




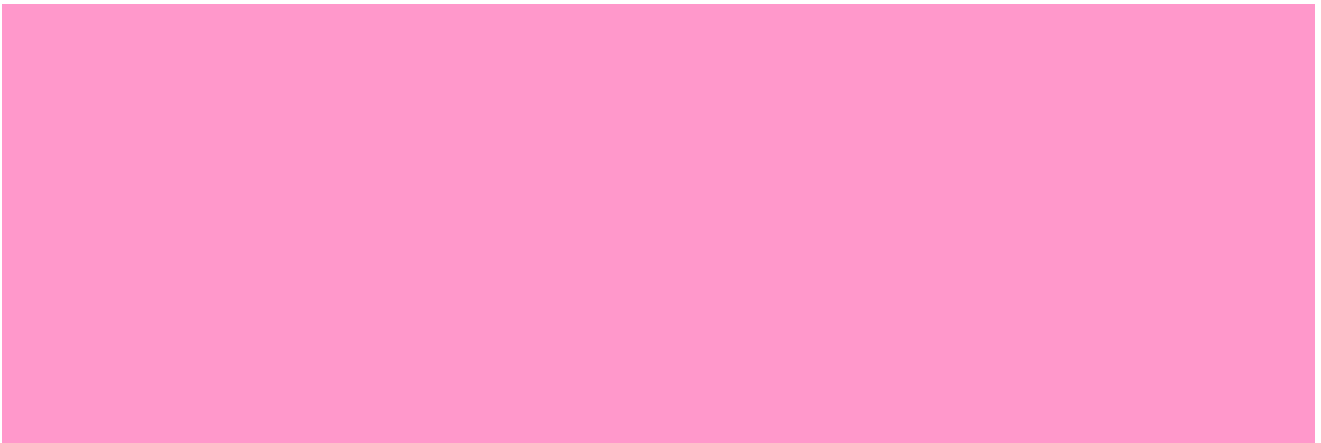


Game Setup

Set up the game with one zombie spawned and the Player character set to an animated school pupil.

```
on start
  set Pupil to sprite  of kind Player
  animate Pupil
  frames  
  interval (ms) 200
  loop ON
  set life to 3
  move Pupil with buttons +
  camera follow sprite Pupil
  set tilemap to tilemap 
  set zombie1 to sprite  of kind Enemy
  set zombie1 position to x 250 y 110
  set zombie1 follow Pupil with speed 20
  splash "Avoid the zombie" "Find the tree to escape!"
  set Level to 1
  set canSpawnZombie to true
```

Avoid creating indestructible zombies



Drag this red variable block into the destroy block to replace zombie1

Dragging it will create an extra copy for the destroy block

```
on sprite of kind Enemy overlaps otherSprite of kind Player
  change life by -1
  destroy sprite with fountain effect for 500 ms
  set zombie1 to sprite of kind Enemy
  set zombie1 position to x 250 y 110
  set zombie1 follow Pupil with speed 20
```

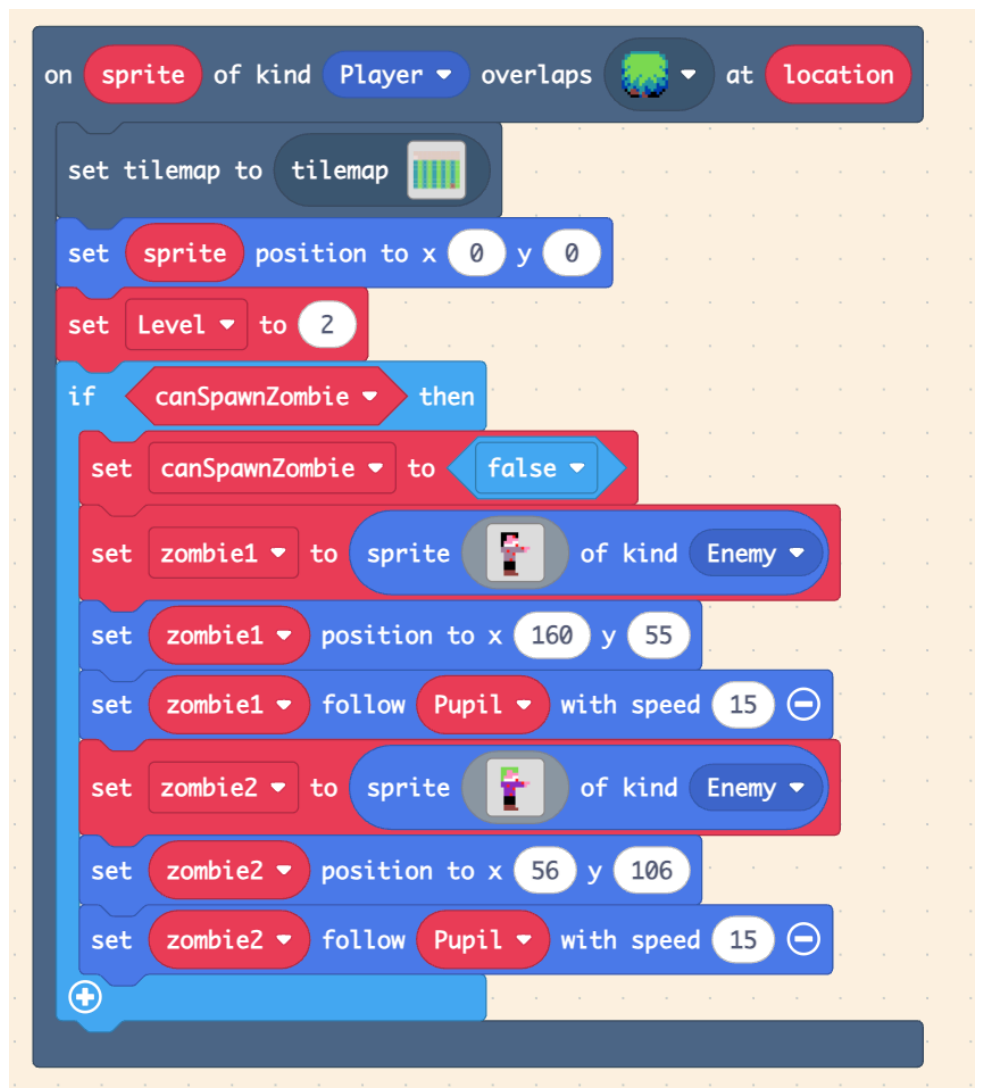
Avoid a conga-line of Multi-Zombies!





When the Player sprite overlaps certain tiles and the game switches to a new level, more zombies are created.

However, the Player is likely to overlap the tile for a long enough period to trigger the “**Player overlaps tile**” block several times.

This is because computers process events much faster than humans. It means you end up with several zombies created almost at once, creating a trail of them moving round in a “conga-line” effect!

To avoid this, you can add a variable called **canSpawnZombie**.



```
on sprite of kind Player overlaps  at location
  set tilemap to tilemap 
  set sprite position to x 0 y 0
  set Level to 2
  if canSpawnZombie then
    set canSpawnZombie to false
    set zombie1 to sprite  of kind Enemy
    set zombie1 position to x 160 y 55
    set zombie1 follow Pupil with speed 15
    set zombie2 to sprite  of kind Enemy
    set zombie2 position to x 56 y 106
    set zombie2 follow Pupil with speed 15
```

```
forever
  if not canSpawnZombie then
    pause 2000 ms
    set canSpawnZombie to true
```

Make Projectiles work

Sprite Utils

```
on sprite of kind Projectile overlaps otherSprite of kind Player
  destroy sprite with spray effect for 500 ms
  change life by -1
```

```
on game update every 2000 ms
  set projectile to projectile from zombie1 with vx 0 vy 0
  set projectile velocity at angle angle from zombie1 to Pupil speed 50
```