



# Bots and Boxes

(click title for link)

A puzzle game made in *Snap!* by Jonah



# Description

Bots and Boxes is a grid based puzzle game where you have to move boxes around to get through the level. I chose to do this for my impp project because i like puzzle games, and thought it would be fun. I had some problems with a bug where boxes could get stuck in other boxes, but I was able to fix it by making the boxes move if they've been touching another box for too long. It was fun to figure out how to make everything go where it was supposed to go.



# Player motion

```
when clicked
  go to x: 0 y: 0
  set rx to x position
  set ry to y position
  wait 0.1 secs
  set size to grid size %
  forever
    go to x:
      240 - grid size / 2 -
      round (240 - grid size / 2 - x position / grid size) *
      grid size
    y:
      180 - grid size / 2 -
      round (180 - grid size / 2 - y position / grid size) *
      grid size
    wait until key up arrow pressed? or key down arrow pressed? or
              key left arrow pressed? or key right arrow pressed?
  player motion
```

```
+ player motion +
if key up arrow pressed? and can move?
  wait 0.1 secs
  change y by grid size / 3
  set direction to 0
  if touching Wall?
    wait 0.1 secs
    change y by 0 - grid size / 3
  else
    wait 0.1 secs
    change y by grid size / 3
    wait 0.1 secs
else if key down arrow pressed? and can move?
  wait 0.1 secs
  change y by 0 - grid size / 3
  set direction to 2
  if touching Wall?
    wait 0.1 secs
    change y by grid size / 3
  else
    wait 0.1 secs
    change y by 0 - grid size / 3
    wait 0.1 secs
else if key left arrow pressed? and can move?
  wait 0.1 secs
  change x by 0 - grid size / 3
  set direction to 1
```