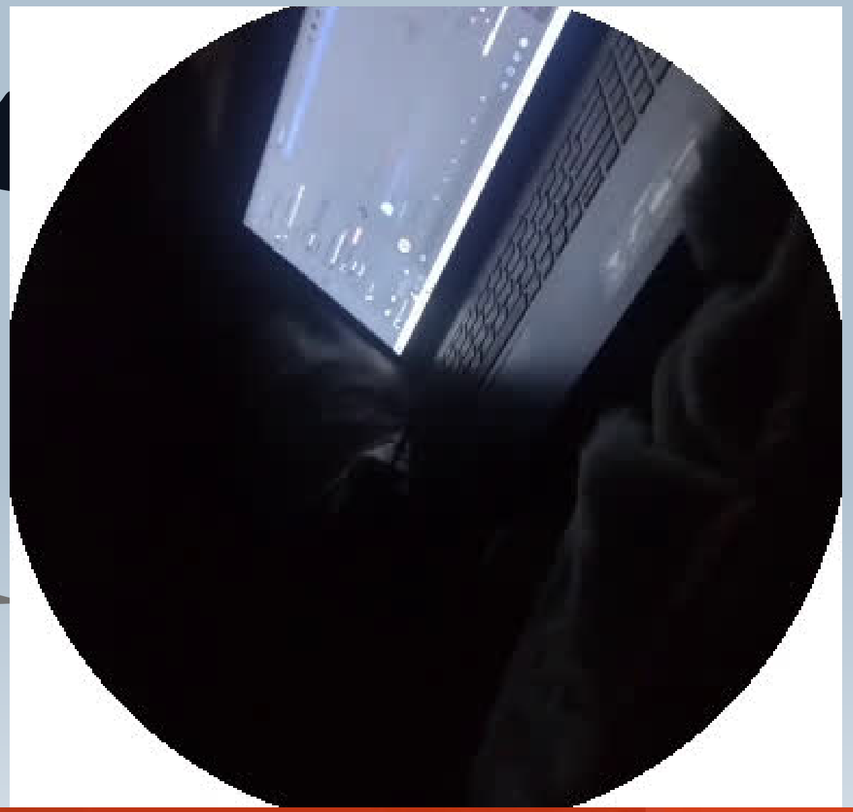
GAME "ACCURSED"



DRAWING PROGRAM

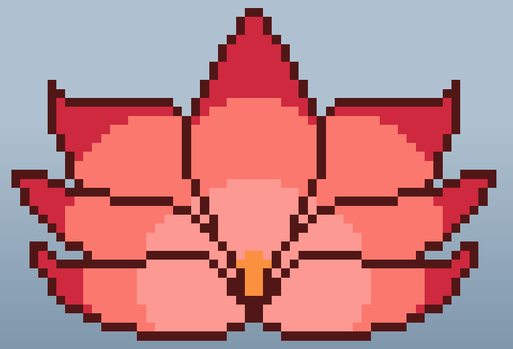
CODE PROGRAM


KIRILL-PROGRAMMER
RAVIL-DESIGNER
ISLAM-MULTIVARKA

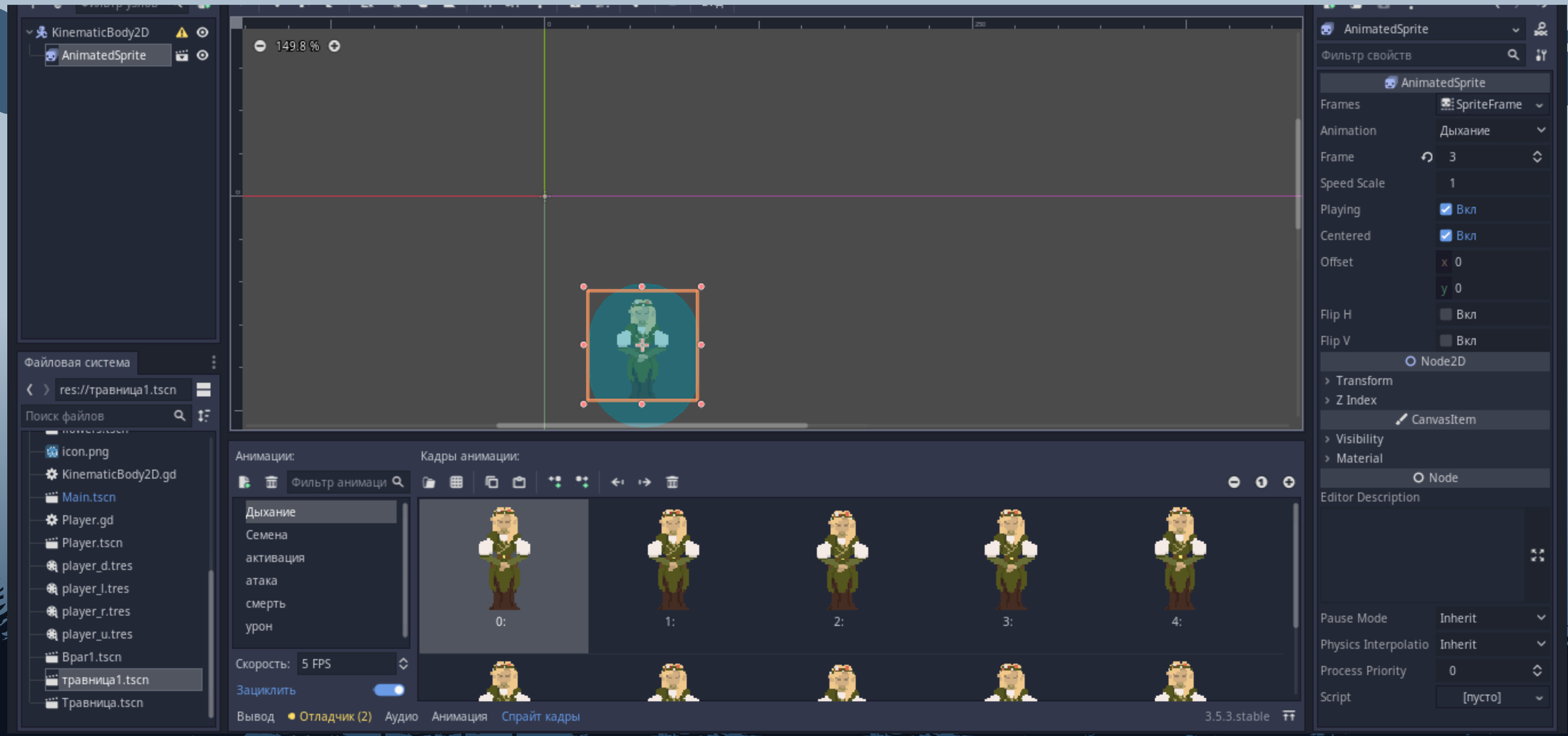
MENU

CHYVIRLA

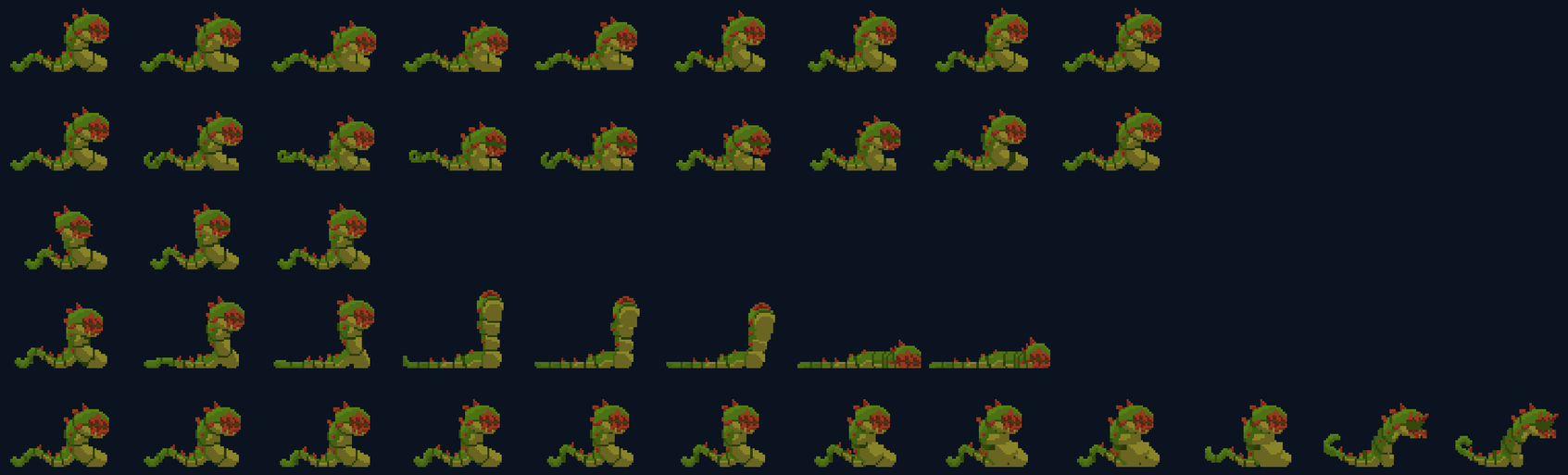
HERBALIST



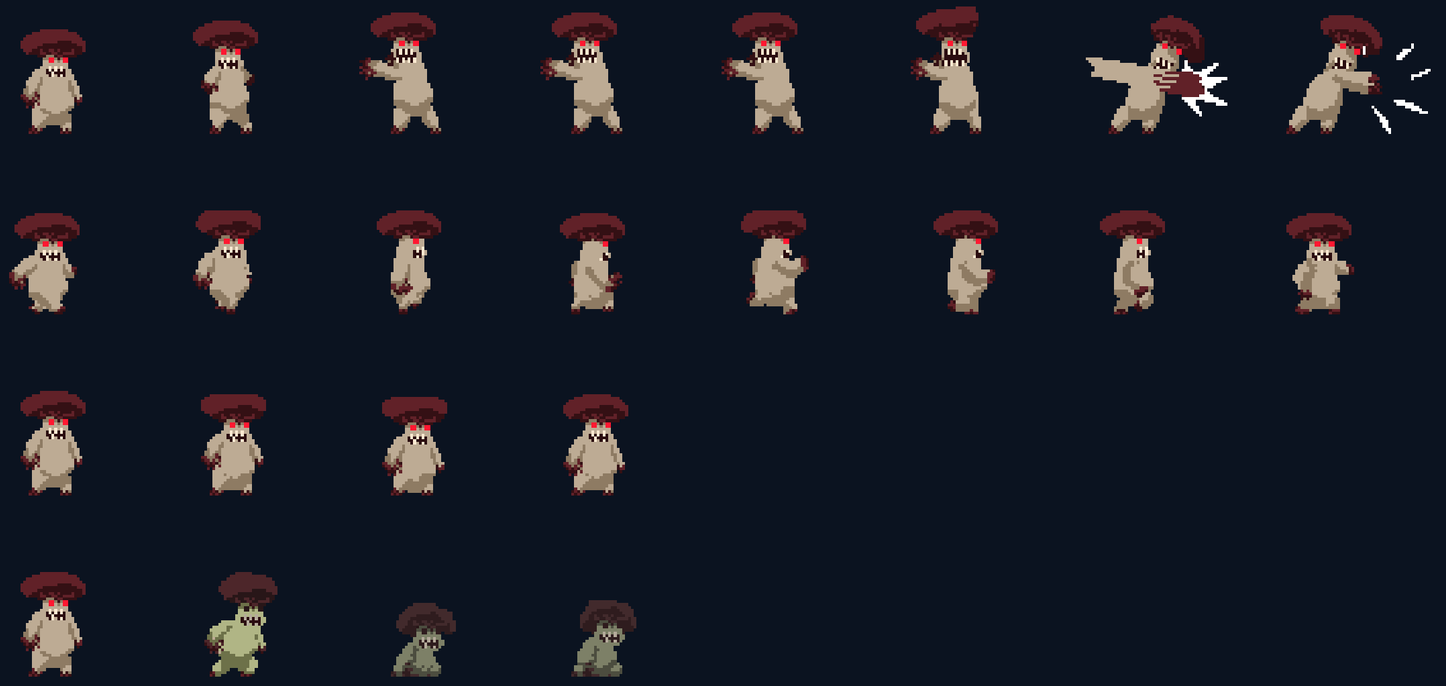
HERBALIST


KinematicBody2D
AnimatedSprite
149.8 %
Файловая система
res://травница1.tscn
Поиск файлов
icon.png
KinematicBody2D.gd
Main.tscn
Player.gd
Player.tscn
player_d.tres
player_l.tres
player_r.tres
player_u.tres
Bpar1.tscn
травница1.tscn
Травница.tscn
Анимации:
Кадры анимации:
Фильтр анимаци
Дыхание
Семена
активация
атака
смерть
урон
0:
1:
2:
3:
4:
Скорость: 5 FPS
Зациклить
Вывод
Отладчик (2)
Аудио
Анимация
Спрайт кадры
3.5.3.stable
AnimatedSprite
Фильтр свойств
AnimatedSprite
Frames
SpriteFrame
Animation
Дыхание
Frame
3
Speed Scale
1
Playing
Вкл
Centered
Вкл
Offset
x 0
y 0
Flip H
Вкл
Flip V
Вкл
Node2D
Transform
Z Index
CanvasItem
Visibility
Material
Node
Editor Description
Pause Mode
Inherit
Physics Interpolatio
Inherit
Process Priority
0
Script
[пусто]

WORM

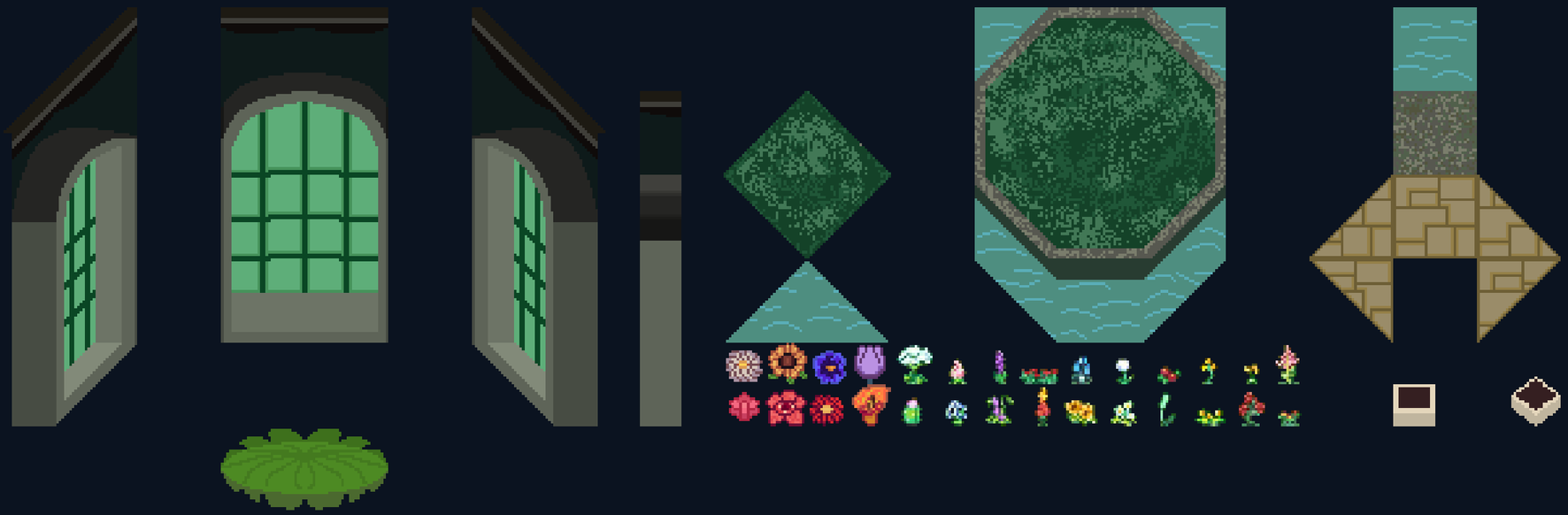


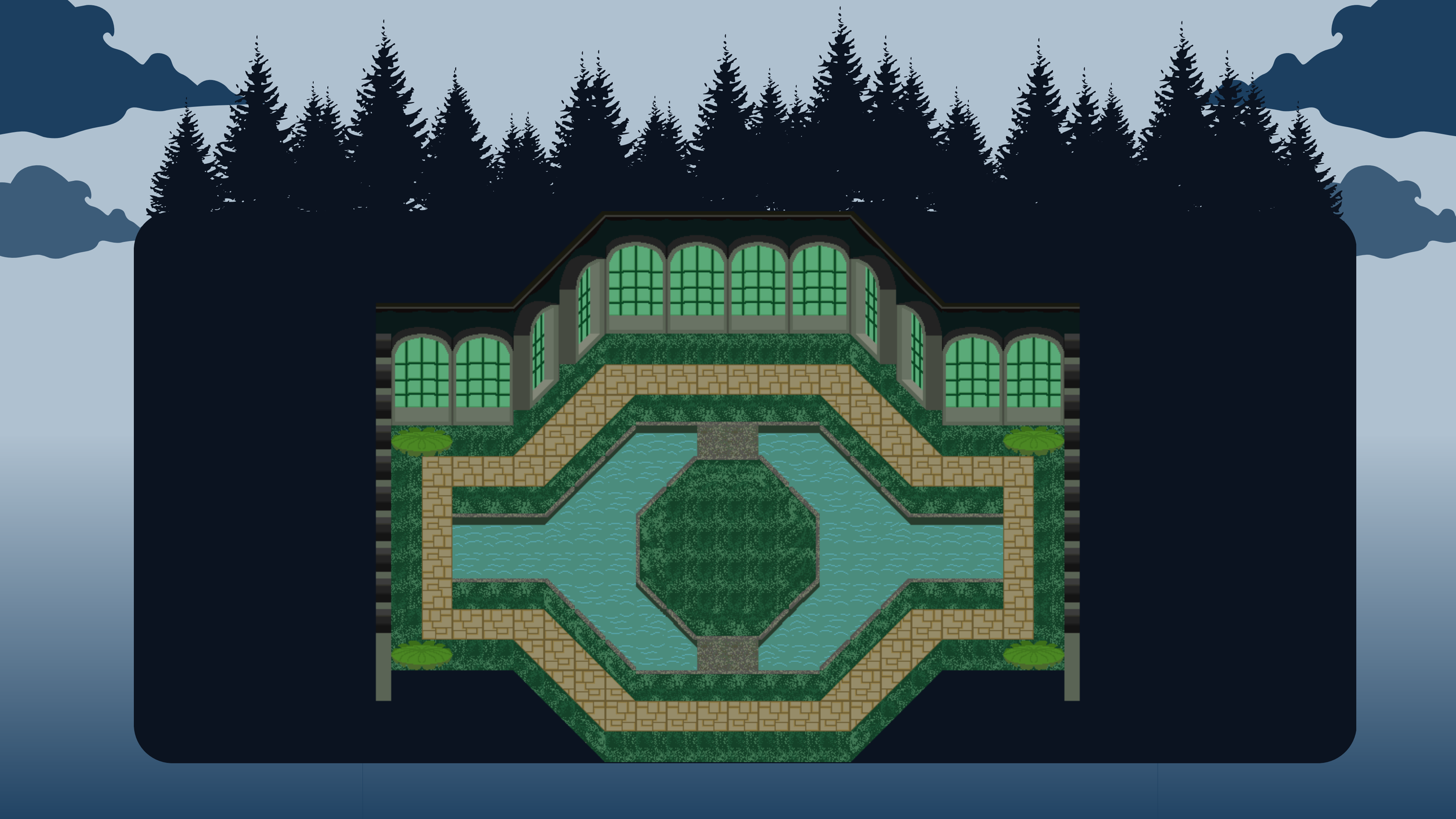
MUSHROOMS



BAT

BOSS LOCATION INDIVIDUALLY



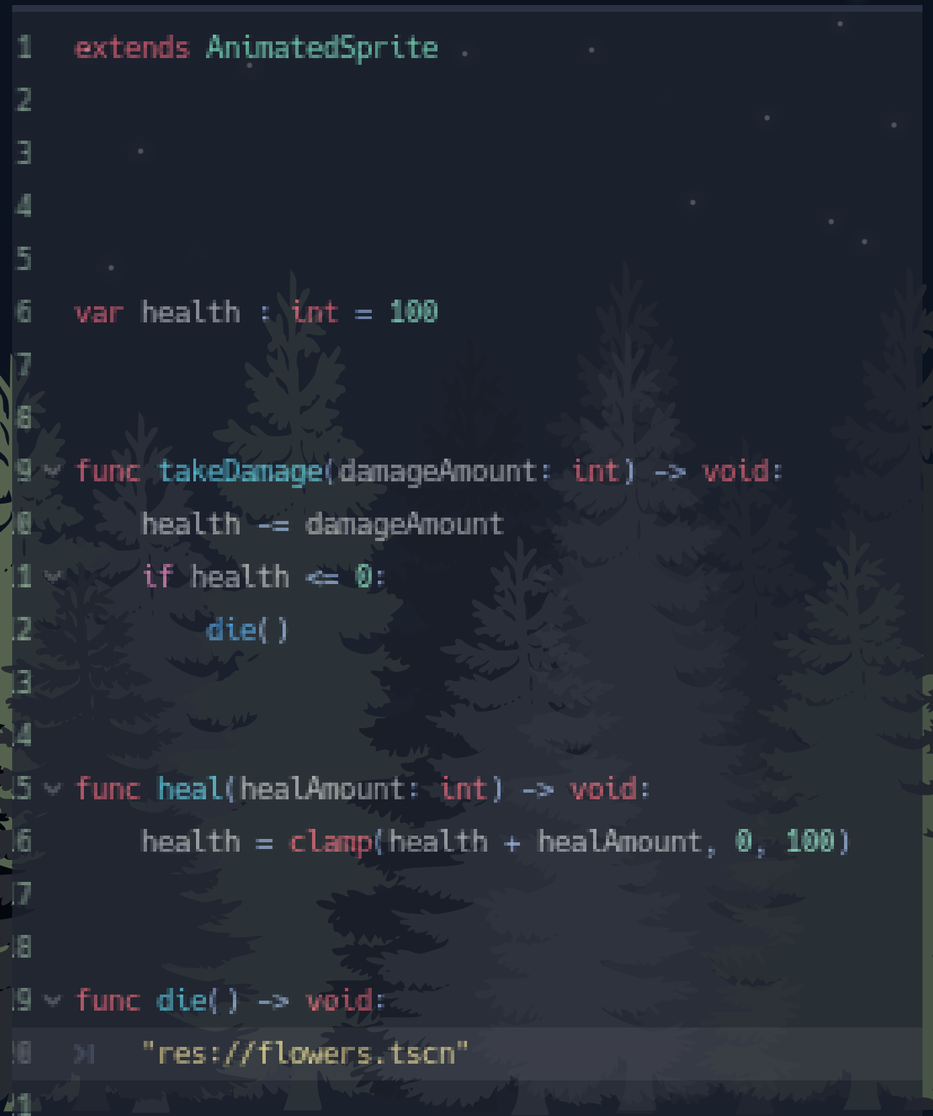


MOVEMENT

```gdscript
extends KinematicBody2D



var speed = 150
var velocity = Vector2.ZERO

onready var animation_tree = $AnimationTree

func _physics_process(delta):
    velocity = Vector2.ZERO
    if Input.is_action_just_pressed("Attack"):
        velocity.x -=1

    if Input.is_action_pressed("ui_left"):
        velocity.x -= 1
    if Input.is_action_pressed("ui_right"):
        velocity.x += 1
    if Input.is_action_pressed("ui_up"):
        velocity.y -= 1
    if Input.is_action_pressed("ui_down"):
        velocity.y += 1

    if velocity != Vector2.ZERO:
        velocity = velocity.normalized() * speed
        move_and_slide(velocity)



    # Настройка параметра анимации для движения
    animation_tree.set("parameters/Idle/blend_position", velocity)
    animation_tree.set("parameters/Idle/active", true)
else:
    animation_tree.set("parameters/Idle/active", false)


```

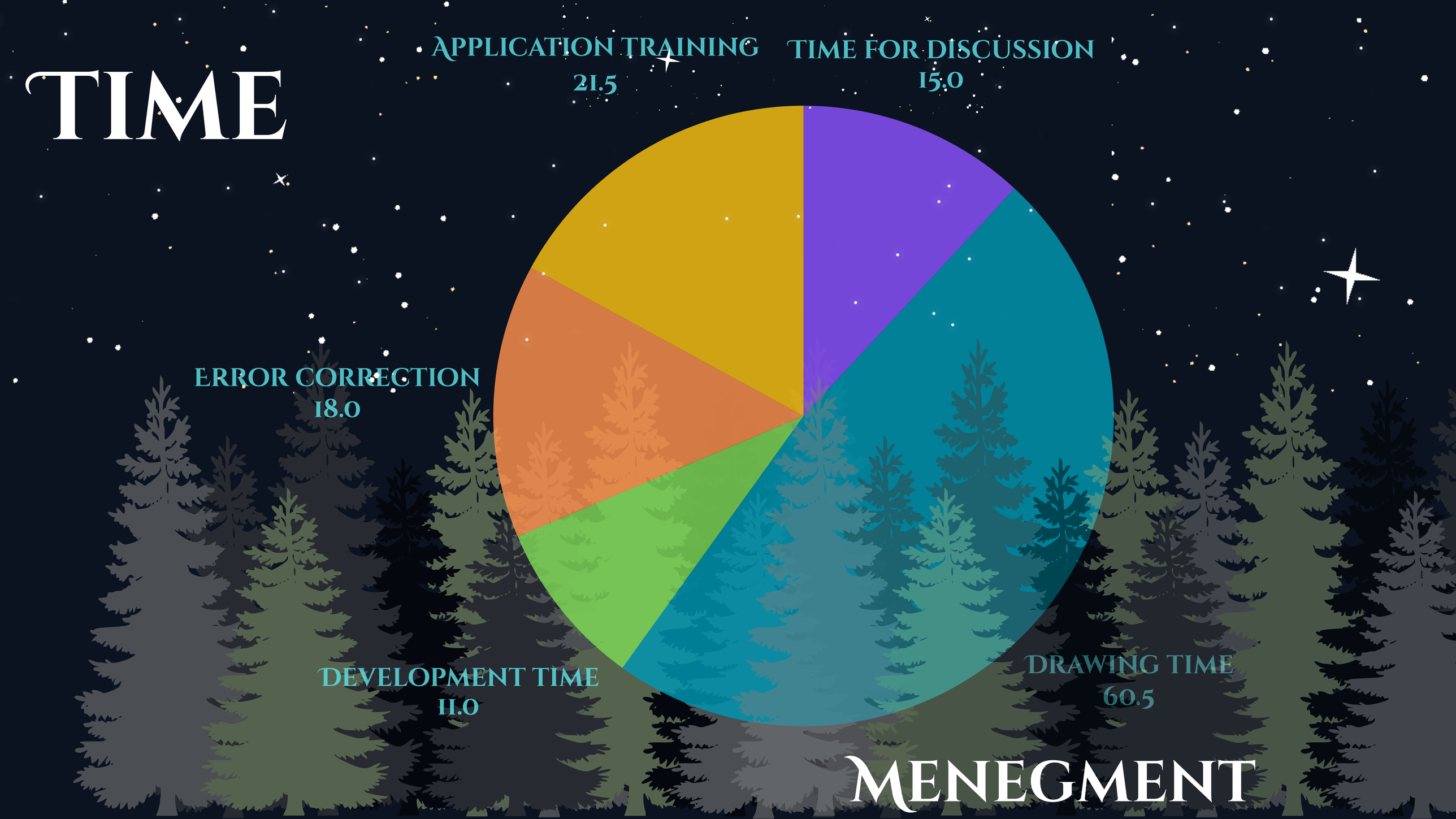

XP
extends Area2D
var owner = get_parent()
func _rady():
body_entered.connect(_body_entered)
func _body_entrtrd(body):
if is_instance_of(self,preload("res://Bpar1.tscn")):
if body != owner():
body.diy()
extends KinematicBody2D
var attackSprite: AnimatedSprite
var isAttacking = false
func _ready():
attackSprite = $AnimationSprite
attackSprite.connect("attak_l")
func _process(delta):
# Пример: обработка нажатия клавиши для запуска атаки
if Input.is_action_just_pressed("attack") and not isAttacking:
attack()
func attack():
isAttacking = true
# Запускаем анимацию атаки
attackSprite.play("attak_l")
func _on_attack_animation_finished():
isAttacking = false

ATTACK



```gdscript
extends AnimatedSprite



var health : int = 100


func takeDamage(damageAmount: int) -> void:
    health -= damageAmount
    if health <= 0:
        die()


func heal(healAmount: int) -> void:
    health = clamp(health + healAmount, 0, 100)


func die() -> void:
    "res://flowers.tscn"

```

TIME



MENEGMENT