**Game Programming 12**

Mouse Review 01

**What is the difference between a *mouse press* and a *global mouse press*?**
mouse press must be a press on top of the object. The object is clicked.
global mouse press is detecting a mouse click anywhere in the room.

**If you wanted to move an object with an id of *bob* to the current mouse position, what code would you use?**

with bob {

 x = mouse\_x

 y = mouse\_y
 }

**Pretend you are coding inside of a player object. How would you make the player change direction to move towards the mouse?**

direction = point\_direction(x,y, mouse\_x, mouse\_y)

**To check if a keyboard key is pressed, you can use a method like *keyboard\_check(vk\_up)*. Look up the method for checking whether or not a mouse button is pressed. Write the code that would play a sound if the left mouse button was just pressed.**

if mouse\_check\_button(mb\_left) = true

**The user just clicked the left mouse button. Write the code that would play a sound if there is a *rock* at this position.**

if instance\_position(mouse\_x, mouse\_y, obj\_rock) > 0 { sound\_play(boom) }

**There are lots of monsters on the screen. You left click on a monster to select it. Only one monster can be selected at a time. You draw a ring around the selected monster. How would you set this up?**

Check out the select a rock code we did in one of the challenges!

**There are lots of blocks on the screen. You left click to select a block to move. You left click again to drop the rock. You cannot drop blocks on top of other blocks. You cannot drag more than one block at a time. How would you set this up?**
Check out the select a rock code we did in one of the challenges!

**There are lots of coins on the screen. You can left click to drag or drop a single coin. The player can only drop a coin into the bucket. How would you set this up?**

When it comes time to drop the coin, you want to check to see if the current location would be on top of a bucket.

if instance\_place(x,y, obj\_bucket) > 0 {

 //there is a bucket here, drop coin

 drag = 0, etc…

}

else {

 //make bad noise, can’t drop here

}

Note: you could also use if place\_meeting(x,y,obj\_bucket) = true { }

The player should always move towards the mouse. The speed of the player depends on the distance the mouse is from the player. The farther away the mouse is, the faster the player moves. How would you set this up?

In Player -> Step {

 direction = point\_direction(x,y,mouse\_x,mouse\_y)
 speed = point\_distance(x,y,mouse\_x,mouse\_y) / 100.0
}