

## Power-Up Item Events

Objective: You will implement your new sprite images when collecting your power-up.

The screenshot displays two event lists in Unity's Event System. The first list, titled "Power Up Item Collect", contains several events with associated actions. The second list, titled "Change Character Sprite", contains a sequence of events triggered by the "HitBox" object, each with a specific action to change the animation of the "Player\_Sword" object.

Power Up Item Collect	
At the beginning of the scene	Hide the object <b>Player_Sword</b>
No conditions	Do <code>=HitBox.X()-20;=HitBox.Y()-20</code> to the position of <b>Player_Sword</b>
The opacity of <b>Sword</b> is <code>=0</code>	Delete object <b>Sword</b>
The opacity of <b>Sword</b> is <code>&lt;255</code>	Do <code>=255*TimeDelta()</code> to the opacity of <b>Sword</b>
	Add to <b>Sword</b> a force of <code>0</code> p/s on X axis and <code>-30</code> p/s on Y axis
<b>HitBox</b> is in collision with <b>Sword</b>	Do <code>=254</code> to the opacity of <b>Sword</b>
The opacity of <b>Sword</b> is <code>=255</code>	Do <code>=1</code> to variable <b>Player_Sword</b>

  

Change Character Sprite	
Variable <b>Player_Sword</b> is <code>=1</code>	Show object <b>Player_Sword</b>
Variable <b>SwordBox</b> is <code>=0</code>	Hide the object <b>Player</b>
1 <b>HitBox</b> is on floor	No actions
1 <b>HitBox</b> is moving	Do <code>=1</code> to the number of current animation of <b>Player_Sword</b>
2 <b>HitBox</b> is moving	Do <code>=0</code> to the number of current animation of <b>Player_Sword</b>
2 <b>HitBox</b> is moving	Do <code>=1</code> to the number of current animation of <b>Player_Sword</b>
3 <b>HitBox</b> is jumping	Do <code>=2</code> to the number of current animation of <b>Player_Sword</b>
4 <b>HitBox</b> is moving	Do <code>=0</code> to the number of current animation of <b>Player_Sword</b>
5 <b>HitBox</b> is falling	Do <code>=2</code> to the number of current animation of <b>Player_Sword</b>

Power-up collect: Reference "Creating Collectible Items" for action locations.

Change Character Sprite: Reference "Character Basic Movements" for action locations.