Racing Car Game in Macromedia Flash 8 by David Genesis C. Pedeglorio

Part 1: Movement of the Character

1. Insert 2 layers.
2. Name the first layer “Ground” and the second layer “Car”.
3. Select the Car layer and draw your own car using the drawing tools in the toolbox. If you were not a good drawer, you may download some from the Internet.
4. Convert it to symbol by pressing F8 (make sure that the object is selected) and make sure it’s a movieclip. The registration point must be in the middle. Name whatever you want.
5. Click OK.
6. Right click -> Actions -> then type the following code:

onClipEvent(load) {

//speed settings

speed = 0;

acceleration = 0.4;

speedDecay = 0.96;

maxSpeed = 10;

backSpeed = 1;

}//the codes below shouldn’t be hard to understand if you know mathematics.

onClipEvent(enterFrame) {

 if(Math.abs(speed) > 0.3) {

 speed \*= speedDecay;

 }else {

 speed = 0;

 }

 if(Key.isDown(Key.UP)) {//if the Up key is pressed

 if (Math.abs(speed) >= maxspeed) {

 speed += acceleration;

 }

 }

 if(Key.isDown(Key.DOWN)) {//if the Down key is pressed

 if(speed < 0.5) //if the speed is less than 0.5 (little mathematics)

 speed = -2;

 else

 speed--;

 }

 if (Math.abs(speed)> 0.5) {

 if (Key.isDown(Key.LEFT)) {

 \_rotation -= 10;

 }

 if (Key.isDown(Key.RIGHT)) {//if the Right key is pressed

 \_rotation += 10;

 }

 }

 x = Math.sin(\_rotation\*(Math.PI/180))\*speed;

 y = Math.cos(\_rotation\*(Math.PI/180))\*speed\*-1;

 if (!\_root.ground.hitTest(\_x+x, \_y+y, true)) {

 \_x += x;

 \_y += y;

 }else {

 speed -= speed\*1.5;

 }

}

1. Go in the Properties panel (make sure that the symbol is been selected) and type in the instance name “car”.
2. Select the Ground layer and make your own track using the tools in the toolbox.
3. Convert it to symbol by pressing F8 (make sure that the object is been selected) and make sure it is movieclip. The registration point must be in the center. Name whatever you want.
4. Click OK.
5. Select your symbol and in the instance name type: “ground”.
6. Ctrl + Enter to test your movie.

Part 2: Add laps and timers

1. Insert a layer called “actions” and put it between the two first layers.
2. Insert another layer called “CheckPoint”. It should be above the Ground layer.
3. Select the layer and draw a checkpoint using the tools in the toolbox (usually it must be two).
4. Select the 1st checkpoint -> press F8 -> and make sure the type is movieclip. The registration point in the center and name whatever you want.
5. Click OK.
6. Select the 1st checkpoint -> go to Properties panel ->and give it an instance name “checkpoint1”.
7. Select the 2nd checkpoint -> press F8 -> and make sure the type is movieclip. The registration point in the center and name whatever you want.
8. Click OK.
9. Select the 2nd checkpoint -> go to Properties panel ->and give it an instance name “checkpoint2”.
10. Select the Text tool and type “Current Lap” to it.
11. Make one more and type “Total Time” to it.
12. Create a label for the current lap. Create a text using the text tool -> in the Properties panel make sure it is Dynamic text -> type 0’s in the text -> and put “\_root.currentlap” in the variable field.
13. Create a label for the current lap. Create a text using the text tool -> in the Properties panel make sure it is Dynamic text -> type 0’s in the text -> and put “\_root.totaltime” in the variable field.
14. Select the Car symbol and press F9. Delete all of the codes and type in this code:

//Author: David Genesis C. Pedeglorio

//Website: http://dgblogs.weebly.com

//Game: Car game

//Controls: Arrow keys

onClipEvent(load) {

//speed settings

speed = 0;

acceleration = 0.4;

speedDecay = 0.96;

maxSpeed = 10;

backSpeed = 1;

lap = 1;

totallaps = 3;

var fulllap:Boolean = false;

}//the codes below shouldn’t be hard to understand if you know mathematics.

onClipEvent(enterFrame) {

 if(Math.abs(speed) > 0.3) {

 speed \*= speedDecay;

 }else {

 speed = 0;

 }

 if(Key.isDown(Key.UP)) {//if the Up key is pressed

 if (Math.abs(speed) >= maxspeed) {

 speed += acceleration;

 }

 }

 if(Key.isDown(Key.DOWN)) {//if the Down key is pressed

 if(speed < 0.5) //if the speed is less than 0.5 (little mathematics)

 speed = -2;

 else

 speed--;

 }

 if (Math.abs(speed)> 0.5) {

 if (Key.isDown(Key.LEFT)) {

 \_rotation -= 10;

 }

 if (Key.isDown(Key.RIGHT)) {//if the Right key is pressed

 \_rotation += 10;

 }

 }

 x = Math.sin(\_rotation\*(Math.PI/180))\*speed;

 y = Math.cos(\_rotation\*(Math.PI/180))\*speed\*-1;

 if (!\_root.ground.hitTest(\_x+x, \_y+y, true)) {

 \_x += x;

 \_y += y;

 }else {

 speed -= speed\*1.5;

 }//let me explain you the codes by contacting me in my email: dgblogs@yahoo.com

 //it is just a little sort of mathematics.

}

onClipEvent(enterFrame) {

 if (\_root.checkpoint1.hitTest(this)) {

 if(fulllap){

 if(lap >= totallaps)

 \_root.gotoAndStop(2);

 ++lap;

 fulllap = false;

 }

 }

 if (\_root.checkpoint2.hitTest(this)) {

 fulllap = true;

 }

 \_root.currentlap = lap + "/" + totallaps;

 seconds = Math.floor(getTimer()/1000);

 minutes = Math.floor(seconds/60);

 tens = Math.round((getTimer()-seconds\*1000)/10);

 if(minutes < 10) {

 minutes = "0" + minutes;

 }

 if (seconds < 10) {

 seconds = "0" + seconds;

 }

 if (tens < 10 ) {

 tens = "0" + tens;

 }

 \_root.totaltime = minutes + "." + seconds + "." + tens;

 }//end of the onClipEvent handler

1. Select the Car layer and right click in the Frame 2 (which has no frame) then Insert Blank Keyframe (so well in the actions layer).
2. Right click in the second frame of the actions layer -> Actions -> then type in this code (make sure it is a keyframe): stop();
3. Right click in the first frame of actions layer -> Actions -> then type in this code: stop();
4. Select the second frame of the car layer and here you will design the Game Over scene. (Note: If you’re creating a button, make sure you convert it to symbol first and make sure it is a button type and if you were inserting Actionscripts to it type the following (only the console texts):

on (release) {

gotoAndPlay (1);

}

It is the same as this one:

on (press) {

gotoAndPlay (1);

}

1. Copy the Current Lap text and the Total Time (even the Dynamic texts) to the Game Over scene.
2. Press Ctrl + Enter to test the game. My best is only 01.60.11. You may beat that. Have fun!