

Tutorial 1

“Making An Enemy Dead, Right From The Start”

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Don't you wish some people were dead, even before the game had started? Not that I am evil or anything, but having some entities already dead at the start of a game can add some realism and depth to a level. For instance, in picture 1.1, a security guard and a prison inmate are lying dead on the ground, as soon as this level loaded. This is the result we want to achieve.

This could let you extend the story of your game as we could say here that a riot in a prison took place and unfortunately, there had been some casualties. We could change it again to they had been killed in an explosion, from a power conduit, if we put one on a wall beside them. The possibilities can be endless, depending on which characters you use.



Figure 1.1: The Result

There are different ways of doing this, this is one way:

- Step 1: Select the character you want to be dead from the start and place him on some floor tiles. (figure 1.2).
- Step 2: Right click the character entity you placed on the map to enter its properties.

Find the “**AI Scripts**” property section and do the following:

Change the **DESTROY** script to: *destory/leavecorpse.fpi*

Change **SPAWN LIFE** to 1

Change **HEALTH** to 1

Change **HURTFALL** to 1

Note: Sometimes the character you place in the map editor is intersecting the floor tile. Their vertical position needs to be adjusted manually using **Page Up** and **Page Down** keys, so that when they are loaded into the level, they fall dead on top of the tiles (Figure 1.2).



Figure 1.2 Entity Adjustment

Step 3: Once the entity has been placed above the tiles properly, you will see a full circle, glowing green, around the entity. Check to make sure the circle is above the floor tiles the entity is standing on, not below. If we left the circle under the floor tiles and tested the game, we would get the following result in figure 1.3:



Figure 1.3: Entity intersecting floor tiles.

Step 4: Test the level out and see if it worked. You should get, using the inmate model, the following result in figure 1.4. Some little niggles do exist in this method for instance, sometimes the body is lying on the floor, but it is slightly hovering off the ground.

Simply go into the editor mode and use Page Up and Down buttons to perfect the height off the ground you need to make up, to have their back perfectly level and in contact with the floor.



Figure 1.4: The final result for the inmate model

Additional Tips from FPSC Forum Members:



Remove the soundset for more realism and to save memory.

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What I did was import a character into milkshape, repositioned it and exported it as a static entity.

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