Power-Up Item Events
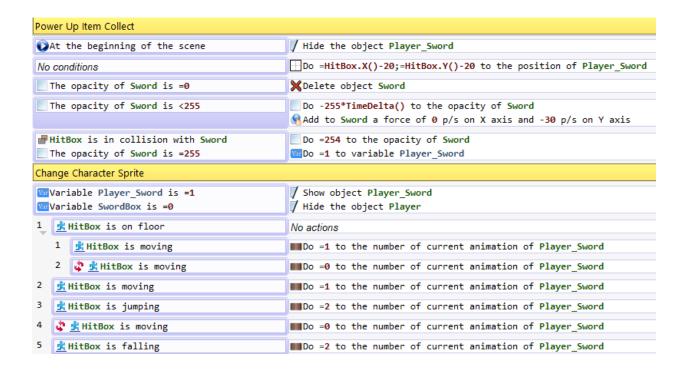
Objective: You will implement your new sprite images when collecting your power-up.

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

Change Character Sprite	
Var Variable Player_Sword is =1 Var Variable SwordBox is =0	🖊 Show object Player_Sword 🖊 Hide the object Player
1 🏃 HitBox is on floor	*No actions*
1 🏃 HitBox is moving	▮▮ Do =1 to the number of current animation of Player_Sword
2 🔄 🏃 HitBox is moving	▮▮ Do =0 to the number of current animation of Player_Sword
2 🏃 HitBox is moving	▮▮ Do =1 to the number of current animation of Player_Sword
3 🏃 HitBox is jumping	▮▮ Do =2 to the number of current animation of Player_Sword
4 🔄 🏃 HitBox is moving	▮▮ Do =0 to the number of current animation of Player_Sword
5 🏃 HitBox is falling	▮▮ Do =2 to the number of current animation of Player_Sword

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

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