

## Lesson 11: Wrapping up!

This is the last tutorial. I have included some more advanced tutorials that I found online in this folder for you to try on your own. Please check them out and work through them by looking at the Event Editors. You can download other people's game code from the Clickteam website and find out many other things you can do with this program! Why not write a tutorial for one of the objects that we didn't discuss and hand it in for a bonus?

### What You'll Learn

- Dialogue interactions
- Using INI files
- Creating an EXE game file
- Creating save files

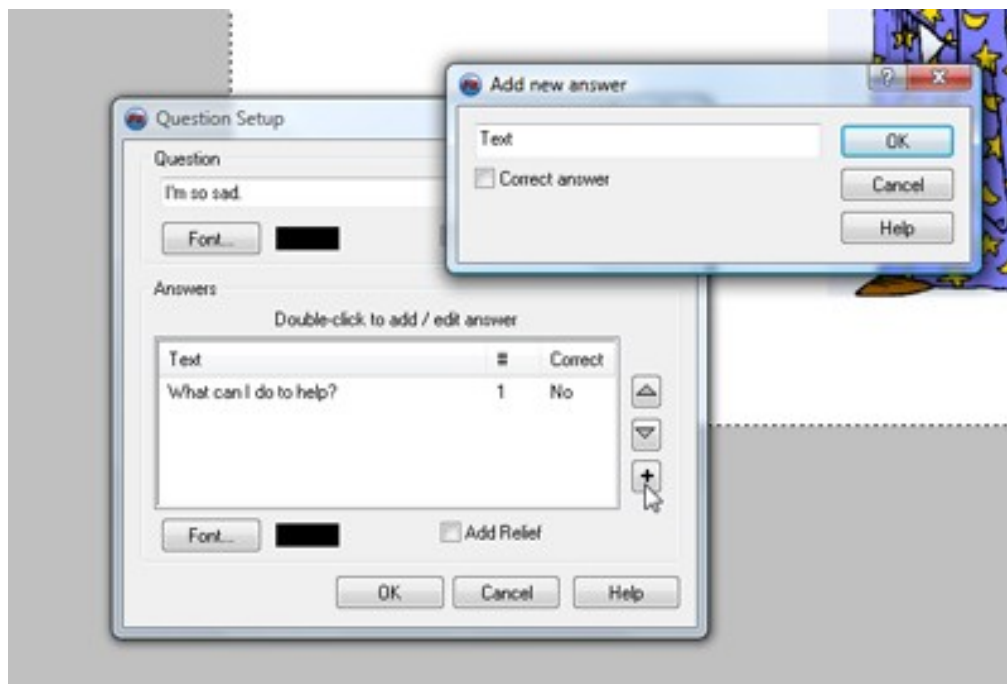
### Dialogue

Dialogue can be achieved in many ways.

First we'll build a question-answer selection system common to adventure games. Open up the game tutorial files to the Castle3 frame (Castle 3).



Insert a “Question/Answer object” (you may have to install the bonus packs to get this object). Double click it and add three questions—one correct, and two wrong. Now add two formatted text objects—invisible at start—that will be the wizard’s response to answer2 and answer3.



In the Event Editor, we first want to add the Start of Frame> Ask the Question: this will load the question at the start (it will default to this anyway, but you may want to have it wait in the future)...

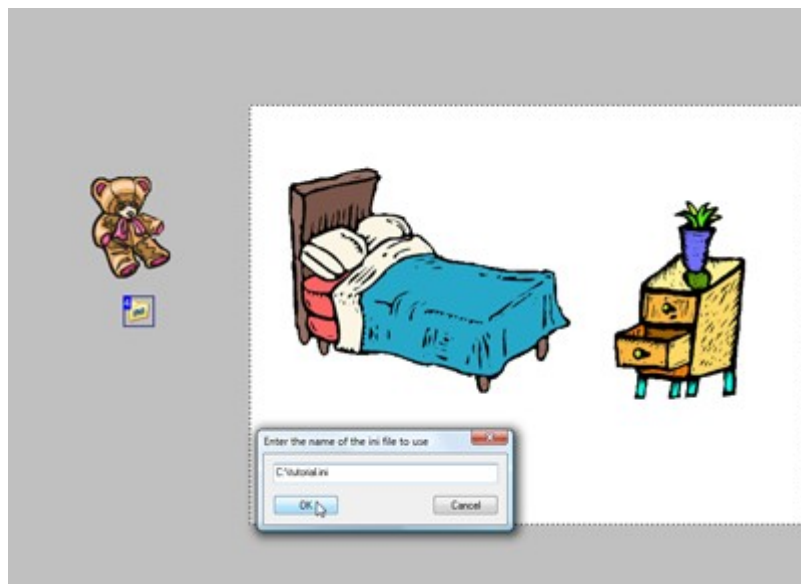
Next line, add the condition “Question> Is the Answer Equal to a Certain value”: We want to check that it’s equal to 3 (our third response). The Event should be that the wizard’s response is now made visible. Another way to do this is to set the two “wrong” answers as false and say, “Is the answer false”> and then have the same response load for both incorrect answers. Next line, add the condition and event for equal to 2.

Now for our correct answer, we’ll load a new frame (next frame) where we can start a more detailed conversation with our wizard. If our question is “correct” go to next frame. Press F7 to test JUST THIS FRAME (not the whole game!)

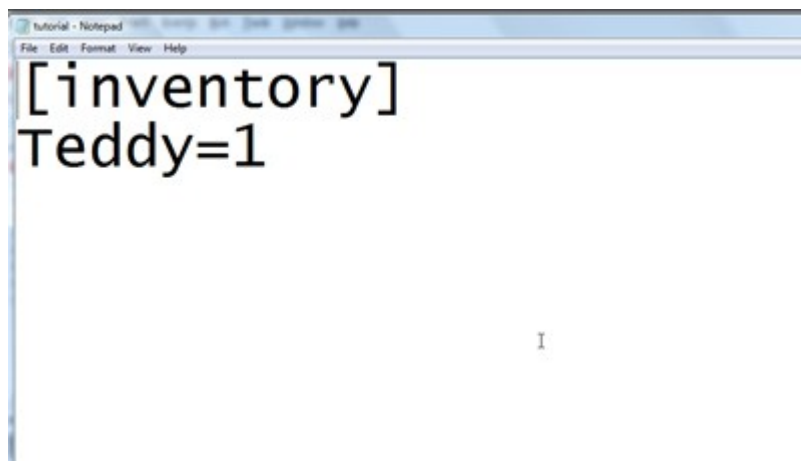
Now we’ll work on a more detailed conversation with the wizard, where a question/response triggers a more detailed conversation that has a timed element.







Let's say the user clicks on the armoire, and we want to give them the teddy as a reward (they found it in the drawer, poor teddy). We're going to set the group to "inventory", set the current item to "Teddy" (note these are case sensitive), and the current value equal to the counter value (1). Run the frame, and you should see a file has been created in the directory you chose that will show up as a system config file. If you open it, this is what you'll see:



Now, add an action to go to next frame on the same condition line.

On the new frame, we want to load the information from the INI file. We first need to establish which group and item we're talking about (since we may have more than one in an INI)... so under INI we want to set group to inventory and item to Teddy. Now, we want to set counter to retrieve data from an object—get the value from the INI.

If we run our game, we should see that we have 1 teddy now!

You can see how we might use INI files for inventory objects. Check the tutorial folder for a more advanced INI tutorial.

### **Making an EXE file from your game file.**

You'll need a full version of MMF2 to build an EXE. Under File> Build, select Application. This will save your file as an EXE version, playable even for people who don't have MMF2!

### **Tutorial- How to Create a Save option**

\*This tutorial below was created by two students of mine in my course, Sean Salonen and Shiv Passi.

#### **What you will learn**

- ✓ In this tutorial you will learn how to create a save option to your game

#### **Assets**

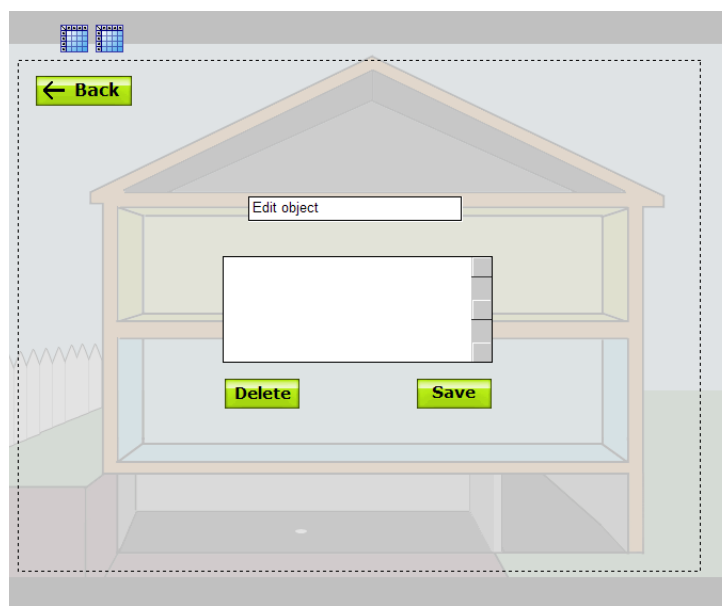
- ✓ 2 Arrays
- ✓ Edit box
- ✓ 3 Button
- ✓ list

#### **Creating a save option**

First create the Saving Screen:

1. Open Multi Media Fusion 2 and select File New
2. Click on the thumbnail to enlarge it
3. Right click and select insert object
4. Click on Data and select 2 Array options call one Save\_Global\_Values and the other Save\_info
6. Now select one edit box it Save\_Prompt
7. Create three button options from the insert object list call them Save, Delete and Back.
8. Now create a list from the interface option in insert object and call it Load\_List

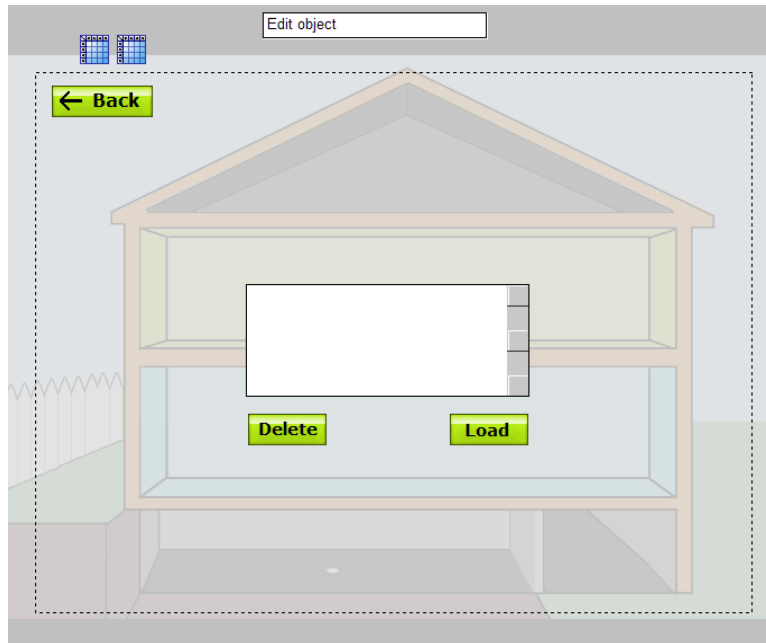
Your document should look something like this:



Next Create the Loading Screen in a new frame:

- 1) Follow the same steps but instead of a “save” button make it say Load. Also move the Save\_Prompt text edit box off the screen or delete it.

Your document for the loading screen should look like this:



Now the idea here is the array will store your key global values and save it to your hard drive where the game can load it later. So it would help you set up your game so that the things you would like to save would be stored in your global values. For example, if you want a chair to show up when you load your game you can make a condition to change a global value which you called “chair” to 1. When the chair is not there you can set it to zero. Then when you start your game, it can read all your global values and set up the game from there. This also works for points.

To change the name of a global value:

- Click on your application at top of the list in the “Work Space Toolbar”.
- Click on the “Values” Tab in “Properties”. You should now see “Global value” and “Global String”.
- Click the New button next to Global Value. You should now see “1 (Global Value A)”
- You can right click and select Rename or double click it to name your first global value.
- We are going to need the first global value for this tutorial so change it to Liness. Make sure it has two “S” or else it won’t work.

To Set/Add/Subtract from global values during game play:

- 1) Basically set a condition for whenever you would like the global value to change.
- 2) In the event editor go to the event, right click special and select either “add to”, “set” or “subtract”
- 3) Select your global value that you would like to change from the drop down menu and you can set how you would like it to change in the prompt.

Lets set up the Save Frame First. Go to the event editor:

First set up condition <start of frame>.

<Start of Frame>:

- 1) Right click the array “Save\_Global\_Values” then >files>load array from file. Find your C: Drive and type Save\_Global\_Values and click open.
- 2) Do the same as last step but type Save\_Info (these files will be created later in the tutorial.
- 3) Now right click on Load\_list then>add line. A prompt will come up, click on “retrieve data from an object”, find the array called “Save\_Info” right click it then>Read String from XY position. Replace “>Enter X offset<” with 1 and “>Enter Y offset<” with 1. Now you must do this 4 more times and for the second replace “>Enter Y offset<” with 2, the third with 3 and so on. (This sets up the list with the names of the saved games)
- 4) Right click on Load\_list then> set current line and set it to 1.

Set another condition <When button Save is clicked>

<When Button Save is Clicked>

- 1) We want to make sure that user has actually typed something in the save\_prompt. So, right click on our condition and select insert and right click on Save\_Prompt and select has entry zone just been modified.
- 2) We also want to make sure that the user has a line selected in the list for where they would like to save their game. So, right click our condition again and select insert and select compare to general values. On the top screen select Retrieve data from object then> right click “save\_prompt”>get current line number. Make sure on the drop down menu it says greater. Set the bottom value to 0.

- 3) Now the first event we want to set will be setting the global value “liness” to the line that is selected in “Load\_List”. Under special select set global value, go to “retrieve data from object” and right click on “Load\_list” and select “get current line value”
- 4) Right click on the array called “save\_global\_values” and select “write value to XY”. (This is where we are going to store your global values into the array before we save the array to the hard drive). Click “retrieve data from object” right click special then retrieve global value. Select the global value from the drop down menu you would like to save (not “liness”). Click ok, a prompt will come up asking for “X index” retrieve the global value “liness”. Click ok, and another prompt will ask for “Y index” type in 1.
- 5) Repeat step 4 for all your global values replacing 1 with 2 for the second global value, 3 for the third and so on.
- 6) Then right click on Load\_List and select delete line. In the expression box select Retrieve data from Load\_List and select Get current Line number.
- 7) Right click on Load list and select insert Line. Then Select Retrieve data from object and select right click on load\_List and select Get Current Line. Click ok and in the second box retrieve data from Save\_Prompt and select get text.
- 8) Again right click on Load\_List and select Set line to “liness”
- 9) Right click on Save\_info and click write> write string to XY and retrieve data from edit box by selecting get Text. Click ok, it will prompt for “X index” set it to 1 and “Y index” set to retrieve “liness” global value.
- 10) Select “set text” for “save\_prompt” and just type in 2 quotation marks like this> “”. This will erase whatever is in the editbox.
- 11) Right Click the array called “Save\_info” then>files>save array to file. Find your C:\ again and type “save\_info” in the prompt and click open.
- 12) Repeat the last step for “save\_global\_value”
- 13) Then set it to jump to the first frame of your game or the menu from where you selected to save the game.

Now Add a new condition for when <Delete Button is Clicked>

- 1) Now the first event we want to set will be setting the global value “liness” to the line that is selected in “Load\_List”. Under special select set global value, go to “retrieve data from object” and right click on “Load\_list” and select “get current line value”
- 2) Right click on the array called “save\_global\_values” and select “write value to XY”. Type in zero (0). Click ok, a prompt will come up asking for “X index” retrieve the global value “liness”.

Click ok, and another prompt will ask for “Y index” type in 1. This sets that value in the array equal to zero. Repeat this for all your global values that are saved in the array, replacing the “Y index” to 2 for the second, 3 for the third and so on. You can set it to whatever value you would like, for example you have a global value for levels and your first level has a global value of 1, you should set it to that.

- 3) Then right click on Load\_List and select delete line. In the expression box select Retrieve data from Load\_List and select Get current Line number.
- 4) Right click on Load list and select insert Line. Then Select Retrieve data from object and select right click on load\_List and select Get Current Line. Click ok and in the second box retrieve data from Save\_Prompt and select get text.
- 5) Right click on Load\_List and select Set line to “liness”
- 6) Right click on Save\_info and click write> write string to XY and type “- empty slot -“. Click ok, it will prompt for “X index” set it to 1 and “Y index” set to retrieve “liness” global value.
- 7) Right Click the array called “Save\_info” then>files>save array to file. Find your C:\ again and type “save\_info” in the prompt and click open.
- 8) Repeat the last step for “save\_global\_value”

The third condition is when <Back Button is Clicked>:

- 1) Right Click on story board controls and set it to jump to your title screen or where ever you were last before coming to the save screen.

Let's set up the Load Frame. Go to the event editor:

Our first condition is going to be <Start of Frame>:

- 1) This is identical to our save frame so you can copy and paste this condition.

The next condition will be when <load button is clicked>:

- 1) We want to make sure that the user has actually selected a saved game from the “load\_list” so add a condition comparing two general values. The first value, retrieve string from XY from the array

“save\_info”. The “X index” will be 1 and the “Y index” will be “- empty slot –“ make sure you have the spelling and spacing the same as in the saving frame.

- 2) Next Set the global value “liness” to the line that is selected in “Load\_List”.
- 3) Right click on the array called “save\_global\_values” and select “read value from XY”. For the “X index” click “retrieve data from object” get the global value liness. Click ok, the “Y index” type 1. Repeat this for all of your global values.
- 4) Then set it to jump to the first frame of your game. If you want the user to return to the last frame they were in when they saved their game, you can set a global value equal to the frame they were last in and write it to the array.

The final two conditions are when <delete button is clicked> and <back button is clicked>:

- 1) These are also identical to the save frame.

YOU CAN NOW SAVE YOUR GAME