Game Salad

Adding Walls and Collision

1. In the actor tap in the Library window, click on the + button to add a new actor
2. Double click on the name and rename it to Wall
3. In the Attributes window, click on the actor tab
4. Scroll down in the attributes to find Image and click on the No Image button and change it to your wall image.
5. Click on the edit Rules button for the wall actor
6. In the Wall(Prototype) Rules there is a text box that says **type or drag in a behavior or block**. In this text box, type **Collide** to add a collision rule.
7. Make sure that the Collide rule says bounce when colliding with actor of type Hero.
8. In the attributes window scroll down in the attributes of the wall to Physics. Click on the arrow next to Physics to see those attributes of the wall.
9. Find the **Movable** check box and make sure it is deselected. This will make it so your walls don’t move.
10. From the Library window, drag the Wall actor onto the stage. Reposition it so that it is on the bottom edge of the stage and that it goes the entire length of the bottom side.
11. Repeat step 9 for all sides of the stage. Click on the square markers on the sides of the wall to resize and reshape.
12. Add the walls in the stage to create your level by dragging them from the Actors tab in the library and resizing them.
13. Click the play button and test your walls.

Adding a Goal and a new Level

1. Go to the Actors tab in the Library window. Click on the + button to create a new actor. Double click on the name and rename it goal.
2. In the Attributes window, go to the Actor tab and find the image attribute and change it from No Image to the image of your goal.
3. Go to the Scenes tab in the Library window. Click on the + button to create a new scene.
4. Double click on the name and rename it to Level\_02.
5. With Level 2 Selected in the Library, click on the actor tab in the Library window.
6. Drag the Hero actor into the scene where you want him to start.
7. Drag in walls and create boundaries for your second level.
8. Drag in a goal actor and place it where you want it to be.
9. Click on the Scenes tab in the Library window. Select Level\_01 to go back to your first level or scene.
10. Click on the goal actor in the Stage.
11. Click on the Goal(Instance) tab and click on the lock to be able to add a rule to the goal instance in this scene.
12. Click on the +Rule button and type collision in the text box that says type or drag in a condition.
13. Make it say actor overlaps or collides with: actor of type Hero.
14. Click on the arrow next to the **do** in the rule and type Change Scene in the text box.
15. Change the go to: Level\_02. Click play and test your game to see if your hero can get to the goal and then switch to the next scene.