

# Character Defeat Animation

The screenshot displays a Behavior Tree with the following nodes and actions:

- 9 Enemy Damage**
  - 10 **No conditions** (Condition) → **Do = "HP: " + GlobalVariableString(HP) to the text of HP** (Action)
  - 11 **Badhit is in collision with Bad** (Condition) → **Allow HitBox to jump again** (Action) → **Simulate pressing Jump key for HitBox** (Action) → **Do =500 to the gravity applied on Bad** (Action) → **Add to HitBox a force, angle: 180 degrees and length: 1000 pixels** (Action)
  - 12 **Badhit is in collision with Bad** (Condition) → **Trigger once** (Action) → **Do -25 to global variable HP** (Action)
  - 13 **Global variable HP is <= 0** (Condition) → **Do =100 to global variable HP** (Action) → **Do -1 to global variable Lives** (Action) → **Change for scene "Level 1"** (Action)
- 14 Death Animation for Player**
  - 15 **Global variable HP is <= 0** (Condition) → **Activate behavior PlatformerObject of HitBox: false** (Action) → **Do =3 to the number of current animation of Player** (Action)
  - 16 **The number of the current animation of Player is =3** (Condition) → **Do -100\*TimeDelta() to the opacity of Player** (Action)
  - 1 **The opacity of Player is =0** (Condition) → **Do =100 to global variable HP** (Action) → **Do -1 to global variable Lives** (Action) → **Change for scene "Level 1"** (Action)

- Setting Global Variable HP to less than or equal to 0

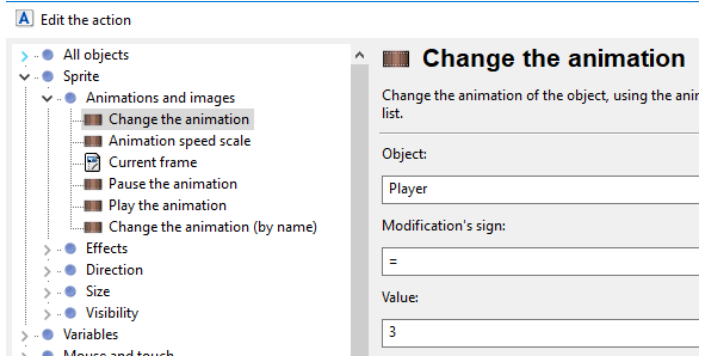
The screenshot shows the Unity Inspector with two panels:

**Edit the condition**

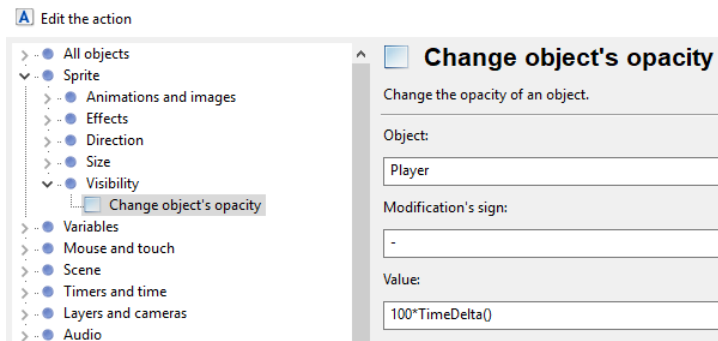
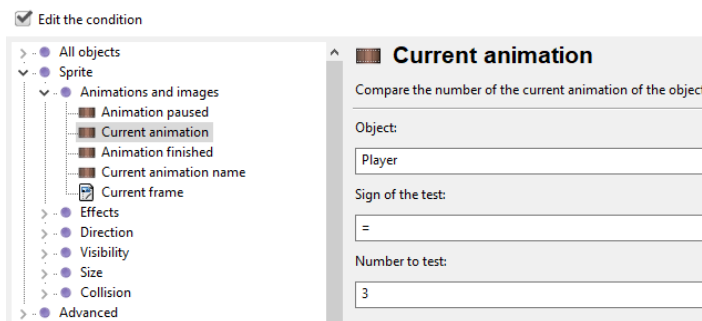
- Variable: HP
- Sign of the test: <=
- Value to compare: 0

**Edit the action**

- Object: HitBox
- Behavior: PlatformerObject
- Activate?: false



- Setting Current animation of Player to 3 when life is at 0 and delaying it



- Add a Sub Event for Player opacity

Edit the condition

> All objects  
> Sprite  
 > Animations and images  
 > Effects  
 > Direction  
 > Visibility  
 > **Opacity**  
 > Size  
 > Collision  
> Advanced  
> Variables  
> Mouse and touch  
> Keyboard  
> Scene

**Opacity**  
Compare the opacity of an object

Object:  
Player

Sign of the test:  
=

Value to test:  
0

**A** Edit the action

> All objects  
> Sprite  
 > Variables  
 > Global variables  
 > Structure  
 > **Value of a global variable**  
 > String of a global variable  
 > Structure  
 > Value of a variable  
 > String of a variable  
 > Mouse and touch  
 > Scene  
 > Timers and time  
 > Layers and cameras

**Value of a global variable**  
Modify the value of a global variable

Variable:  
HP

Modification's sign:  
=

Value:  
100

**A** Edit the action

> All objects  
> Sprite  
 > Variables  
 > Global variables  
 > Structure  
 > **Value of a global variable**  
 > String of a global variable  
 > Structure  
 > Value of a variable  
 > String of a variable  
 > Mouse and touch  
 > Scene  
 > Timers and time  
 > Layers and cameras

**Value of a global variable**  
Modify the value of a global variable

Variable:  
Lives

Modification's sign:  
-

Value:  
1

**A** Edit the action

> All objects  
> Sprite  
> Variables  
> Mouse and touch  
 > **Scene**  
 > Stop and go back to previous scene  
 > Pause and start a new scene  
 > Quit the game  
 > **Change the scene**  
 > Change background color  
 > Timers and time

**Change the scene**  
Stop this scene and start the specified one instead.

Name of the new scene:  
"Level 1"

Stop any other paused scenes?:  
no