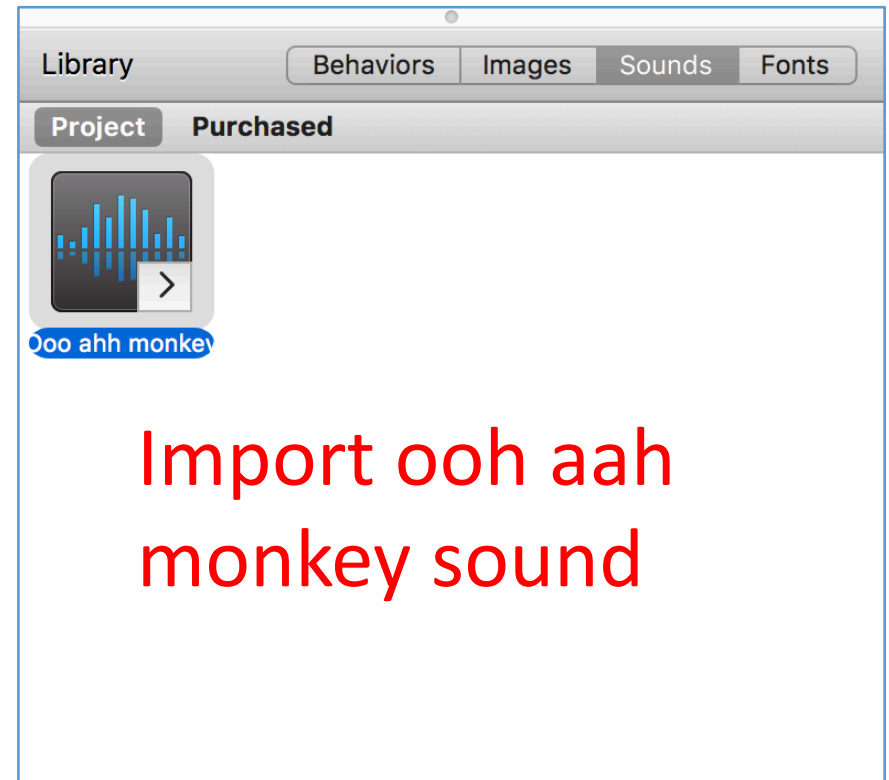
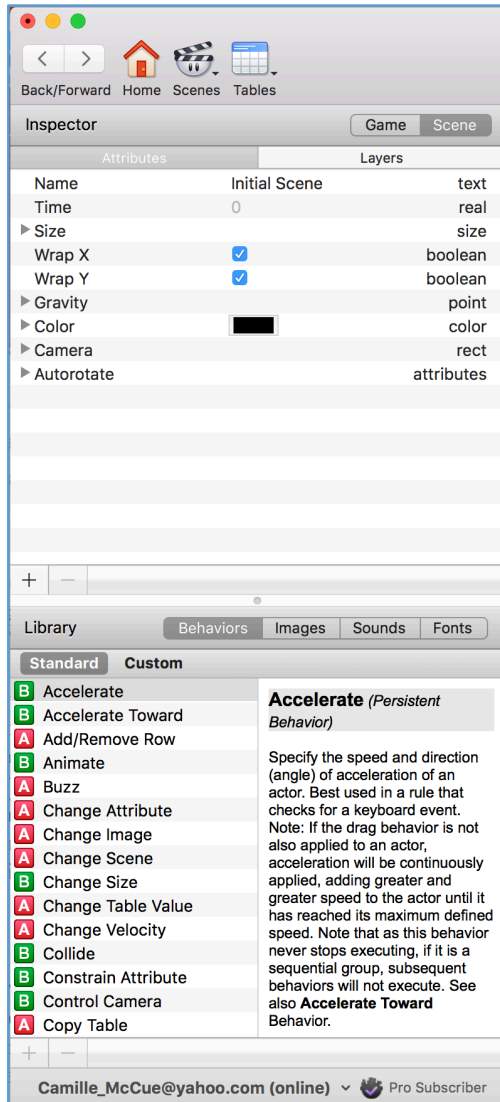


# NAUGHTY LITTLE MONKEY

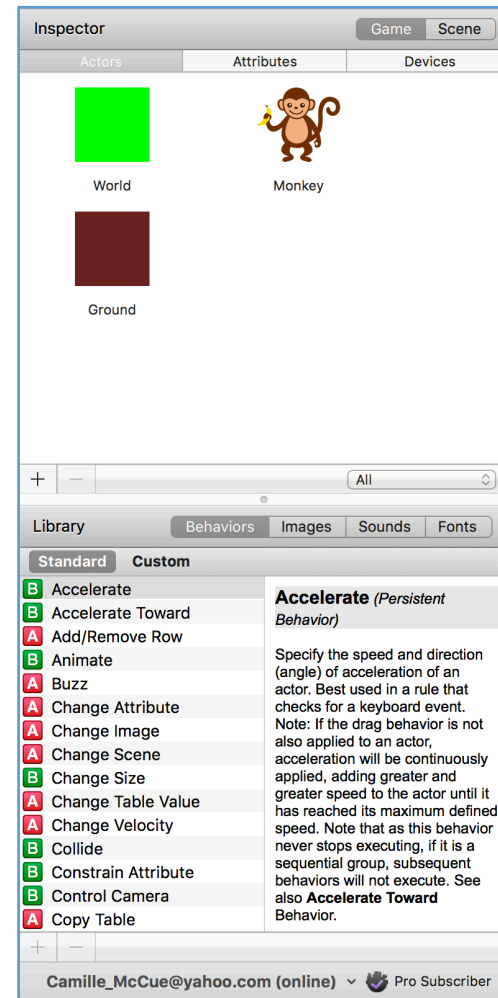
Assets at <http://bit.ly/2mRlu1n>



# In Scene, Wrap X and Wrap Y



# In Game, make three actors: World, Ground, Monkey



# Drag actors to stage; resize World and Ground

Naughty Little Monkey - Initial Scene

Back/Forward Home Scenes Tables Preview HTML5 Preview Publish Feedback Help

Inspector Game Scene

Actors Attributes Devices

World Monkey Ground

Library Behaviors Images Sounds Fonts

Standard Custom

**B** Accelerate **A** Accelerate Toward **A** Add/Remove Row **B** Animate **A** Buzz **A** Change Attribute **A** Change Image **A** Change Scene **B** Change Size **A** Change Table Value **A** Change Velocity **B** Collide **B** Constrain Attribute **B** Control Camera **A** Copy Table

**Accelerate** (Persistent Behavior)

Specify the speed and direction (angle) of acceleration of an actor. Best used in a rule that checks for a keyboard event. Note: If the drag behavior is not also applied to an actor, acceleration will be continuously applied, adding greater and greater speed to the actor until it has reached its maximum defined speed. Note that as this behavior never stops executing, if it is a sequential group, subsequent behaviors will not execute. See also **Accelerate Toward** Behavior.

Camille\_McCue@yahoo.com (online) Pro Subscriber

# Add monkey codes

Naughty Little Monkey - Monkey (Prototype)

Back/Forward Home Scenes Tables Preview HTML5 Preview Publish Feedback Help

Create Group Create Rule

Timer: MONKEY JUMPS AROUND

Every 2 seconds  Run to Completion

Change Velocity

Direction: random(**e**) Relative to: scene

Speed: 400

Rotate to Angle

Angle: random(**e**) Relative to: scene

Speed: 400  Run to completion  Stops on destination

Rule: IF CAUGHT, SOUND

When All conditions are valid:

Actor receives event touch is inside

Play Sound

Sound: Ooo ahh monkey sound  Loop  Run to completion

Volume: 0.5  Positional Sound

Pitch: 0.8  Velocity Shift

Collide

Bounce when colliding with: actor of type: Ground

Attributes

Name	Monkey	text
Time	0	real
Position		point
Size		size
Rotation	0	angle
Color		color
Image	Bobo	image
Tags		text
Preload Art	<input checked="" type="checkbox"/>	boolean
Graphics		attributes
Motion		attributes
Physics		attributes

Library

Behaviors Images Sounds Fonts

Standard Custom

- Change Attribute
- Change Image
- Change Scene
- Change Size
- Change Table Value
- Change Velocity
- Collide
- Constrain Attribute
- Control Camera
- Copy Table

**Collide (Persistent Behavior)**

Use this behavior when you want control which actor or groups of actors to bounce against. You can specify these actors or a group of actors with a tag.

Camille\_McCue@yahoo.com (online) Pro Subscriber

Press **e**, select random:  
random(0,359)

# On Ground, set Physics Attributes

The screenshot shows the Axure RP software interface. The main window displays a dark red rectangular actor with a "Drag Image Here" label. The "Attributes" panel on the left lists various physics properties. A red arrow points from the "Friction" attribute in the software to a summary table on the right.

Attribute	Value
Density	10,000
Friction	3
Bounciness	1
Movable	<i>not checked</i>

*Leave other items*

The software interface includes a top toolbar with navigation and action buttons (Back/Forward, Home, Scenes, Tables, Preview, HTML5 Preview, Publish, Feedback, Help). The bottom status bar shows the user "Camille\_McCue@yahoo.com (online)" and a "Pro Subscriber" badge.