Index

Symbols

-> (arrow), 10–11
> (greater than), 11
() (parentheses), 74
. (period), 26–27
[] (square brackets), 11, 75, 98
| (vertical bar), 11

A

action keys, 70, 74–75
again command, 143
all condition, 12–13, 82
animation, 124, 143, 144–145
author keyword, 5, 20
AwakeCat object. *See* cat objects

B

Background objects. *See also* floors
  in COLLISIONLAYERS section, 10, 69
  defining, 6–7
  grass pattern, 22–23
backing up games, 66
Bitsy, 148
Blank Project item, 18
Blocker group, 92, 93–94, 95–96, 97–99
Buddy group, 82

C

Cake Monsters (Rix), 143
cancel keyword, 37
cat objects
  drawing, 27–30
  rules for keeping objects together, 37–38
  rules for waking and following player, 32–35
  in WakerUpper group, 36–37
  in win conditions, 39
collaboration on game design, 147–148
COLLISIONLAYERS section
  compilation messages, 73–74
  defining layers in, 9–10
  in object creation sequence, 68
  order of layers, 81, 86
colors, 7–8, 21
COMMAND (CTRL) key commands, 47
comments (notes), 74
compilation errors, 73–74
composition, 130, 134
Copy (copy text) button, 50
copying games, 66
Crate objects
  drawing, 7
  in level design, 65–66, 84, 92, 128–132, 136–137
  rules for moving, 10–12, 77–78

sound, 9
in win conditions, 12–13
CTRL key commands, 47
CTRL-Z (undo), 20
Cute Train (Wonnacott), 143–144

D

dead-end paths, 118–120
`Depressor` group, 87
`Door` object, 21
`down` keyword, 113

E

E (edit level) button, 47, 50
editing levels, 46–49
`Endlevel` keyword, 41–42
error messages
accessing levels, 115
compilation errors, 73–74
`Exit` object, 79–81, 83, 130
Export button, 60, 66

F

flickscreen mode, 144
floors
adding bumps to, 130–131
in palette, 127
panels in, 84
patterns, 134–135, 136
Flying Kick (Steed), 143

G

game code box, 3. *See also* levels
game design
adding time pressure, 120
collaborating on, 147–148
lose conditions, 101–102
mindset for, 141–142, 144
objects and interactions planning, 65–66
win conditions, 12–13, 108–109
games. *See also* PuzzleScript games; video games
brief history, xix–xx
Hide and Seek, 110
ideas, xxi–xxii
nature of, xvii–xviii
gate objects
drawing, 84–86
in level design, 65–66, 132–133
in palette, 127
rules for, 87–91
wire path challenge, 124
GIF creation, 144–145
`Gravel` object, 131
groups, 36, 72
guard objects
drawing, 110–111
in level design, 65–66
overview, 109-110
in palette, 127
rules for catching robots, 117
rules for moving, 113–114
rules for turning, 115–116
testing, 118–120
`Gun` object, 91–92. *See also* laser objects

H

hack links, 60
`Hbot` group. *See* robot objects
Herding Cats
adding cats, 27–30
adding player, 26–27

adding sounds, 42
background and walls, 22–24
bonus challenges, 60–62
collision layers, 24, 30–31
getting started, 18–20
level designs, 51–58
and level editor, 46–49
overview, 17–18
rules, 32–35, 36–38
testing, 25–26, 31–32
win conditions, 38–39
`homepage` keyword, 6, 20
`Horibot` objects. *See* robot objects
`horizontal` keyword, 77

I

itch.io website, 145

K

K (record GIF) button, 145

L

laser objects
drawing, 91–93
in level design, 65–66
in palette, 127
rules for catching robots, 106–108
rules for firing, 93–99
`late` keyword, 33–34
Lavelle, Stephen, 3–4
layers, 9–10. *See also* `COLLISIONLAYERS` section
`left` keyword, 113
`LEGEND` section
defining groups in, 72–73
defining objects in, 8, 69
defining properties in, 36
object and group sequences, 112
in object creation sequence, 68
overview, 8–9
level editor, 46–50, 62, 127
levels
adding structure, 133–134
advanced designs, 138–139
bonus design challenges, 57–58, 60–62
changing shapes of, 60–61
defining, 8, 9
designing for challenge, 55–57
designing for story, 51–53
designing to teach rules, 53–55, 128–132
editing and enlarging, 46–49
overview, 45–46
sound effects for, 41–42
testing, 31–32, 50, 59
`LEVELS` section
adding messages to, 52–53
defining levels in, 8, 9, 13–14
in object creation sequence, 68
updating from level editor, 50
Load Example menu, 18
Load menu, 66

M

Make A Game button, 3, 18
`Message` keyword, 52
`MOVE` keyword, 9
moves
and dead-end paths, 119–120
horizontal and vertical, 77
in realtime mode, 120–123
rules for, 10–12

N

no keyword, 39
norepeat_action command, 99, 121–122
notes, 74
numbering, 22

O

Objects. *See also specific objects*
  adding random behaviors, 62, 123–124
  appearance, 21, 86, 123
  in brainstorming example, 65–66
  choosing symbols for, 8–9
  in COLLISIONLAYERS section, 9–10
  defining properties, 36–38
  getting rid of, 98
  ideas for, 146–147
  in LEGEND section, 8
  moving by player, 10–12, 77–78
  moving in real time, 120–123
  moving multiple, 78–79
  and palette, 47–48, 49, 127
  positions on layer, 11, 75, 88
  sequence for creating and adding, 6–8, 67–69
objects-only game challenge, 146–147
OBJECTS section, 6–7
Obstacle group, 115–116

P

palette, 47–48, 49, 127
Panel object
  drawing, 85–86
  and level design, 84, 98, 118, 124, 130, 132–133, 136
  in palette, 127
  in rules, 87–90
Paste button, 50
pixels
  defined, 21
  transparent, 26–27
Player objects. *See also* robot objects
  adding transparency, 26–27
  in COLLISIONLAYERS section, 10, 30
  drawing, 7–8
  as groups, 72
  rules for, 10–12, 34, 36, 37
player switching, 70–75
playtesting, 89
posting games online, 145
powerup sound button, 41
Pushable group, 77–79
PuzzleScript
  documentation, 13
  overview, xxii–xxiii, 1–2
  starting, 3–5
PuzzleScript games. *See also Herding Cats*; *Robot Heist*; *Simple Block Pushing Game*; video games
  adding notes, 74
  copying, 66
  counting attributes, 22
  ideas for, 144–148
  more games to try, 142–144
  posting on *itch.io*, 145
  realtime mode, 120–123
  saved versions, 66
  script order, 38
  script parts, 5–14
  sharing, 59–60
  starting new project, 18–20
  two-player game challenge, 145–146
Puzzle Script Terminal screen, 3

R

R (Reset) button, 50
random behaviors
    object switching, 62
    walls appearance, 123–124
`realtime_interval` command, 121
realtime mode, 120–123
Rebuild button, 8
`right` keyword, 113
Robot Heist
    adding gates, 84–91
    adding guards, 109–120
    adding lasers, 91–99
    adding robot prison, 133–135
    adding robots, 70–73, 103–109
    adding robot teamwork, 135–138
    advanced level design, 138–139
    background and wall, 68–69
    bonus challenges, 100, 123–124
    characters and interactions, 65–66, 70–72
    first level design, 128–132
    getting started, 66–67
    losing conditions, 101–102
    overview and story, 64
    palette, 127
    in realtime mode, 120–123
    rules, 74–75, 77–79
    source program, 125
    story, 126
    test level, 75–76
    win conditions, 79–83, 108–109
robot objects
    drawing, 70–73, 103–105
    in level design, 65–66
    in pushing rules, 77–79
    rules for getting caught, 106–108, 117–118
    rules for switching, 74–75
    in teamwork, 135–138
    in win conditions, 79–83
rules
    and object positions, 75, 88
    repeated running, 96
    running at start of level, 54
    sequence of execution, 33–34, 97
    writing, 10–12
`RULES` section
    adding exceptions, 90–91
    adding sound effects, 42
    order of execution, 38
Run button, 4
`run_rules_on_level_start` command, 54, 99

S

S (save level edit) button, 49
Save button, 29
Scratch games, xiii
screen
    layout, 3
    sound buttons, 40
`sfx0` (sound effects) code, 42
Share button, 59, 66
sharing games, 59–60
Simple Block Pushing Game (Lavelle)
    basic information, 4–6
    collision layers, 9–10
    legend, 8–9
    levels, 13–14
    objects, 6–8
    overview, 3–5
    rules, 10–12
    sounds, 9
    win conditions, 12–13
`SleepingCat` object. *See* cat objects
solvable games, 2
sound buttons, 40

sound effects, 9, 40–42, 105, 147
SOUNDS section, 41–42
spatial games, 2
[stationary player] keyword, 122–123
switching players, 70–75

T

Target object, 7, 10, 12–13
testing techniques, 31–32, 50, 59, 89, 133
throttle_movement command, 121
title keyword, 5, 20
treasure objects, 124, 127
Trouble group, 109
turn-based games, 1, 120
Twine games, xvii
two-player game challenge, 145–146

U

undo shortcut, 20
up keyword, 113

V

Vbot group. *See* robot objects
Vertibot objects. *See* robot objects
vertical keyword, 77
video games
  brief history, xix–xx
  ideas for, xxi–xxii
  posting on *itch.io*, 145
  tips for making, 15
  tools for making, xviii, xxii–xxiii, 148
  types, 1–2

W

WakerUpper object, 36–37
Wall objects
  brick pattern, 23
  in COLLISIONLAYERS section, 69
  and dead-end paths, 119–120
  drawing, 7
  in palette, 127
  prison pattern, 134
  randomized appearance, 123–124
  space design ideas, 147
win conditions
  defining, 12–13
  multiple, 108–109
Win Condition Satisfied message, 39
WINCONDITIONS section, 12–13, 38–39, 81, 82–83
wire paths, 124, 127

X

X (start game) button, 4
X button (clear sounds), 40