

Fireball

[fireball.zip](#) [title2_bitmap.zip](#)

Late to the Colour Maximite party with this one. First basic game I've written in many years. It's not pretty but it works ;) - Anthony Clarke Zip file attached has all the files you need.

Keyboard only at this point. I'll add keyboard support just as soon as I get a port soldered onto my CMM to test ;) Just remember PS/2 keyboards don't like multiple keys pressed at once and you'll be fine.



```
'*****
'*
'*          FIREBALL
'*          BY
'*      ANTHONY CLARKE
'*
'*****
```

Mode 4

Cls

LoadBMP "title2.bmp"

Do While KeyDown <> 32
pressed

Loop

cls

loadbmp "intro.bmp"

do while keydown <> 32
loop

PlayMOD STOP

Mode 4

Cls

Sprite Load "ship.spr"

shipExist=0

shots = 10

score=0

highScore=0

'start gfx mode 3

'display title screen

'wait for space button to be

'start gfx mode 4

'load ship sprite

'setting shots variable

'setting score variable

'Setting up high score variable

```
laserExist=0
lasTimer=0                                'Setting up laser refill powerup
timer variable
lasFillExist=0                            'Setting up laser refill powerup
existence variable
lasFillX=0                                'Setting up laser fill powerup x
position variable
lasFillY=0                                'Setting up laser fill powerup y
position variable
'Setting up all position variables
px=120
py=100
lx=0
ly=0
fbtotal = 0
fb1x = 0
fb1y = -16
fb2x = 0
fb2y = -16
fb3x = 0
fb3y = -16
fb4x = 0
fb4y = -16
fb5x = 0
fb5y = -16
fb6x = 0
fb6y = -16
fb7x = 0
fb7y = -16
fb8x = 0
fb8y = -16
fb9x = 0
fb9y = -16
fb10x = 0
fb10y = -16
fb11x = 0
fb11y = -16
fb12x = 0
fb12y = -16
fb13x = 0
fb13y = -16
fb14x = 0
fb14y = -16
fb15x = 0
fb15y = -16
fb16x = 0
fb16y = -16
fb17x = 0
fb17y = -16
fb18x = 0
fb18y = -16
```

```
fb19x = 0
fb19y = -16
fb20x = 0
fb20y = -16
'setting up all existence variables
fb1_exist = 3
fb2_exist = 3
fb3_exist = 3
fb4_exist = 3
fb5_exist = 3
fb6_exist = 3
fb7_exist = 3
fb8_exist = 3
fb9_exist = 3
fb10_exist = 3
fb11_exist = 3
fb12_exist = 3
fb13_exist = 3
fb14_exist = 3
fb15_exist = 3
fb16_exist = 3
fb17_exist = 3
fb18_exist = 3
fb19_exist = 3
fb20_exist = 3
'setting up speed variables
fb_speed = 4
las_speed = 6
ship_speed = 2

Start:
Sprite on 1,px,py
shipExist = 1
spawntime = 1000
Timer = 0
gameSpeed = 0

'draw ship sprite
'set ship to exist
'set spawn time to 1 second
'set timer to 0
'overall speed variable for game

Main:
GoSub ShipControl
GoSub EdgeDetect
GoSub FireballControl
GoSub LaserControl
gosub HUD
gosub powerUp
GOSUB antiOverlap
Pause gameSpeed
by gameSpeed variable

'set speed for game as determined

GoTo Main
'End of main loop
```

FireballControl:

```
fb1y=fb1y+fb_speed           'increment fireball's y
position
fb2y=fb2y+fb_speed
fb3y=fb3y+fb_speed
fb4y=fb4y+fb_speed
fb5y=fb5y+fb_speed
fb6y=fb6y+fb_speed
fb7y=fb7y+fb_speed
fb8y=fb8y+fb_speed
fb9y=fb9y+fb_speed
fb10y=fb10y+fb_speed
fb11y=fb11y+fb_speed
fb12y=fb12y+fb_speed
fb13y=fb13y+fb_speed
fb14y=fb14y+fb_speed
fb15y=fb15y+fb_speed
fb16y=fb16y+fb_speed
fb17y=fb17y+fb_speed
fb18y=fb18y+fb_speed
fb19y=fb19y+fb_speed
fb20y=fb20y+fb_speed

If Timer > spawntime Then     'Check timer to see if spawntime has
elapsed                       elapsed
    Timer = 0
    lasTimer=lasTimer+1       'laser powerup timer incremented
    score = score+10          'add 10 to score
    If fb1_exist = 3 Then     'If fireballs are despawned then put
then                            them
        fb1_exist = 0        'in the spawn cue

    ElseIf fb2_exist = 3 Then
        fb2_exist = 0

    ElseIf fb3_exist = 3 Then
        fb3_exist = 0

    ElseIf fb4_exist = 3 Then
        fb4_exist = 0

    ElseIf fb5_exist = 3 Then
        fb5_exist = 0

    ElseIf fb6_exist = 3 Then
        fb6_exist = 0

    ElseIf fb7_exist = 3 Then
        fb7_exist = 0
```

```
ElseIf fb8_exist = 3 Then
    fb8_exist = 0

ElseIf fb9_exist = 3 Then
    fb9_exist = 0

ElseIf fb10_exist = 3 Then
    fb10_exist = 0

ElseIf fb11_exist = 3 Then
    fb11_exist = 0

ElseIf fb12_exist = 3 Then
    fb12_exist = 0

ElseIf fb13_exist = 3 Then
    fb13_exist = 0

ElseIf fb14_exist = 3 Then
    fb14_exist = 0

ElseIf fb15_exist = 3 Then
    fb15_exist = 0

ElseIf fb16_exist = 3 Then
    fb16_exist = 0

ElseIf fb17_exist = 3 Then
    fb17_exist = 0

ElseIf fb18_exist = 3 Then
    fb18_exist = 0

ElseIf fb19_exist = 3 Then
    fb19_exist = 0

ElseIf fb20_exist = 3 Then
    fb20_exist = 0

EndIf
EndIf

If fb1_exist=0 Then
    fb1x = Int(Rnd*224)
    random
    fb1y = -16
    Sprite on 2,fb1x,fb1y,Black
    fb1_exist=1
EndIf
If fb2_exist=0 Then
    fb2x= Int(Rnd*224)
```

'If fireball 1 hasn't spawned then
'reset fireball 1 x position to

'reset y position to -16
'spawn fireball 1
'mark fireball 1 as existing

'If fireball 2 hasn't spawned then
'reset fireball 2 x position to

```
random
  fb2y= -16                                'reset fireball 2 y position to
random
  Sprite on 3,fb2x,fb2y,Black               'spawn fireball 2
  fb2_exist=1                              'mark fireball 2 as existing
EndIf
If fb3_exist=0 Then                        'If fireball 3 hasn't spawned then
  fb3x= Int(Rnd*224)                        'reset fireball 3 x position to
random
  fb3y= -16                                'reset fireball 3 y position to
random
  Sprite on 4,fb3x,fb3y,Black               'spawn fireball 3
  fb3_exist=1                              'mark fireball 3 as existing
EndIf
If fb4_exist=0 Then                        'If fireball 4 hasn't spawned then
  fb4x= Int(Rnd*224)                        'reset fireball 4 x position to
random
  fb4y= -16                                'reset fireball 4 y position to
random
  Sprite on 5,fb4x,fb4y,Black               'spawn fireball 4
  fb4_exist=1                              'mark fireball 4 as existing
EndIf
If fb5_exist=0 Then                        'If fireball 5 hasn't spawned then
  fb5x= Int(Rnd*224)                        'reset fireball 5 x position to
random
  fb5y= -16                                'reset fireball 5 y position to
random
  Sprite on 6,fb5x,fb5y,Black               'spawn fireball 5
  fb5_exist=1                              'mark fireball 5 as existing
EndIf
If fb6_exist=0 Then                        'If fireball 6 hasn't spawned then
  fb6x= Int(Rnd*224)                        'reset fireball 6 x position to
random
  fb6y= -16                                'reset fireball 6 y position to
random
  Sprite on 7,fb6x,fb6y,Black               'spawn fireball 6
  fb6_exist=1                              'mark fireball 6 as existing
EndIf
If fb7_exist=0 Then                        'If fireball 7 hasn't spawned then
  fb7x = Int(Rnd*224)                        'reset fireball 7x position to random
  fb7y = -16                                'reset y position to -16
  Sprite on 8,fb7x,fb7y,Black               'spawn fireball 7
  fb7_exist=1                              'mark fireball 7 as existing
EndIf
If fb8_exist=0 Then                        'If fireball 8 hasn't spawned
then
  fb8x = Int(Rnd*224)                        'reset fireball 8 x position to
random
  fb8y = -16                                'reset y position to -16
  Sprite on 9,fb8x,fb8y,Black               'spawn fireball 8
  fb8_exist=1                              'mark fireball 8 as existing
```

```
EndIf
If fb9_exist=0 Then                                'If fireball 9 hasn't spawned
then
    fb9x = Int(Rnd*224)                            'reset fireball 9 x position to
random
    fb9y = -16                                     'reset y position to -16
    Sprite on 10,fb9x,fb9y,Black                   'spawn fireball 9
    fb9_exist=1                                    'mark fireball 9 as existing
EndIf
If fb10_exist=0 Then                               'If fireball 10 hasn't spawned
then
    fb10x = Int(Rnd*224)                          'reset fireball 10 x position to
random
    fb10y = -16                                   'reset y position to -16
    Sprite on 11,fb10x,fb10y,Black                 'spawn fireball 10
    fb10_exist=1                                  'mark fireball 10 as existing
EndIf
If fb11_exist=0 Then                               'If fireball 11 hasn't spawned
then
    fb11x = Int(Rnd*224)                          'reset fireball 11 x position to
random
    fb11y = -16                                   'reset y position to -16
    Sprite on 12,fb11x,fb11y,Black                 'spawn fireball 11
    fb11_exist=1                                  'mark fireball 11 as existing
EndIf
If fb12_exist=0 Then                               'If fireball 12 hasn't spawned
then
    fb12x = Int(Rnd*224)                          'reset fireball 12 x position to
random
    fb12y = -16                                   'reset y position to -16
    Sprite on 13,fb12x,fb12y,Black                 'spawn fireball 12
    fb12_exist=1                                  'mark fireball 12 as existing
EndIf
If fb13_exist=0 Then                               'If fireball 13 hasn't spawned
then
    fb13x = Int(Rnd*224)                          'reset fireball 13 x position to
random
    fb13y = -16                                   'reset y position to -16
    Sprite on 14,fb13x,fb13y,Black                 'spawn fireball 13
    fb13_exist=1                                  'mark fireball 13 as existing
EndIf
If fb14_exist=0 Then                               'If fireball 14 hasn't spawned
then
    fb14x = Int(Rnd*224)                          'reset fireball 14 x position to
random
    fb14y = -16                                   'reset y position to -16
    Sprite on 15,fb14x,fb14y,Black                 'spawn fireball 14
    fb14_exist=1                                  'mark fireball 14 as existing
EndIf
If fb15_exist=0 Then                               'If fireball 15 hasn't spawned
then
```

```
fb15x = Int(Rnd*224)          'reset fireball 15 x position to
random                         'reset y position to -16
fb15y = -16                   'spawn fireball 15
Sprite on 16,fb15x,fb15y,Black 'mark fireball 15 as existing
fb15_exist=1
EndIf
If fb16_exist=0 Then          'If fireball 16 hasn't spawned
then
    fb16x = Int(Rnd*224)      'reset fireball 16 x position to
random                         'reset y position to -16
    fb16y = -16               'spawn fireball 16
    Sprite on 17,fb16x,fb16y,Black 'mark fireball 16 as existing
    fb16_exist=1
EndIf
If fb17_exist=0 Then          'If fireball 17 hasn't spawned
then
    fb17x = Int(Rnd*224)      'reset fireball 17 x position to
random                         'reset y position to -16
    fb17y = -16               'spawn fireball 17
    Sprite on 18,fb17x,fb17y,Black 'mark fireball 17 as existing
    fb17_exist=1
EndIf
If fb18_exist=0 Then          'If fireball 18 hasn't spawned
then
    fb18x = Int(Rnd*224)      'reset fireball 18 x position to
random                         'reset y position to -16
    fb18y = -16               'spawn fireball 18
    Sprite on 19,fb18x,fb18y,Black 'mark fireball 18 as existing
    fb18_exist=1
EndIf
If fb19_exist=0 Then          'If fireball 19 hasn't spawned
then
    fb19x = Int(Rnd*224)      'reset fireball 19 x position to
random                         'reset y position to -16
    fb19y = -16               'spawn fireball 19
    Sprite on 20,fb19x,fb19y,Black 'mark fireball 19 as existing
    fb19_exist=1
EndIf
If fb20_exist=0 Then          'If fireball 20 hasn't spawned
then
    fb20x = Int(Rnd*224)      'reset fireball 20 x position to
random                         'reset y position to -16
    fb20y = -16               'spawn fireball 20
    Sprite on 21,fb20x,fb20y,Black 'mark fireball 20 as existing
    fb20_exist=1
EndIf

If fb1_exist=1 Then
    Sprite move 2,fb1x,fb1y,Black 'move fireball 1 sprite
EndIf
```



```
If fb2_exist=1 Then
    Sprite move 3,fb2x,fb2y,Black      'move fireball 2 sprite
EndIf
If fb3_exist=1 Then
    Sprite move 4,fb3x,fb3y,Black      'move fireball 3 sprite
EndIf
If fb4_exist=1 Then
    Sprite move 5,fb4x,fb4y,Black      'move fireball 4 sprite
EndIf
If fb5_exist=1 Then
    Sprite move 6,fb5x,fb5y,Black      'move fireball 5 sprite
EndIf
If fb6_exist=1 Then
    Sprite move 7,fb6x,fb6y,Black      'move fireball 6 sprite
EndIf
If fb7_exist=1 Then
    Sprite move 8,fb7x,fb7y,Black      'move fireball 7 sprite
EndIf
If fb8_exist=1 Then
    Sprite move 9,fb8x,fb8y,Black      'move fireball 8 sprite
EndIf
If fb9_exist=1 Then
    Sprite move 10,fb9x,fb9y,Black     'move fireball 9 sprite
EndIf
If fb10_exist=1 Then
    Sprite move 11,fb10x,fb10y,Black   'move fireball 10 sprite
EndIf
If fb11_exist=1 Then
    Sprite move 12,fb11x,fb11y,Black   'move fireball 11 sprite
EndIf
If fb12_exist=1 Then
    Sprite move 13,fb12x,fb12y,Black   'move fireball 12 sprite
EndIf
If fb13_exist=1 Then
    Sprite move 14,fb13x,fb13y,Black   'move fireball 13 sprite
EndIf
If fb14_exist=1 Then
    Sprite move 15,fb14x,fb14y,Black   'move fireball 14 sprite
EndIf
If fb15_exist=1 Then
    Sprite move 16,fb15x,fb15y,Black   'move fireball 15 sprite
EndIf
If fb16_exist=1 Then
    Sprite move 17,fb16x,fb16y,Black   'move fireball 16 sprite
EndIf
If fb17_exist=1 Then
    Sprite move 18,fb17x,fb17y,Black   'move fireball 17 sprite
EndIf
If fb18_exist=1 Then
    Sprite move 19,fb18x,fb18y,Black   'move fireball 18 sprite
EndIf
```

```
If fb19_exist=1 Then
    Sprite move 20,fb19x,fb19y,Black          'move fireball 19 sprite
EndIf
If fb20_exist=1 Then
    Sprite move 21,fb20x,fb20y,Black          'move fireball 20 sprite
EndIf

If fb1y > 216 Then
    fb1x = Int(Rnd(1)*224)
    fb1y = -16
top
EndIf
If fb2y > 216 Then
    fb2x = Int(Rnd(1)*224)
    fb2y = -16
top
EndIf
If fb3y > 216 Then
    fb3x = Int(Rnd(1)*224)
    fb3y = -16
top
EndIf
If fb4y > 216 Then
    fb4x = Int(Rnd(1)*224)
    fb4y = -16
top
EndIf
If fb5y > 216 Then
    fb5x = Int(Rnd(1)*224)
    fb5y = -16
top
EndIf
If fb6y > 216 Then
    fb6x = Int(Rnd(1)*224)
    fb6y = -16
top
EndIf
If fb7y > 216 Then
    fb7x = Int(Rnd(1)*224)
    fb7y = -16
top
EndIf
If fb8y > 216 Then
    fb8x = Int(Rnd*224)
    fb8y = -16
top
EndIf
If fb9y > 216 Then
    fb9x = Int(Rnd*224)
    'reset x position to random
    'reset y position to just off the
```

```
fb9y = -16 'reset y position to just off the
top
EndIf
If fb10y > 216 Then 'If fireball 10 goes off the
bottom
fb10x = Int(Rnd(1)*224) 'reset x position to random
fb10y = -16 'reset y position to just off the
top
EndIf
If fb11y > 216 Then 'If fireball 11 goes off the
bottom
fb11x = Int(Rnd(1)*224) 'reset x position to random
fb11y = -16 'reset y position to just off the
top
EndIf
If fb12y > 216 Then 'If fireball 12 goes off the
bottom
fb12x = Int(Rnd(1)*224) 'reset x position to random
fb12y = -16 'reset y position to just off the
top
EndIf
If fb13y > 216 Then 'If fireball 13 goes off the
bottom
fb13x = Int(Rnd(1)*224) 'reset x position to random
fb13y = -16 'reset y position to just off the
top
EndIf
If fb14y > 216 Then 'If fireball 14 goes off the
bottom
fb14x = Int(Rnd(1)*224) 'reset x position to random
fb14y = -16 'reset y position to just off the
top
EndIf
If fb15y > 216 Then 'If fireball 15 goes off the
bottom
fb15x = Int(Rnd(1)*224) 'reset x position to random
fb15y = -16 'reset y position to just off the
top
EndIf
If fb16y > 216 Then 'If fireball 16 goes off the
bottom
fb16x = Int(Rnd*224) 'reset x position to random
fb16y = -16 'reset y position to just off the
top
EndIf
If fb17y > 216 Then 'If fireball 17 goes off the
bottom
fb17x = Int(Rnd(1)*224) 'reset x position to random
fb17y = -16 'reset y position to just off the
top
EndIf
```

```
If fb18y > 216 Then                                'If fireball 18 goes off the
bottom                                              '
    fb18x = Int(Rnd(1)*224)                        'reset x position to random
    fb18y = -16                                    'reset y position to just off the
top
EndIf
If fb19y > 216 Then                                'If fireball 19 goes off the
bottom                                              '
    fb19x = Int(Rnd(1)*224)                        'reset x position to random
    fb19y = -16                                    'reset y position to just off the
top
EndIf
If fb20y > 216 Then                                'If fireball 20 goes off the
bottom                                              '
    fb20x = Int(Rnd(1)*224)                        'reset x position to random
    fb20y = -16                                    'reset y position to just off the
top
EndIf

Return

ShipControl:
If KeyDown = 130 Then                              'if left arrow key pressed
    px=px-ship_speed
ElseIf KeyDown = 131 Then                          'if right arrow key pressed
    px=px+ship_speed
ElseIf KeyDown = 128 Then                          'if up arrow key pressed
    py=py-ship_speed
ElseIf KeyDown = 129 Then                          'if down arrow key pressed
    py=py+ship_speed
EndIf
Sprite move 1,px,py

if collision(1,sprite) >0 then

    if shipExist = 1 and lasFillExist = 1 then
        if collision(1,sprite) and collision(27,sprite) > 0 then
            shots = 10                                'Shots refill up to 10 when
powerup collected
            sprite off 27
            'cls
            lasFillExist = 0
            lassFillTimer = 0
            for x=1 to 1000 step 1                    'Noise for when you pick up
powerup.
                tone x,x,1
            next x
        endif
    endif
```

```
endif

if shipExist = 1 and fb1_exist = 1 then
    if collision(1,sprite) and collision(2,sprite) > 0 then
        gosub gameOver          'Goto gameover subroutine
    endif
endif
if shipExist = 1 and fb2_exist = 1 then
    if collision(1,sprite) and collision(3,sprite) > 0 then
        gosub gameOver          'Goto gameover subroutine
    endif
endif
if shipExist = 1 and fb3_exist = 1 then
    if collision(1,sprite) and collision(4,sprite) > 0 then
        gosub gameOver          'Goto gameover subroutine
    endif
endif
if shipExist = 1 and fb4_exist = 1 then
    if collision(1,sprite) and collision(5,sprite) > 0 then
        gosub gameOver          'Goto gameover subroutine
    endif
endif
if shipExist = 1 and fb5_exist = 1 then
    if collision(1,sprite) and collision(6,sprite) > 0 then
        gosub gameOver          'Goto gameover subroutine
    endif
endif
if shipExist = 1 and fb6_exist = 1 then
    if collision(1,sprite) and collision(7,sprite) > 0 then
        gosub gameOver          'Goto gameover subroutine
    endif
endif
if shipExist = 1 and fb7_exist = 1 then
    if collision(1,sprite) and collision(8,sprite) > 0 then
        gosub gameOver          'Goto gameover subroutine
    endif
endif
if shipExist = 1 and fb8_exist = 1 then
    if collision(1,sprite) and collision(9,sprite) > 0 then
        gosub gameOver          'Goto gameover subroutine
    endif
endif
if shipExist = 1 and fb9_exist = 1 then
    if collision(1,sprite) and collision(10,sprite) > 0 then
        gosub gameOver          'Goto gameover subroutine
    endif
endif
if shipExist = 1 and fb10_exist = 1 then
    if collision(1,sprite) and collision(11,sprite) > 0 then
        gosub gameOver          'Goto gameover subroutine
```

```
        endif
    endif
    if shipExist = 1 and fb11_exist = 1 then
        if collision(1,sprite) and collision(12,sprite) > 0 then
            gosub gameOver                'Goto gameover subroutine
        endif
    endif
    if shipExist = 1 and fb12_exist = 1 then
        if collision(1,sprite) and collision(13,sprite) > 0 then
            gosub gameOver                'Goto gameover subroutine
        endif
    endif
    if shipExist = 1 and fb13_exist = 1 then
        if collision(1,sprite) and collision(14,sprite) > 0 then
            gosub gameOver                'Goto gameover subroutine
        endif
    endif
    if shipExist = 1 and fb14_exist = 1 then
        if collision(1,sprite) and collision(15,sprite) > 0 then
            gosub gameOver                'Goto gameover subroutine
        endif
    endif
    if shipExist = 1 and fb15_exist = 1 then
        if collision(1,sprite) and collision(16,sprite) > 0 then
            gosub gameOver                'Goto gameover subroutine
        endif
    endif
    if shipExist = 1 and fb16_exist = 1 then
        if collision(1,sprite) and collision(17,sprite) > 0 then
            gosub gameOver                'Goto gameover subroutine
        endif
    endif
    if shipExist = 1 and fb17_exist = 1 then
        if collision(1,sprite) and collision(18,sprite) > 0 then
            gosub gameOver                'Goto gameover subroutine
        endif
    endif
    if shipExist = 1 and fb18_exist = 1 then
        if collision(1,sprite) and collision(19,sprite) > 0 then
            gosub gameOver                'Goto gameover subroutine
        endif
    endif
    if shipExist = 1 and fb19_exist = 1 then
        if collision(1,sprite) and collision(20,sprite) > 0 then
            gosub gameOver                'Goto gameover subroutine
        endif
    endif
    if shipExist = 1 and fb20_exist = 1 then
        if collision(1,sprite) and collision(21,sprite) > 0 then
            gosub gameOver                'Goto gameover subroutine
        endif
    endif
```

```

endif
endif
Return

```

```

EdgeDetect:                                'sprite edge detection routine

If Collision(1,EDGE) = 1 Then                'if ship hits left edge
    px=0
    ElseIf Collision(1,EDGE) = 2 Then        'if ship hits right edge
        px=224
        ElseIf Collision(1,EDGE) = 4 Then    'if ship hits top edge
            py=0
            ElseIf Collision(1,EDGE) = 8 Then 'if ship hits bottom edge
                py=200
                ElseIf Collision(1,EDGE) = 5 Then 'if ship hits top and left edges
                    px=0
                    py=0
                    ElseIf Collision(1,EDGE) = 6 Then 'if ship hits top and right edges
                        px=224
                        py=0
                        ElseIf Collision(1,EDGE) = 9 Then 'if ship hits bottom and left
edges
                            px=0
                            py=200
                            ElseIf Collision(1,EDGE) = 10 Then 'if ship hits bottom and right
edges
                                px=224
                                py=200
                                EndIf
                                Return

LaserControl:
If KeyDown = 32 And laserExist=0 AND shots>0 Then      'If space key is
pressed
    lx = px                                              'Laser x position same as ship
    ly = py-2                                           'Laser y position same as ship-2
pixel
    Sprite on 22,lx,ly                                  'spawn laser
    laserExist = 1                                       'mark laser as existing
    shots = shots-1                                     'decrease shots counter by 1
    'cls
    for x =1 to 2000 step 10                            'Laser shot noise generating
loop
        tone x,x,1
    next x
'elseif keydown = 32 and laserExist=0 and shots = 0 then
'    for x=1 to 200 step 1
'        tone x,x,1

```

```
'    next x
EndIf
If laserExist = 1 Then                                'Check to see if laser exists
    ly=ly-las_speed                                    'Move laser Y position up the
screen
    Sprite move 22,lx,ly                                'Move laser to new coords
    If Collision(22,Edge) = 4 Then                    'If laser hits top of screen
        Sprite off 22                                'Turn the laser sprite off
        laserExist = 0                                'Mark laser as not existing
        lasFillX = 0                                  'Reset power up X coord
        lasFillY = 0                                  'Reset powerup Y coord
    EndIf
EndIf

If laserExist = 1 Then                                'If the laser exists
    If Collision(22,SPRITE) > 0 Then                  'Is it colliding with another
sprite?
        If fb1_exist = 1 Then                        'Does fireball1 exist?
            If Collision(2,SPRITE) > 0 Then          'Is it colliding?
                for x = 23 to 26
                    sprite copy x to 2
                    pause 15
                next x
                sprite copy 28 to 2
                Sprite off 2                            'If it is turn the sprite off
                fb1_exist = 3                            'Mark fireball1 as despawned
            EndIf
        EndIf
        If fb2_exist = 1 Then                        'Does fireball2 exist?
            If Collision(3,SPRITE) > 0 Then          'Is it colliding?
                for x = 23 to 26
                    sprite copy x to 3
                    pause 15
                next x
                sprite copy 28 to 3
                Sprite off 3                            'If it is turn the sprite off
                fb2_exist = 3                            'Mark fireball2 as despawned
            EndIf
        EndIf
        If fb3_exist = 1 Then                        'Does fireball3 exist?
            If Collision(4,SPRITE) > 0 Then          'Is it colliding?
                for x = 23 to 26
                    sprite copy x to 4
                    pause 15
                next x
                sprite copy 28 to 4
                Sprite off 4                            'If it is turn the sprite off
                fb3_exist = 3                            'Mark fireball3 as despawned
            EndIf
        EndIf
    EndIf
```



```
If fb4_exist = 1 Then                                'Does fireball4 exist?
  If Collision(5,SPRITE) > 0 Then                    'Is it colliding?
    for x = 23 to 26
      sprite copy x to 5
      pause 15
    next x
    sprite copy 28 to 5
    Sprite off 5                                    'If it is turn the sprite off
    fb4_exist = 3                                    'Mark fireball4 as despawned
  EndIf
EndIf
If fb5_exist = 1 Then                                'Does fireball5 exist?
  If Collision(6,SPRITE) > 0 Then                    'Is it colliding?
    for x = 23 to 26
      sprite copy x to 6
      pause 15
    next x
    sprite copy 28 to 6
    Sprite off 6                                    'If it is turn the sprite off
    fb5_exist = 3                                    'Mark fireball5 as despawned
  EndIf
EndIf
If fb6_exist = 1 Then                                'Does fireball6 exist?
  If Collision(7,SPRITE) > 0 Then                    'Is it colliding?
    for x = 23 to 26
      sprite copy x to 7
      pause 15
    next x
    sprite copy 28 to 7
    Sprite off 7                                    'If it is turn the sprite off
    fb6_exist = 3                                    'Mark fireball6 as despawned
  EndIf
EndIf
If fb7_exist = 1 Then                                'Does fireball7 exist?
  If Collision(8,SPRITE) > 0 Then                    'Is it colliding?
    for x = 23 to 26
      sprite copy x to 8
      pause 15
    next x
    sprite copy 28 to 8
    Sprite off 8                                    'If it is turn the sprite off
    fb7_exist = 3                                    'Mark fireball7 as despawned
  EndIf
EndIf
If fb8_exist = 1 Then                                'Does fireball8 exist?
  If Collision(9,SPRITE) > 0 Then                    'Is it colliding?
    for x = 23 to 26
      sprite copy x to 9
      pause 15
    next x
    sprite copy 28 to 9
```

```
    Sprite off 9                                'If it is turn the sprite off
    fb8_exist = 3                                'Mark fireball8 as despawned
EndIf
EndIf
If fb9_exist = 1 Then                            'Does fireball9 exist?
    If Collision(10,SPRITE) > 0 Then            'Is it colliding?
        for x = 23 to 26
            sprite copy x to 10
            pause 15
        next x
        sprite copy 28 to 10
        Sprite off 10                            'If it is turn the sprite off
        fb9_exist = 3                            'Mark fireball9 as despawned
    EndIf
EndIf
If fb10_exist = 1 Then                          'Does fireball10 exist?
    If Collision(11,SPRITE) > 0 Then            'Is it colliding?
        for x = 23 to 26
            sprite copy x to 11
            pause 15
        next x
        sprite copy 28 to 11
        Sprite off 11                            'If it is turn the sprite off
        fb10_exist = 3                          'Mark fireball10 as despawned
    EndIf
EndIf
If fb11_exist = 1 Then                          'Does fireball11 exist?
    If Collision(12,SPRITE) > 0 Then            'Is it colliding?
        for x = 23 to 26
            sprite copy x to 12
            pause 15
        next x
        sprite copy 28 to 12
        Sprite off 12                            'If it is turn the sprite off
        fb11_exist = 3                          'Mark fireball11 as despawned
    EndIf
EndIf
If fb12_exist = 1 Then                          'Does fireball12 exist?
    If Collision(13,SPRITE) > 0 Then            'Is it colliding?
        for x = 23 to 26
            sprite copy x to 13
            pause 15
        next x
        sprite copy 28 to 13
        Sprite off 13                            'If it is turn the sprite off
        fb12_exist = 3                          'Mark fireball12 as despawned
    EndIf
EndIf
If fb13_exist = 1 Then                          'Does fireball13 exist?
    If Collision(14,SPRITE) > 0 Then            'Is it colliding?
        for x = 23 to 26
```

```
        sprite copy x to 14
        pause 15
    next x
    sprite copy 28 to 14
    Sprite off 14
    fb13_exist = 3
EndIf
EndIf
If fb14_exist = 1 Then
    If Collision(15,SPRITE) > 0 Then
        for x = 23 to 26
            sprite copy x to 15
            pause 15
        next x
        sprite copy 28 to 15
        Sprite off 15
        fb14_exist = 3
    EndIf
EndIf
If fb15_exist = 1 Then
    If Collision(16,SPRITE) > 0 Then
        for x = 23 to 26
            sprite copy x to 16
            pause 15
        next x
        sprite copy 28 to 16
        Sprite off 16
        fb15_exist = 3
    EndIf
EndIf
If fb16_exist = 1 Then
    If Collision(17,SPRITE) > 0 Then
        for x = 23 to 26
            sprite copy x to 17
            pause 15
        next x
        sprite copy 28 to 17
        Sprite off 17
        fb16_exist = 3
    EndIf
EndIf
If fb17_exist = 1 Then
    If Collision(18,SPRITE) > 0 Then
        for x = 23 to 26
            sprite copy x to 18
            pause 15
        next x
        sprite copy 28 to 18
        Sprite off 18
        fb17_exist = 3
    EndIf
```

'If it is turn the sprite off
'Mark fireball13 as despawned

'Does fireball14 exist?
'Is it colliding?

'If it is turn the sprite off
'Mark fireball14 as despawned

'Does fireball15 exist?
'Is it colliding?

'If it is turn the sprite off
'Mark fireball15 as despawned

'Does fireball16 exist?
'Is it colliding?

'If it is turn the sprite off
'Mark fireball16 as despawned

'Does fireball17 exist?
'Is it colliding?

'If it is turn the sprite off
'Mark fireball17 as despawned

```
EndIf
    If fb18_exist = 1 Then                'Does fireball18 exist?
    If Collision(19,SPRITE) > 0 Then      'Is it colliding?
    for x = 23 to 26
        sprite copy x to 19
        pause 15
    next x
    sprite copy 28 to 19
    Sprite off 19                        'If it is turn the sprite off
    fb18_exist = 3                       'Mark fireball18 as despawned
    EndIf
EndIf
If fb19_exist = 1 Then                  'Does fireball19 exist?
    If Collision(20,SPRITE) > 0 Then    'Is it colliding?
    for x = 23 to 26
        sprite copy x to 20
        pause 15
    next x
    sprite copy 28 to 20
    Sprite off 20                        'If it is turn the sprite off
    fb19_exist = 3                       'Mark fireball19 as despawned
    EndIf
EndIf
If fb20_exist = 1 Then                  'Does fireball20 exist?
    If Collision(21,SPRITE) > 0 Then    'Is it colliding?
    for x = 23 to 26
        sprite copy x to 21
        pause 15
    next x
    sprite copy 28 to 21
    Sprite off 21                        'If it is turn the sprite off
    fb20_exist = 3                       'Mark fireball20 as despawned
    EndIf
EndIf
Sprite off 22                          'Turn laser sprite off after checks
laserExist = 0                          'Mark laser as not existing
for b = 2000 to 1 step -10
    tone b,b,1
next b
Cls
EndIf
EndIf
Return

HUD:
print @(2,0) "Score:";score
Print @(85,0)"HiScore:";highScore
print @(185,0)"Shots:";shots
if score > highScore then
    highScore=score
```

```

endif
'if lasFillExist=1 and shipExist=1 then
'  print @(0,50)"Plr";collision(1,sprite)
'  print @(0,100)"lf";collision(27,sprite) 'debugging collision
'elseif lasFillExist=0 and shipExist=1 then
'  print @(0,50)"Plr";collision(1,sprite)
'endif
return

powerUp:                                     'The amount the
powerup refills in on line 623
if lasTimer > 30 and lasFillExist = 0 then   'If the powerup
timer is up and no powerups exist then
  lasTimer = 0                               'reset lastimer to 0
  lasFillX=int(rnd*240)                       'generate random X
coord
  do while lasFillY < 100                     'Doing this so
powerups dont spawn too near the top
  lasFillY=Int(rnd*216)
  loop
  sprite on 27,lasFillX,lasFillY
  lasFillExist = 1
endif
if lasFillExist = 1 then
  sprite move 27,lasFillX,lasFillY           'Doing this to stop
fireballs from overwriting the powerup
endif
return

gameOver:
sprite off all
cls
font 2
print @(65,80) "Game Over"
font 1
print @(90,120) "Score:";score
print @(76,140) "Press r to retry"
for x=5000 to 1 step -1
  tone x,x,1
next x
for x=1 to 5000 step 1
  tone x,x,1
next x
if score > highScore then
  highScore = score
endif

do while keydown <> 114
shipExist=0
shots = 10                                  'setting shots variable

```

```
score=0                                'setting score variable
laserExist=0
lasTimer=0                             'Setting up laser refill powerup
timer variable
lasFillExist=0                         'Setting up laser refill powerup
existence variable
lasFillX=0                             'Setting up laser fill powerup x
position variable
lasFillY=0                             'Setting up laser fill powerup y
position variable
'Setting up all position variables
px=120
py=100
lx=0
ly=0
fbtotal = 0
fb1x = 0
fb1y = -16
fb2x = 0
fb2y = -16
fb3x = 0
fb3y = -16
fb4x = 0
fb4y = -16
fb5x = 0
fb5y = -16
fb6x = 0
fb6y = -16
fb7x = 0
fb7y = -16
fb8x = 0
fb8y = -16
fb9x = 0
fb9y = -16
fb10x = 0
fb10y = -16
fb11x = 0
fb11y = -16
fb12x = 0
fb12y = -16
fb13x = 0
fb13y = -16
fb14x = 0
fb14y = -16
fb15x = 0
fb15y = -16
fb16x = 0
fb16y = -16
fb17x = 0
fb17y = -16
fb18x = 0
```

```

fb18y = -16
fb19x = 0
fb19y = -16
fb20x = 0
fb20y = -16
'setting up all existence variables
fb1_exist = 3
fb2_exist = 3
fb3_exist = 3
fb4_exist = 3
fb5_exist = 3
fb6_exist = 3
fb7_exist = 3
fb8_exist = 3
fb9_exist = 3
fb10_exist = 3
fb11_exist = 3
fb12_exist = 3
fb13_exist = 3
fb14_exist = 3
fb15_exist = 3
fb16_exist = 3
fb17_exist = 3
fb18_exist = 3
fb19_exist = 3
fb20_exist = 3
loop
cls
goto Start
return

```

```

antiOverlap:'Need to move asteroids if they're touching after respawn while
their still out of sight
If fb1_exist=1 and fb1y < -8 then
    if collision(2, sprite) > 0 then          'If fireball is colliding with
anything after position reset                'reset x position to random
    fb1x = Int(Rnd*224)                      'reset y position to just off the
    fb1y = -16
top
    endif
endif
If fb2_exist=1 and fb2y < -8 then
    if collision(3, sprite) > 0 then          'If fireball is colliding with
anything after position reset                'reset x position to random
    fb2x = Int(Rnd*224)                      'reset y position to just off the
    fb2y = -16
top
    endif
endif
If fb3_exist=1 and fb3y < -8 then

```

```
    if collision(4,sprite) >0 then      'If fireball is colliding with
anything after position reset          'reset x position to random
    fb3x = Int(Rnd*224)                  'reset y position to just off the
    fb3y = -16
top
    endif
endif
If fb4_exist=1 and fb4y < -8 then
    if collision(5,sprite) >0 then      'If fireball is colliding with
anything after position reset          'reset x position to random
    fb4x = Int(Rnd*224)                  'reset y position to just off the
    fb4y = -16
top
    endif
endif
If fb5_exist=1 and fb5y < -8 then
    if collision(6,sprite) >0 then      'If fireball is colliding with
anything after position reset          'reset x position to random
    fb5x = Int(Rnd*224)                  'reset y position to just off the
    fb5y = -16
top
    endif
endif
If fb6_exist=1 and fb6y < -8 then
    if collision(7,sprite) >0 then      'If fireball is colliding with
anything after position reset          'reset x position to random
    fb6x = Int(Rnd*224)                  'reset y position to just off the
    fb6y = -16
top
    endif
endif
If fb7_exist=1 and fb7y < -8 then
    if collision(8,sprite) >0 then      'If fireball is colliding with
anything after position reset          'reset x position to random
    fb7x = Int(Rnd*224)                  'reset y position to just off the
    fb7y = -16
top
    endif
endif
If fb8_exist=1 and fb8y < -8 then
    if collision(9,sprite) >0 then      'If fireball is colliding with
anything after position reset          'reset x position to random
    fb8x = Int(Rnd*224)                  'reset y position to just off the
    fb8y = -16
top
    endif
endif
If fb9_exist=1 and fb9y < -8 then
    if collision(10,sprite) >0 then     'If fireball is colliding with
anything after position reset          'reset x position to random
    fb9x = Int(Rnd*224)
```



```

        fb9y = -16                                'reset y position to just off the
top
    endif
endif
If fb10_exist=1 and fb10y < -8 then
    if collision(11,sprite) >0 then                'If fireball is colliding with
anything after position reset
        fb10x = Int(Rnd*224)                      'reset x position to random
        fb10y = -16                               'reset y position to just off the
top
    endif
endif
If fb11_exist=1 and fb11y < -8 then
    if collision(12,sprite) >0 then                'If fireball is colliding with
anything after position reset
        fb11x = Int(Rnd*224)                      'reset x position to random
        fb11y = -16                               'reset y position to just off the
top
    endif
endif
If fb12_exist=1 and fb12y < -8 then
    if collision(13,sprite) >0 then                'If fireball is colliding with
anything after position reset
        fb12x = Int(Rnd*224)                      'reset x position to random
        fb12y = -16                               'reset y position to just off the
top
    endif
endif
If fb13_exist=1 and fb13y < -8 then
    if collision(14,sprite) >0 then                'If fireball is colliding with
anything after position reset
        fb13x = Int(Rnd*224)                      'reset x position to random
        fb13y = -16                               'reset y position to just off the
top
    endif
endif
If fb14_exist=1 and fb14y < -8 then
    if collision(15,sprite) >0 then                'If fireball is colliding with
anything after position reset
        fb14x = Int(Rnd*224)                      'reset x position to random
        fb14y = -16                               'reset y position to just off the
top
    endif
endif
If fb15_exist=1 and fb15y < -8 then
    if collision(16,sprite) >0 then                'If fireball is colliding with
anything after position reset
        fb15x = Int(Rnd*224)                      'reset x position to random
        fb15y = -16                               'reset y position to just off the
top
    endif
endif

```

```
endif
If fb16_exist=1 and fb16y < -8 then
    if collision(17,sprite) >0 then          'If fireball is colliding with
anything after position reset                'reset x position to random
    fb16x = Int(Rnd*224)                     'reset y position to just off the
    fb16y = -16
top
endif
endif
If fb17_exist=1 and fb17y < -8 then
    if collision(18,sprite) >0 then          'If fireball is colliding with
anything after position reset                'reset x position to random
    fb17x = Int(Rnd*224)                     'reset y position to just off the
    fb17y = -16
top
endif
endif
If fb18_exist=1 and fb18y < -8 then
    if collision(19,sprite) >0 then          'If fireball is colliding with
anything after position reset                'reset x position to random
    fb18x = Int(Rnd*224)                     'reset y position to just off the
    fb18y = -16
top
endif
endif
If fb19_exist=1 and fb19y < -8 then
    if collision(20,sprite) >0 then          'If fireball is colliding with
anything after position reset                'reset x position to random
    fb19x = Int(Rnd*224)                     'reset y position to just off the
    fb19y = -16
top
endif
endif
If fb20_exist=1 and fb20y < -8 then
    if collision(21,sprite) >0 then          'If fireball is colliding with
anything after position reset                'reset x position to random
    fb20x = Int(Rnd*224)                     'reset y position to just off the
    fb20y = -16
top
endif
endif
return
```

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