

Hangman Instructions

Due to time constraints, much of this has been pre-programmed. When you start your work, please be sure you save to another file just in case you need to refer back to the original.

We won't be able to use Aviary as originally planned. If you'd like to use another image editor (this is completely optional), please install portable Gimp to your flash drives and run from there.

http://portableapps.com/apps/graphics_pictures/gimp_portable

Title Screen

Create a 480x360 Title Screen. **Sprite 1** is your title screen. Feel free to modify the effects in this script or change the way you launch the game (Don't like the ghost effect? Click the down arrow next to it and try a different one, "Press space bar to start", etc.). This is the first thing the user will see, so make it captivating!


Gallows

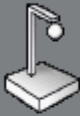
By default, you are limited to 6 wrong guesses. You may change this number, if you'd like, but it will require some changes in the script and will be best left as an enhancement for later. Here is an example of the gallows costumes. Don't feel restricted to using the typical hangman images. If you have extra time, check out the scripts. Change up the messages, add new messages, add animations...just be careful not to change the logic of the existing blocks.


Gallows
x: -159 y: 29 direction: 90


Scripts **Costumes** **Sounds**


New costume: **Paint** **Import** **Camera**


1  **Gallows**
150x215 29 KB
Edit **Copy**


2  **Gallows1**
150x215 31 KB
Edit **Copy**

3  **Gallows2**
150x215 35 KB
Edit **Copy**

4  **Gallows3**
150x215 36 KB
Edit **Copy**

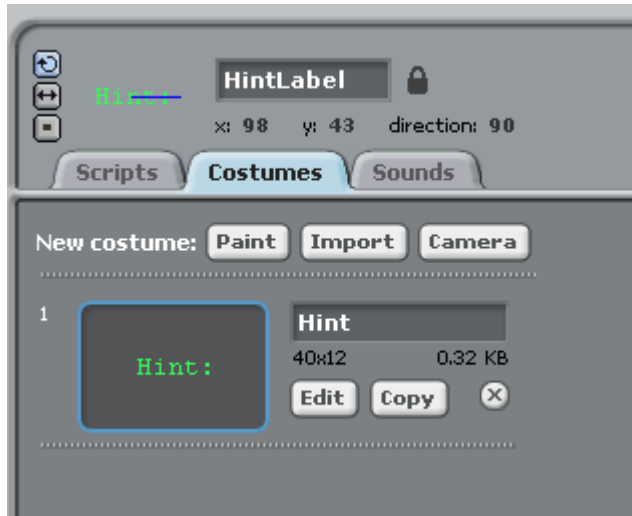
5  **Gallows4**
150x215 37 KB
Edit **Copy**

6  **Gallows5**
150x215 38 KB
Edit **Copy**

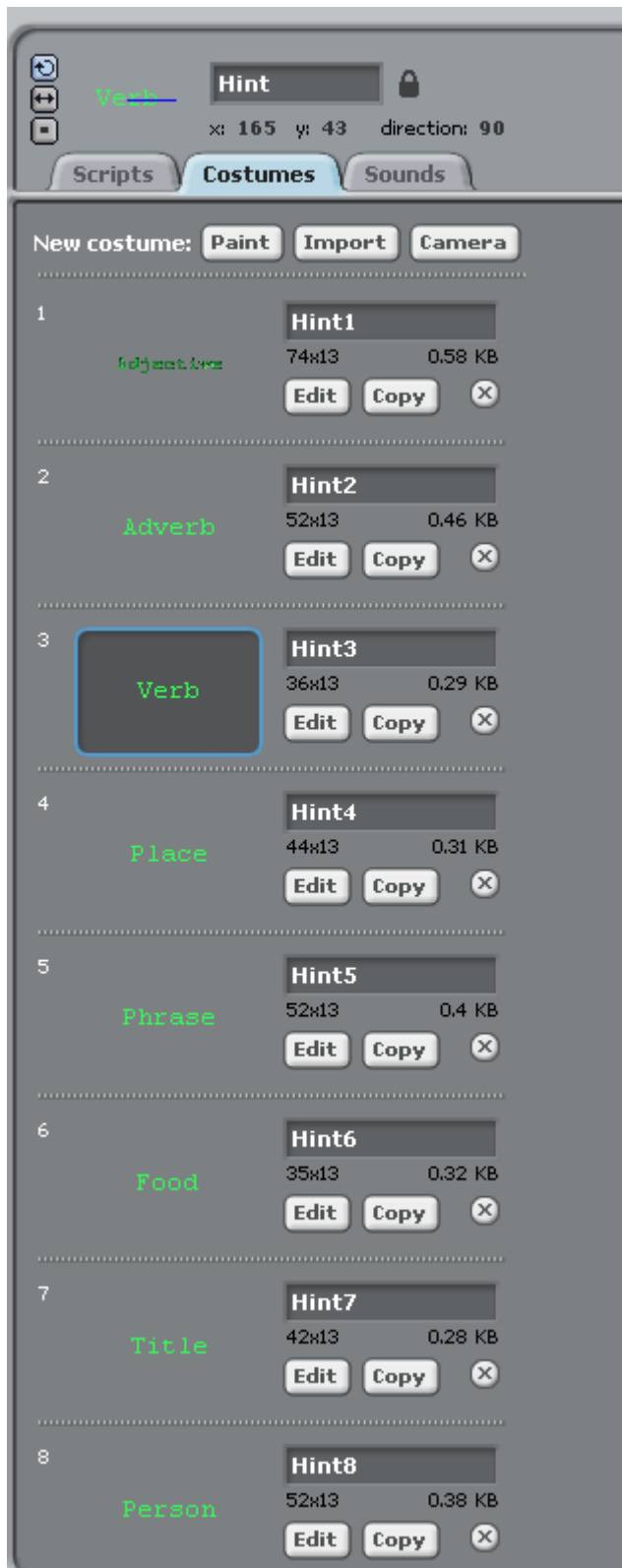
7  **Gallows6**
150x215 40 KB
Edit **Copy**

Categories

Create a “HintLabel” sprite. It doesn’t need to say “Hint”, exactly. But the user needs to understand that this is where he/she gets the clues/categories/hints.



Create “Hint” sprite. Each costume will represent the various categories or hints you have. You can make as many as you need and don’t need to stick with these examples. It would be awesome to have themes in your game!



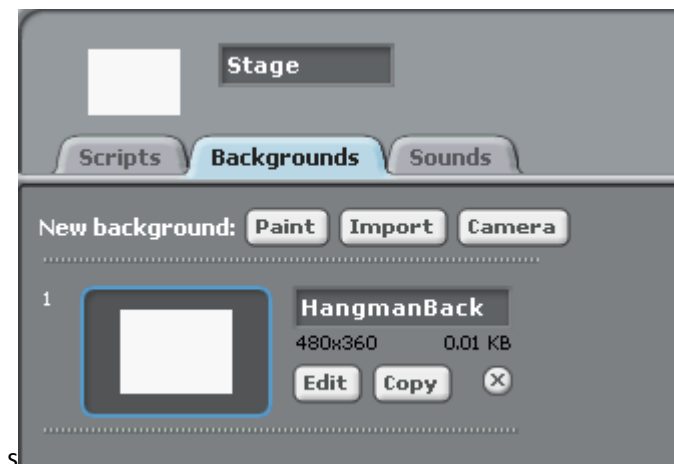
Dictionary

Create your dictionary by making a list under the Variables tab. Name it "Dictionary" (set it for all sprites). This is similar to an array, for those who are familiar. Add items in the Dictionary (odd numbers are your words, even are the categories they are in. Remember how your categories costumes were numbered? Here is where they come in handy). Add as many words as you'd like. Be careful with spelling...



Background/Stage

Also 480x360, this is exactly what it sounds like. It probably shouldn't be too distracting. If you have extra time, you could make additional backgrounds and program some costume changes.



I made all these sprites in a different project and want to use them in Hangman. Now what?

Go to File -> Export Sprite. Save that sprite and then import it into your working copy of Hangman. You may do that with the folder icon below.



After you import the sprite, make sure your scripts are updated. You may need to refer to the original hangman project to check.

Okay, that's great Tina, but I just want the image so that I can replace the costumes in your ugly project.

Sure. So, go to the costume tab, right click and click on "Export costume". Export to your flash drive and then import it back wherever you need it.