Start screens, health bars, animations and other game add-ons

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“Beg, borrow and steal!” – Mark Hoversten (but he stole the quote from William Faulkner)

1. Stuck on a project? Someone else has probably already done it! Find ‘good ones’ from the ACO home screen (search for: fggluck, Alexander, Mike...I’m sure there are others)
2. Found a project you like but it’s in ‘Play’ mode? “Hack it” by changing the word “play” to “edit” in the URL to see all of the code.
3. Once you know the project number
you can paste it into this format to create a copy of it that you can edit
   (https://agentcubesonline.com/project/62891)
4. Animations demo ACO project #: https://agentcubesonline.com/project/536621
5. Start screen demo ACO project #: https://agentcubesonline.com/project/649229
6. Health bar demo ACO project #: https://agentcubesonline.com/project/840111
7. Shoot in 4 directions demo ACO project #: https://agentcubesonline.com/project/840579
8. Other game add-ons?
   i. Use different shapes and “if next to” conditions to “pick up items”
   ii. Randomly generate features with a key stroke, like a forest, with a rule such as “when key ‘F’ is pressed create new tree on myself” and use % chance as needed to make more/less objects appear at random.
   iii. This game has a lot of add-ons: https://agentcubesonline.com/project/665304
9. A replacement for the Controller agent: any agent can be a ‘bean counter’ Using the condition ”
   Test ‘agents_of_type(“--------”) = 0’ then... “ (An example of this is shown in the rules for the
   ‘Floor’ agent of game #: https://agentcubesonline.com/project/979413