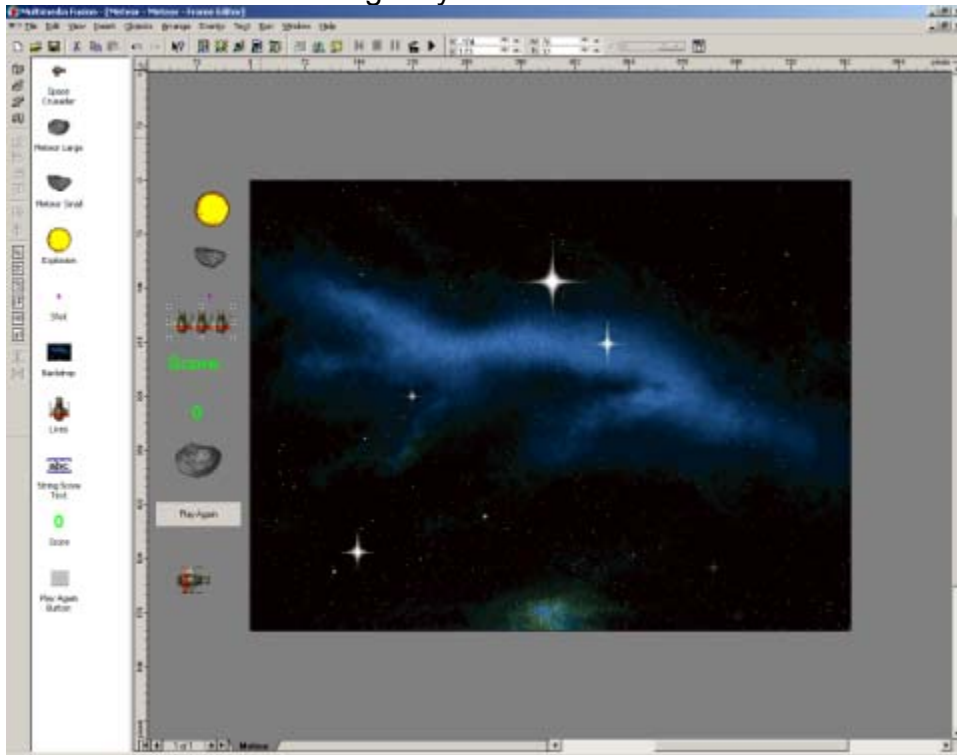
Arrange your objects by clicking on them and dragging them to the following locations.

Save your game under the name meteor1.cca
The Save commands can be found under the file menu.

Run the game using the F8 key or the run/application menu choice

The Space Crusader can move by the arrow keys.
The game does not do much because we have not told the game how to play the game yet or the rules of the game.
If you fly your Space Crusader off the screen you can push F2 to restart the frame.

You can stop your running game by clicking the close button [x] or by using (alt+f4) keys.

Open the Event Editor

Editor toolbar buttons you can also use the menu choices under "view"

   1   2   3   4   5

1. Storyboard Editor
2. Frame Editor
3. Event Editor
4. Event List Editor
5. Time Line Editor

We need to open the event editor so we can make our game a tad more exciting.
To open the event editor click the icon above the number 3 in the graphic above.
You can also use ctrl+E to open the Event Editor
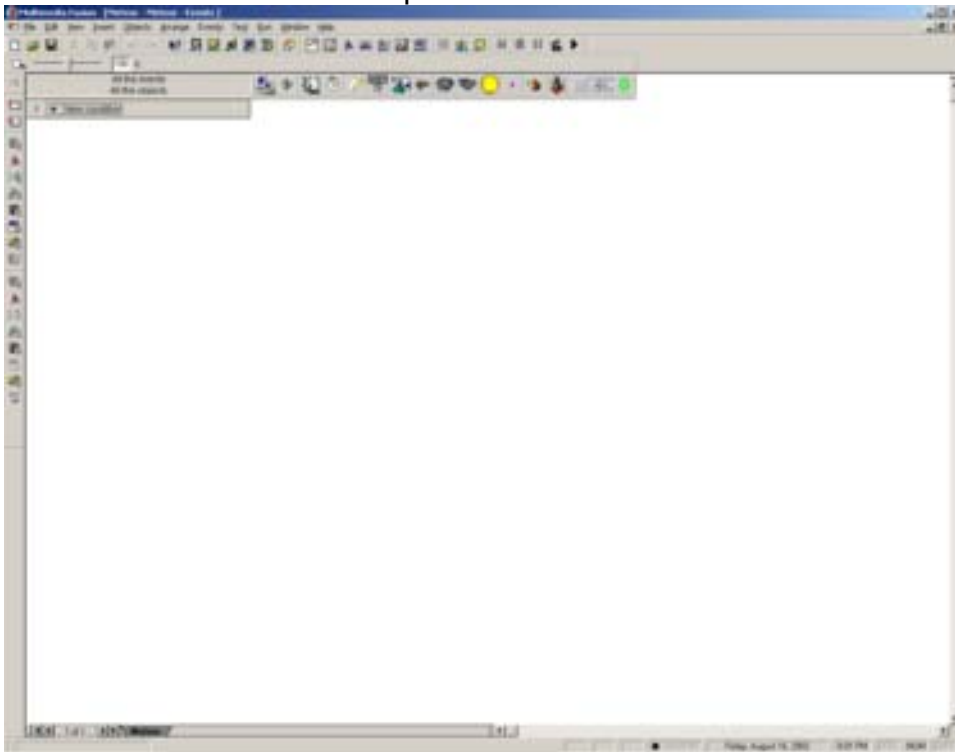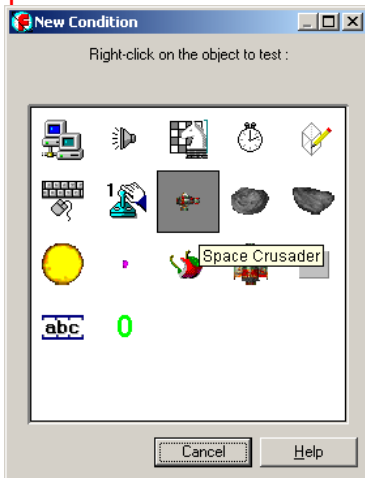

Right click in the event editor where it says "New Condition"
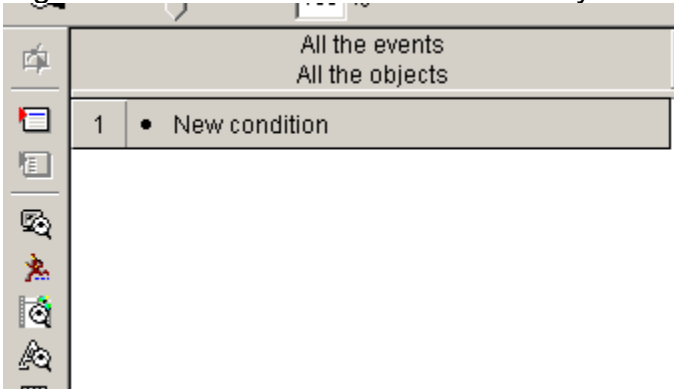
That will open the "New Condition to test" box
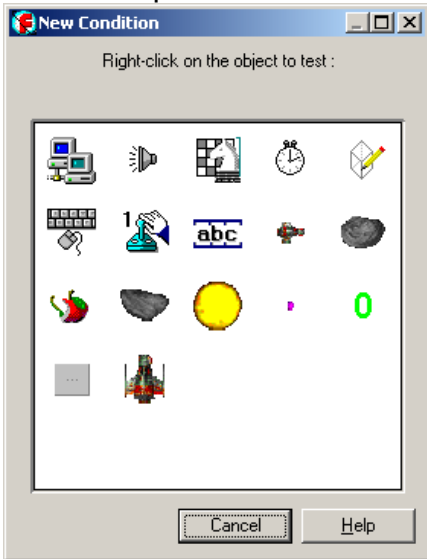
We want to right click on the "Space Crusader"
Warning – the lives object looks like the space crusader hold the mouse pointer over the icons and the name of the object will appear.
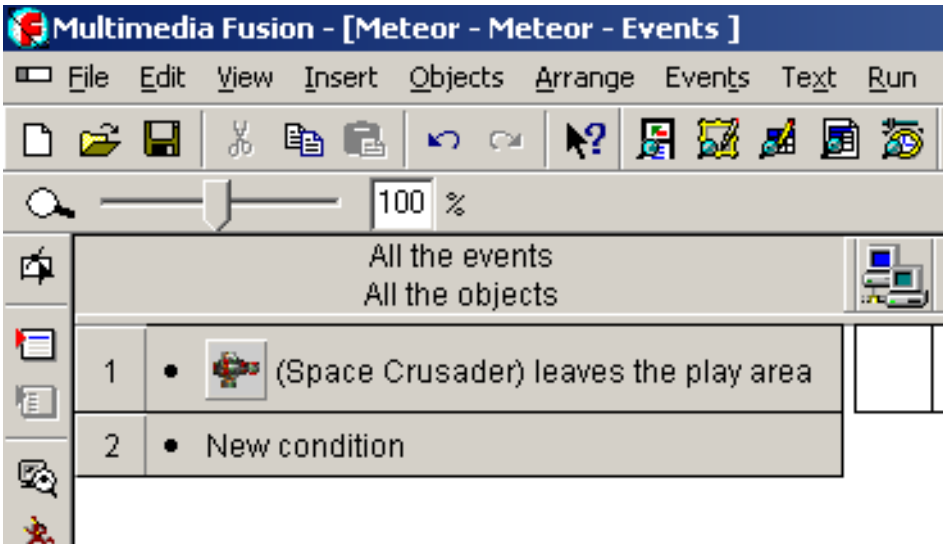

We want to select "Position" then "Test Position Of Space Crusader"
We then want to select (click on them) the 4 leaving the frame arrows.
They are the ones by the yellow arrows in the next graphic.
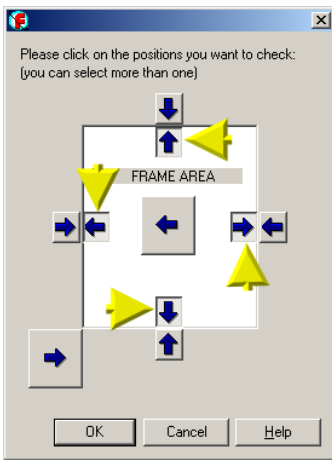
Then click the OK button.

You should now see the condition listed in the event editor

Multimedia Fusion - [Meteor - Meteor - Events]

File   Edit   View   Insert   Objects   Arrange   Events   Text   Run

100 %

		All the events All the objects	
1	•	(Space Crusader) leaves the play area	
2	•	New condition	

Info about the event editor

	All the events All the objects																
1	• Space Crusader leaves the play area																
2	• New condition																

In each of the boxes under the objects you can put actions that will happen when the condition is true.
Our condition in this example is "Space Crusader leaves the play area"
When this is true -- whatever we fill into the action boxes will happen.

As you move your mouse over the icons in the top row you will see the name of the object pop up.
Notice all the objects we put on the frame are here along with some other objects.
You can right click on the white box below the icon to open menus of actions that object can perform.

Find the "Space Crusader" icon
In the action box below the icon and in the same row as "Space Crusader leaves the play area"
Right click the empty white box area and select movement then select wrap around play area.

Save your game

Run your game using the F8 key

The Space crusader now wraps around the screen.

Now make the objects "Meteor Large" and "Meteor Small" do the same thing wrap when they leave the screen.

Your event editor should be very similar to this:
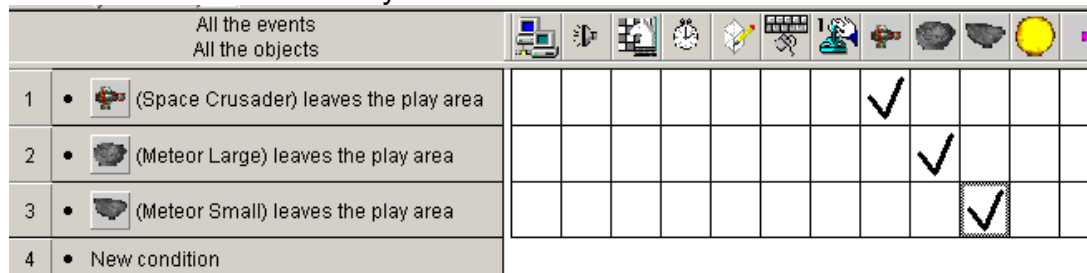
Run your game using the F8 key
Both of the meteors and the ship wrap around the play area.

Notice nothing happens when the ship collides with the meteors or there is no real game yet. Like the commands for wrapping Multimedia Fusion will only do what you tell it.

Lets shoot some stuff

Next we will add the option to shoot a bullet at the meteors.
Get back to your event editor (crtl-E or the icon)

Right click on new condition (line 4 in the event editor)
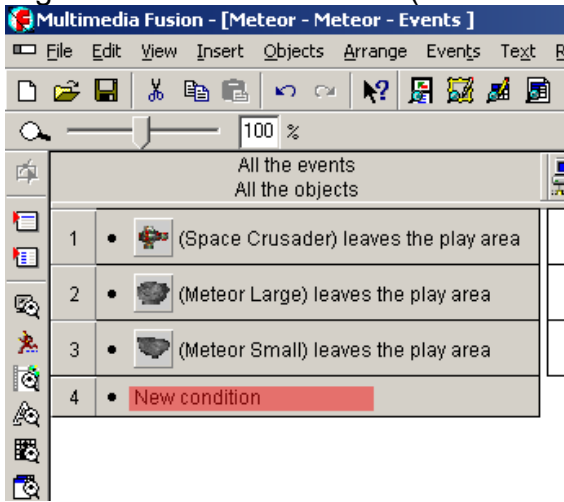
Find "The mouse pointer and keyboard" Icon and right click on it and select:
The Keyboard then select "Upon pressing a key"
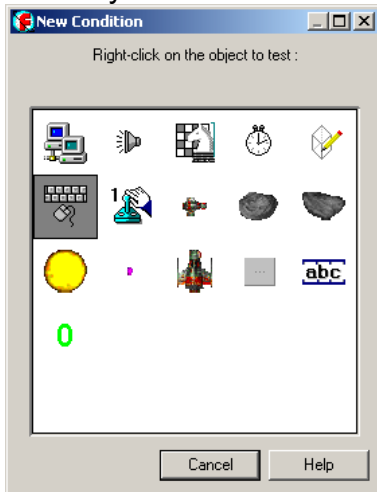
(Note it is very hard to get screen shots of the object menus. If your right clicking items in the "New Condition box" you should see the menus. A lot of functions in MMF are found in the right click menus. If you get lost, remember to right click on objects.)

You should get this selection box if you did it correctly
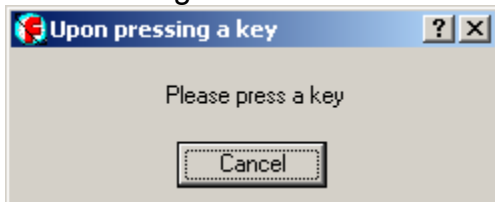
Press the "Spacebar" on the keyboard

Your events should now appear as this

Under the "Space Crusader" In event line 4
Select "Shoot an Object"

(Again, this is right mouse clicking in the white box shown here)

If you have selected "Shoot An Object" you will get a selection screen of what object to shoot.
Select the "Shot" object.

Note: due to differences in the event editor your "Shot" may not be in the same exact place as shown but look for the item. Its got to be there.

Then Click OK

You then get the Shoot options
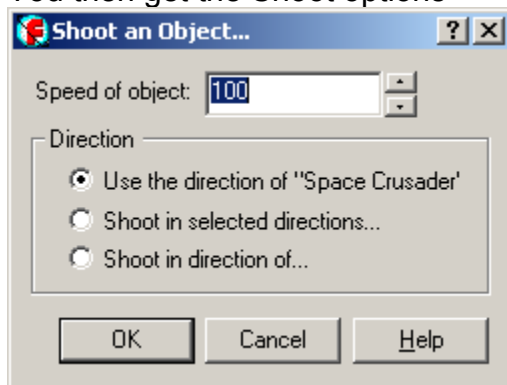
The default options work fine for our game so we will select OK.

Save your game
Run your game using the F8 key
The Space crusader now can shoot using the "Spacebar"

Lets stop and think a minute about what else our game needs.
To do list:
1 –The "shot" hits a meteor and breaks it into 2 smaller pieces
2 –Scoring
3 –Meteor hits the ship and destroys it
4 –Game sounds
5 –Game over and game starting

Lets do #1
In the event editor

Right click on "New condition"
Right click on "Shot" and select – "collisions" then "Another Object"
Select "Meteor Large" and click the OK button

Then do it again except select "Meteor Small"
So you end up with these 2 new events

Ok I may need to explain a little about some of the icons on the event bar
They may be in a little different order on your screen but you can move them around.

#1 – The system area where you can get into system options
#2 – The internal sound control
#3 – Frame/level control
#4 – The timer
#5 – Create object
#6 – Mouse keyboard object
#7 – Player object
#8 thru #16 your game objects (these are generated from the objects in your game) You can have 10,000 active objects in each Multimedia Fusion frame and almost unlimited non-active objects (text and backgrounds)
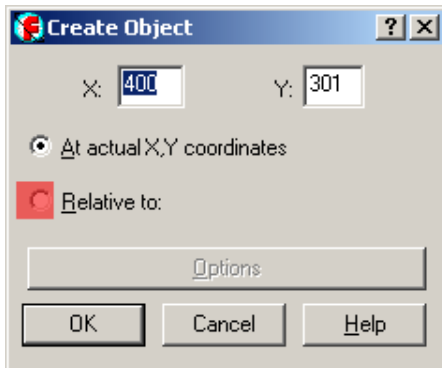
We need to find the space under "Create Object" and event line 5

Right click on that spot and select create object
Select explosion from the selection screen
Then click "OK"

We need to set the explosion relative to the large meteor
First select the relative to in the options box that appears on the screen
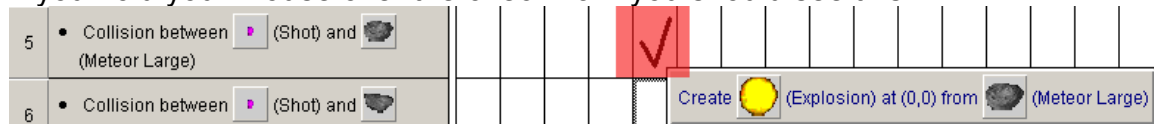

Then select to the "Meteor large"
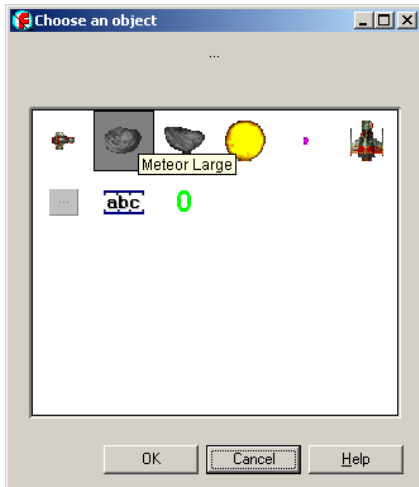
Click "OK"

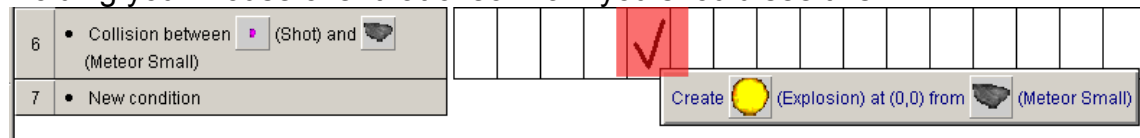And change the X and the Y to 0 on the create object screen
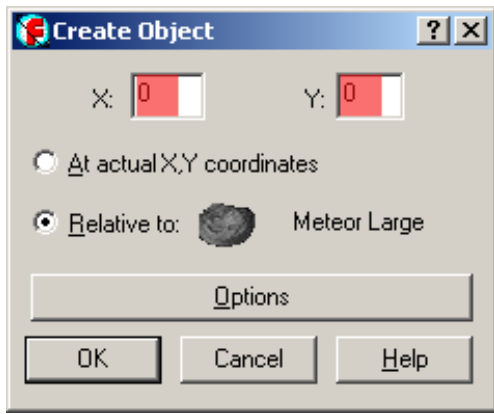
And click "OK"

If you hold your mouse over the checkmark you should see this

Now you want to do the same exact thing for event line number 6 with Meteor small. Follow the instructions above for Meteor large but make everything refer to Meteor small.
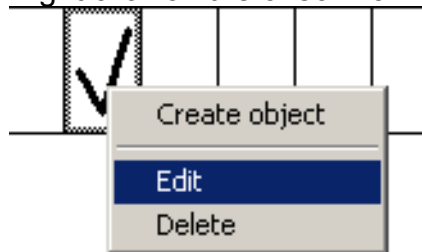
Holding your mouse over that checkmark you should see this

Save and run.
When you shoot your Meteors explosions appear, but the meteors don't explode or break apart. Well we have not told the game to do that yet…

Right click on the checkmark on event line 5

You now get Create object and an edit or delete selection.
If you select edit you can edit the existing action (where we created the explosion) If you select "Create object" we can add another action to happen.
We want to create 2 smaller meteors when the shot collides with a large meteor.
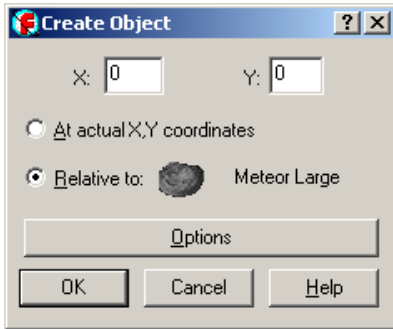
Do this exactly like you did for creating the explosions.
The steps
Right click on the cell under the create object on event line 5

Select create object
Select meteor small – click OK
Select relative to – then select meteor large
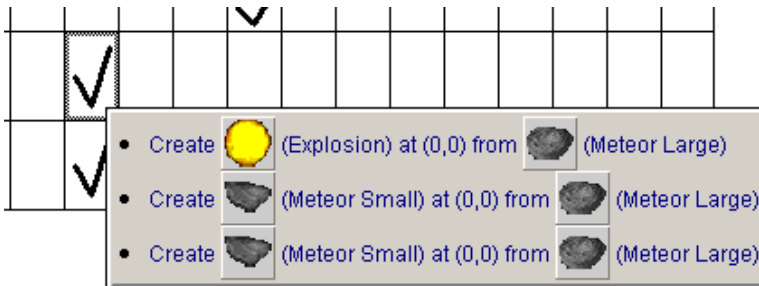Set the X and Y locations to zero
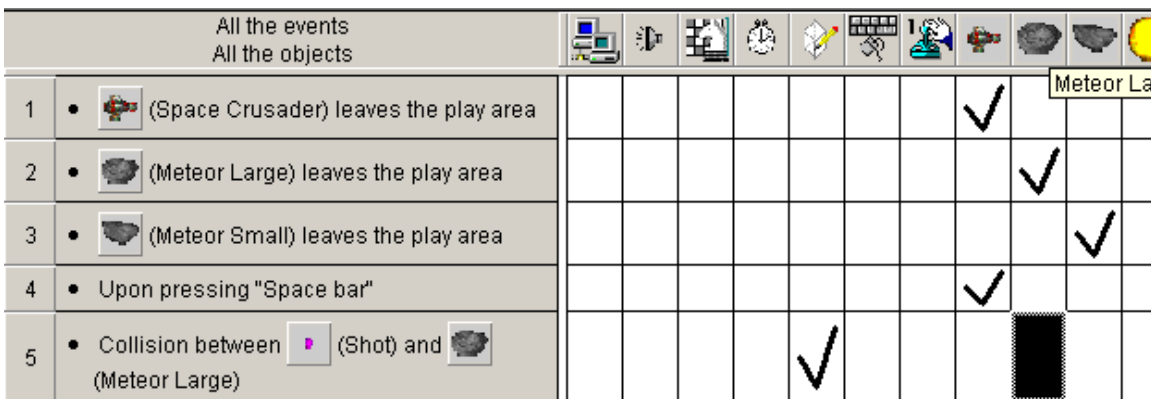
Should look like this:

Click on OK

Do this again because we want to create 2 small meteors when we shoot the big meteor.

When you hold your mouse over the create object cell on line 5 you should see these 3 actions:

Now we need to do one more thing while we are here
Under the Meteor Large object in line 5 right click and select destroy
You want to right click in the spot shown here

You want to select the destroy action

Lets do the same thing under the "Shot"
Right click in its cell on line 5 and select destroy

Your event editor should look like this:
(Shown with the mouse hovering over the shot so it show the menu)

Ok lets save and run our game (F8 to run it)

Whew!
Hopefully by now you know to right click to get to the menus in the event editor
The term cell means the white box
Like in the picture above the red area shows the "cell" on line 5 under the shot
object. I am not going to have as many pictures in the next part of the tutorial.
I will just be listing the steps you need to complete.

Now we will destroy the small meteor when a shot hits it.
On event line 6
In the cell under the Meteor Small object select destroy
In the cell under the Shot select destroy

Ok one more image!
Your event editor should be looking like

	All the events / All the objects																
1	● (Space Crusader) leaves the play area									✓							
2	● (Meteor Large) leaves the play area											✓					
3	● (Meteor Small) leaves the play area												✓				
4	● Upon pressing "Space bar"									✓							
5	● Collision between (Shot) and (Meteor Large)				✓						✓		✓				
6	● Collision between (Shot) and (Meteor Small)				✓						✓	✓					
7	● New condition																

In the cell under the player object on line 6
Right click
Select Score then "Add To Score"

Then in the expression editor type in 100 and click OK
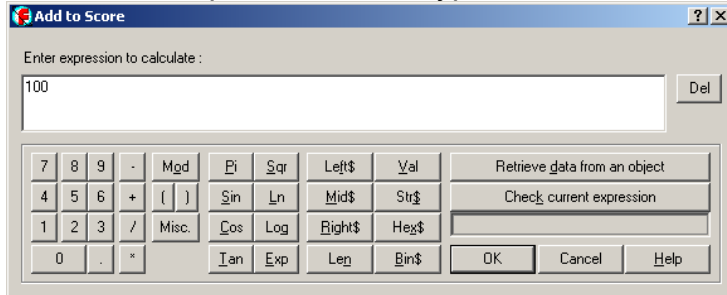
Lets save and run our game and see how it plays.

Ah its getting a little better… but we run out of meteors very quickly and if the meteors hit the Space Crusader they just pass right thru.

First lets put something in that will generate more meteors.
Right click on line 7 where it says "New condition"
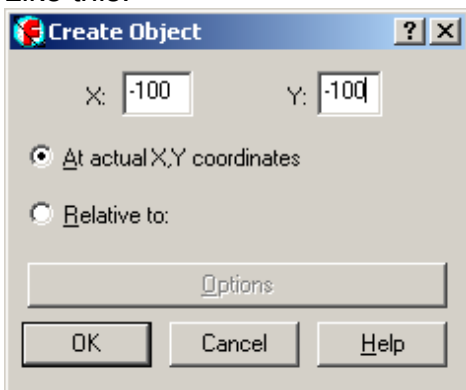Right click on the timer object and select "Every"
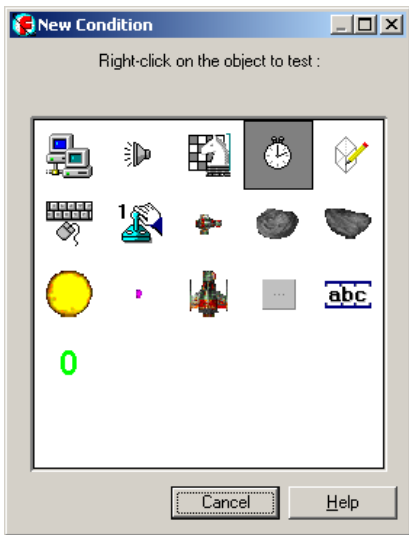
Then on the "Every" screen we will set it at 2 second.
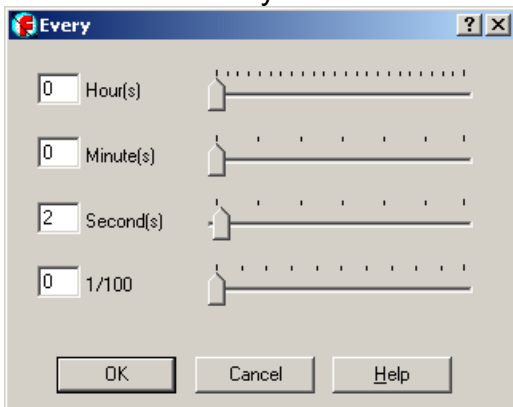
Then click on OK

Now back on line 7 in the event editor in the cell under the create object cell
Lets create a Meteor large and set the X and Y each to -100
Like this:

The negative 100 makes it so they meteors are created off-screen other wise
they could be created on top of the player - which would be unfair to the player
and not very fun for playing a game.

Lets save and run the game now and see how we are doing.

Looking better!
The Play Again button is kind of weird floating in space.
Lets get rid of that.
On line 8 in your event editor select start of frame from the storyboard object
Then in the cell under the "Play Again button"
Select visibility then select
Make Object Invisible

Your event editor will look like this and the red shows the cell the command should be put in

If you run your game you will now see the Play Again button is gone.
We will need it to reappear later.

Back to the event editor
On line 9 set a new condition
Select the Space Crusader and a collision with Meteor Large
It should appear like this now

Do the same thing in line 10 for Meteor Small
You end up with these 2 lines

In the cell under the player object on line 9
Select number of lives
Subtract from number of lives
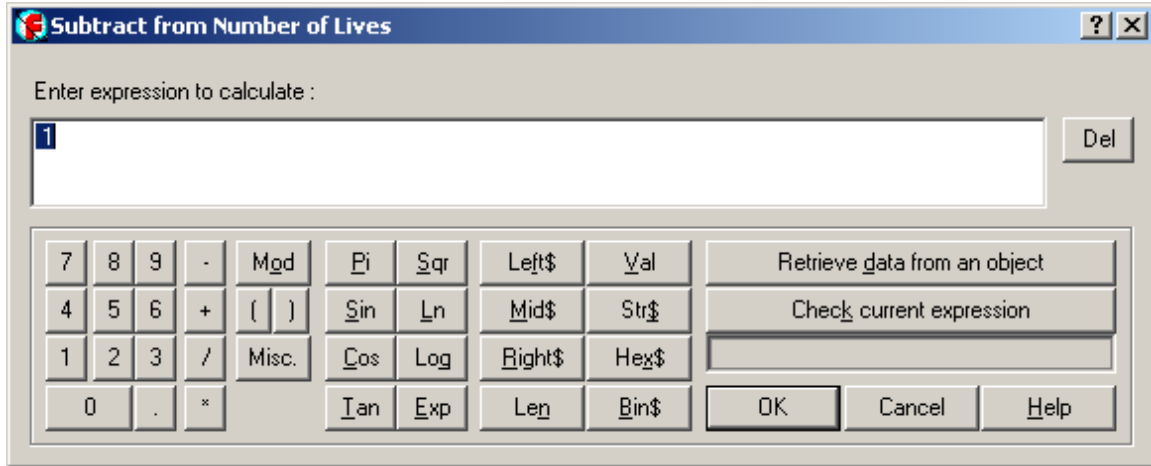
Type 1 in the expression editor and select OK

Do the same thing on line 10 under the player object – or you can take a shortcut and drag and drop the checkmark in line 9 to line 10
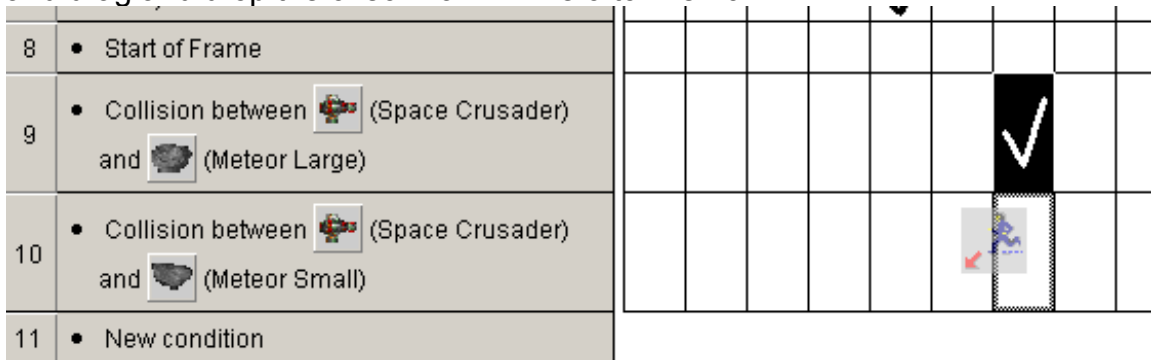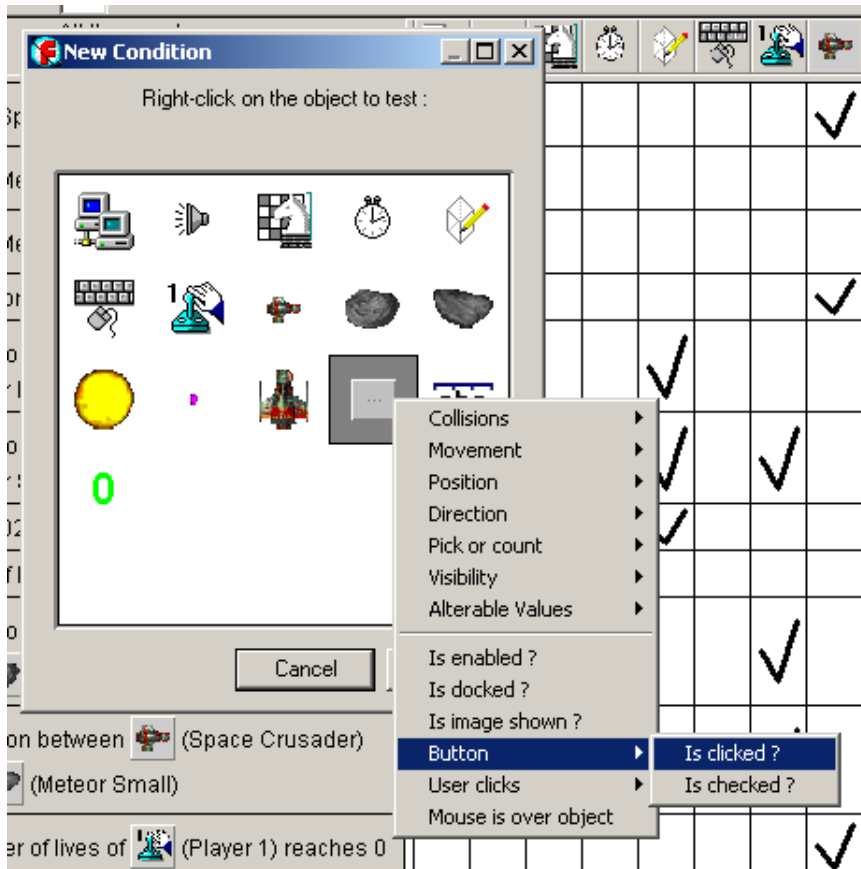

On line 11
Select your player object
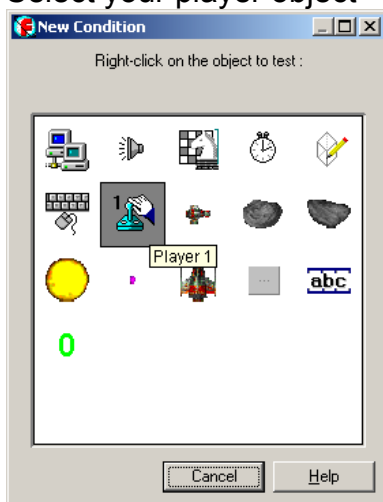
And select
"When number of lives reaches zero"

Then under the "Space Crusader" cell in line 11 select destroy.
Under the "Play Again Button" cell in line 11 select Visibility then select "Make Object Reappear"

Picture of the event editor so far:

On line 12
Select "Play Again Button" Button – is clicked

Under the Create Object
Create a "Space Crusader at X = 400 Y= 300
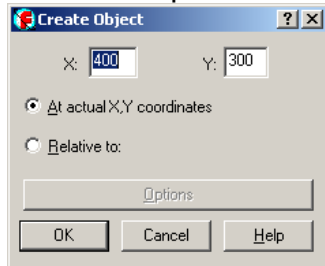
Then in the cell under the player object
Select
Score - Set Score to 0
Lives - Set number of lives to 3

Set the "Play Again Button" to be invisible"
(See event line 8 you can drag and drop the check mark down to line 12)

Save and Run.

Because I love explosions lets add some to event lines 9 and 10

Under the create object we want to create an explosion at 0,0 relative to the Space crusader.
For help on this look on page 17 of this tutorial – I am not going to type it again LOL!
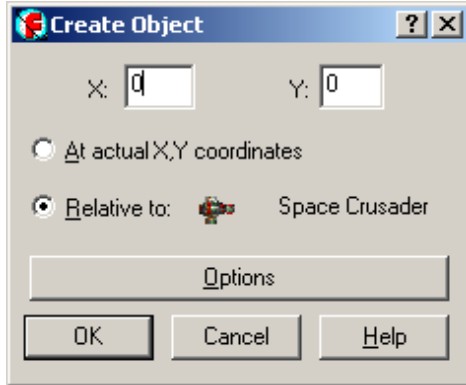
On lines 9 lets also add some sounds

Right click under the sound object
Select play sample
Click on browse and file the sound file "EXPLOD01.WAV"
It was included in the ZIP file with this tutorial so I am not sure where you saved it.

Drag and drop this event to line 10
Lets also drag and drop it to line 5 and line 6

5	• Collision between ▪ (Shot) and 🪨 (Meteor Large)	✓
6	• Collision between ▪ (Shot) and 🪨 (Meteor Small)	
7	• Every 02"-00	
8	• Start of Frame	
9	• Collision between 🚀 (Space Crusader) and 🪨 (Meteor Large)	✓
10	• Collision between 🚀 (Space Crusader) and 🪨 (Meteor Small)	✓
11	• Number of lives of 🚀 (Player 1) reaches 0	
12	• ▢ (Play Again Button) clicked	
13	• New condition	

Now we need a shooting sound
On line 4 where it says "Upon pressing "space bar"
Right click in the sound object cell and select "play sample"
Then find the "LASER3.WAV" file by using the browse button.
(this file also came in the ZIP)

Save and Play!

This about ends our Meteor game tutorial – Hopefully it was easy enough to
follow and got you into the basics of how to create a game using Multimedia
Fusion.
One of the first things you can do is right click on some of the objects in the
frame editor. You will see the movement options for the Space Crusader and the
Large and small Meteors are set in the objects themselves.
Please come by the forums at www.clickteam.com we have a ton of users that
will gladly help you over the learning process. We also have a ton of example
files you can download and look at.

Thanks for reading!
Jeff