

## Inventory

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May be copied with acknowledgement

The object "inventory" is used to keep track of diamonds, the variable "diamonds" is the number of diamonds collected

### Create Event:

set variable diamonds to 0

When you collide with the diamond it is destroyed and the inventory count increases by 1

### Collision Event with object object1:

set variable inventory.diamonds relative to 1

for other object: destroy the instance

diamonds lives inside the inventory object, when referred to inside inventory, you can just call it diamonds, when referred from another object, you must use the full name inventory.diamonds

In the draw event for inventory, a box and the collected diamonds are drawn

### Draw Event:

set the fill color to 16777215 and line color to 0

draw rectangle with vertices (0,0) and (200,40)

A white box is drawn

set variable i to 0

repeat next action (block) diamonds times

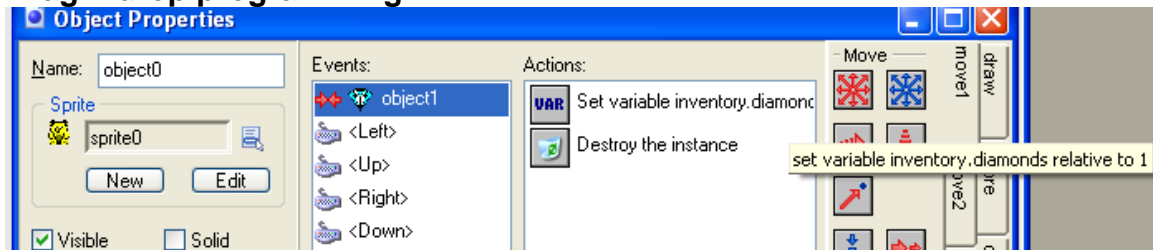
at position (20\*i,0) draw image -1 of sprite sprite1

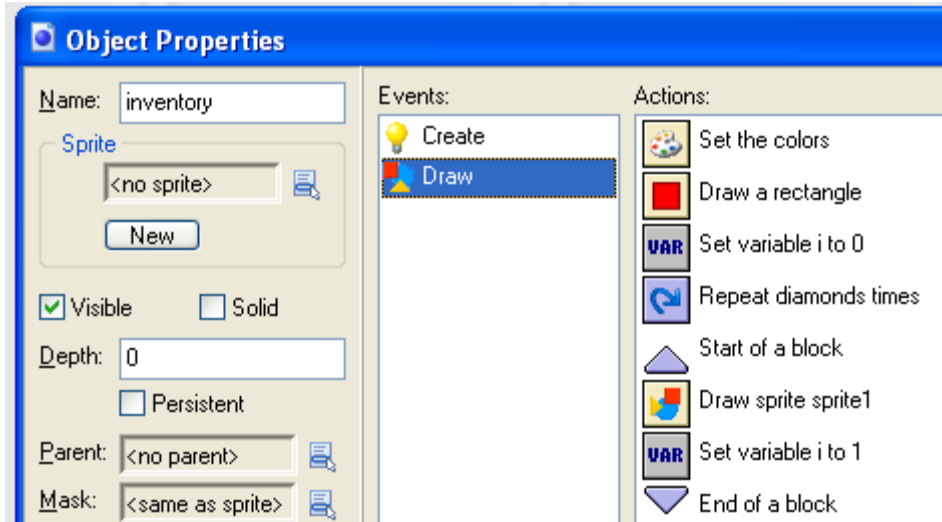
set variable i relative to 1

The sprite is drawn "diamonds" times

i is increased each time it is drawn, it is drawn further to the right each time as i increases

## Drag n drop programming





## Pseudocode representation of drag n drop programming

### Information about object: object0

Sprite: sprite0  
 Solid: false  
 Visible: true  
 Depth: 0  
 Persistent: false  
 Parent: <no parent>  
 Mask: <same as sprite>

**Collision Event with object object1:**  
 set variable inventory.diamonds relative to 1  
 for other object: destroy the instance

**Keyboard Event for <Left> Key:**  
 move relative to position (-1,0)

**Keyboard Event for <Up> Key:**  
 move relative to position (0,-1)

**Keyboard Event for <Right> Key:**  
 move relative to position (1,0)

**Keyboard Event for <Down> Key:**  
 move relative to position (0,1)

### Information about object: object1

Sprite: sprite1  
 Solid: false  
 Visible: true  
 Depth: 0  
 Persistent: false  
 Parent: <no parent>  
 Mask: <same as sprite>

### Information about object: inventory

Sprite: <no sprite>  
 Solid: false  
 Visible: true  
 Depth: 0

Persistent: false  
Parent: <no parent>  
Mask: <same as sprite>

**Create Event:**

set variable diamonds to 0

**Draw Event:**

set the fill color to 16777215 and line color to 0  
draw rectangle with vertices (0,0) and (200,40)  
set variable i to 0  
repeat next action (block) diamonds times  
  at position (20\*i,0) draw image -1 of sprite sprite1  
  set variable i relative to 1

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