

Shop

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Can be copied with acknowledgement

Demonstrates how to use money to purchase inventory, you can buy pacmen or upgrade your teddy at the shop

Object controller is invisible but persistent. It is only created once at the beginning of the game and is not destroyed when you change rooms:

Create Event:

```
set variable commanderlevel to 0
set variable money to 50
set variable pacmen to 0
```

It remembers the money, level and pacmen

Clicking on "upgrade commander" reduces the money and increases your level

Mouse Event for Left Pressed:

```
if expression controller.money>49 is true
  set variable controller.commanderlevel relative to 1
  set variable controller.money relative to -50
```

Then when you go back to the game, when the commander is created, the sprite is selected, based on what is saved in controller.commanderlevel

Create Event:

```
if controller.commanderlevel is equal to 1
  set the sprite to Commander L1 with scale factor 1
if controller.commanderlevel is equal to 2
  set the sprite to Commander L2 with scale factor 1
```

Clicking on "buy pacmen" reduces your money and increases your pacmen

```
if expression controller.money>9 is true
  set variable controller.pacmen relative to 1
  set variable controller.money relative to -10
```

Then when you go back to the room, the pacmen are created:

Create Event:

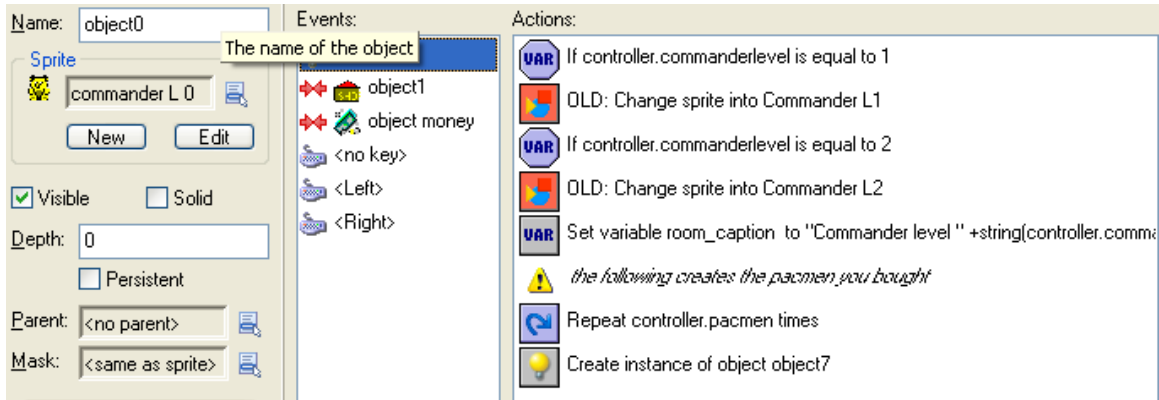
```
repeat next action (block) controller.pacmen times
  create instance of object object7 at position (random(640),80)
```

The function random(640) gives a number between 0 and 640. The pacmen are created at y=80 and x between 0 and 640

The room caption is set by this:

```
set variable room_caption to "Commander level " +string(controller.commanderlevel) +" Money $"
+string(controller.money) +" Pacmen " +string(controller.pacmen)
```

The text between the quotes are strings which are displayed. String() turns the variable into a text string which can be displayed



Information about object: object0

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

Create Event:

```

if controller.commanderlevel is equal to 1
    set the sprite to Commander L1 with scale factor 1
if controller.commanderlevel is equal to 2
    set the sprite to Commander L2 with scale factor 1
set variable room_caption to "Commander level " +string(controller.commanderlevel) +" Money $"
+string(controller.money) +" Pacmen " +string(controller.pacmen)
COMMENT: the following creates the pacmen you bought
repeat next action (block) controller.pacmen times
    create instance of object object7 at position (random(640),80)
  
```

Collision Event with object object1:

go to previous room with transition effect <no effect>

Collision Event with object object money:

```

set variable controller.money relative to 50
for other object: destroy the instance
set variable room_caption to "Commander level " +string(controller.commanderlevel) +" Money $"
+string(controller.money) +" Pacmen " +string(controller.pacmen)
  
```

Keyboard Event for <no key> Key:

start moving in directions 000010000 with speed set to 0

Keyboard Event for <Left> Key:

start moving in directions 000100000 with speed set to 3

Keyboard Event for <Right> Key:

start moving in directions 000001000 with speed set to 3

Information about object: object1

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

Information about object: controller

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

Create Event:

set variable commanderlevel to 0
set variable money to 50
set variable pacmen to 0
show the game info

Information about object: object goto game

Sprite: sprite2
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Mouse Event for Left Button:

go to next room with transition effect <no effect>

Information about object: object upgrade

Sprite: sprite3
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Create Event:

set variable room_caption to "Commander level " +string(controller.commanderlevel) +" Money \$" +string(controller.money) +" Pacmen " +string(controller.pacmen)

Mouse Event for Left Pressed:

if expression controller.money>49 is true
 set variable controller.commanderlevel relative to 1
 set variable controller.money relative to -50
 set variable room_caption to "Commander level " +string(controller.commanderlevel) +" Money \$" +string(controller.money) +" Pacmen " +string(controller.pacmen)
play sound sound0; looping: false

Information about object: object money

Sprite: sprite5
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Information about object: object buy pacman

Sprite: sprite7
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Mouse Event for Left Pressed:

```
if expression controller.money>9 is true
  set variable controller.pacmen relative to 1
  set variable controller.money relative to -10
  set variable room_caption to "Commander level " +string(controller.commanderlevel) +" Money $"
+string(controller.money) +" Pacmen " +string(controller.pacmen)
  play sound sound0; looping: false
```

Information about object: object7

Sprite: sprite8
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>
