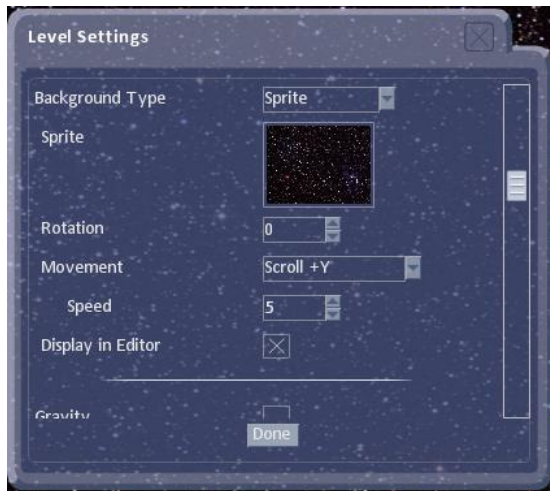


## Creating a Vertical Scrolling Game

There are 3 ways to create a vertical shooter using the Shoot 'Em Up Kit.

### Scrolling Background Method

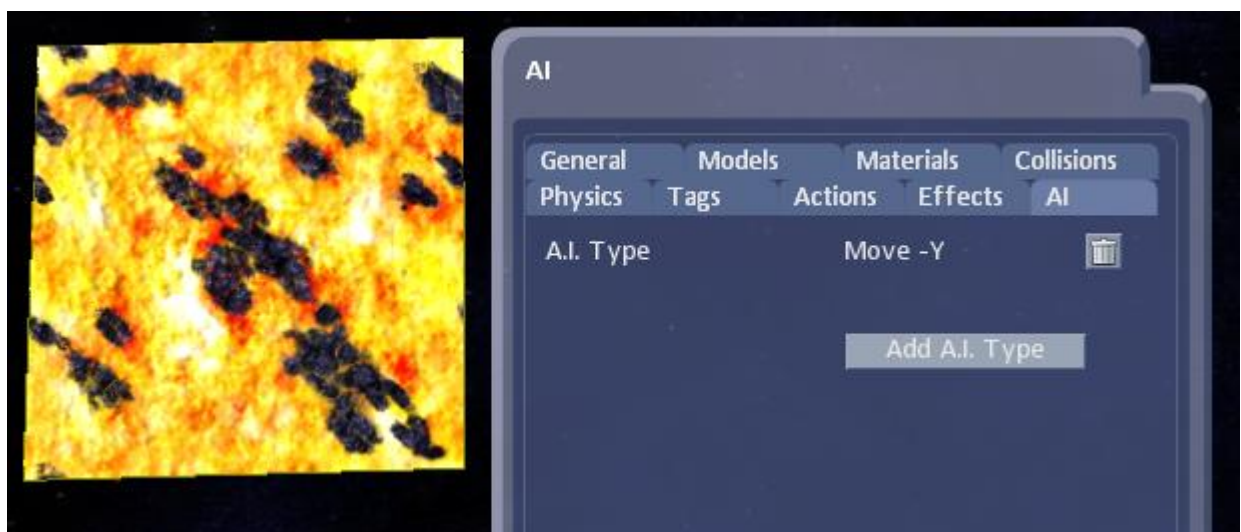
In *Level Settings* in the *Tools* menu you can set a background sprite to move vertically at a set speed as shown:




You can then use a fixed camera and move the player up/down/left/right on the screen

### Scrolling Scenery Method

This is similar to the Scrolling Background method but instead of a background sprite you add NPCs as background scenery items and set the AI to move in the  $-Y$  direction as shown:



## Moving player method

Place a player in the scene and rotate it to point vertically using the *Rotate* tool. 



In the *Define* menu, select *Player Definition* and make a copy of *Velocity +X*



Scroll to the bottom of the list and open the copy. Rename it to *Velocity +Y*



Next scroll down to *Velocity* and set X to 0 and Y to the required constant speed



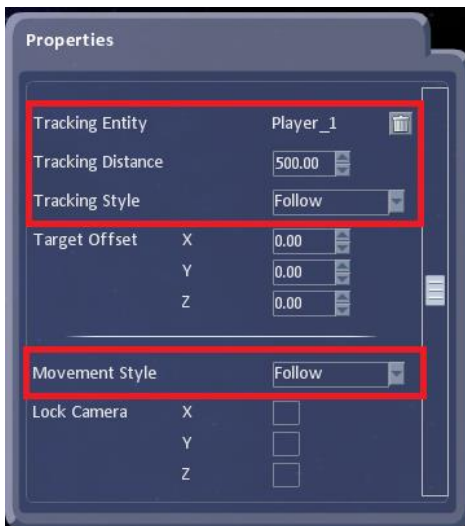
Next place NPCs and change the AI to from *Chase* to *Move -Y*



Next place scenery items



Next place a camera and set it to follow the player as shown:



This is a simple vertical scrolling game that you can build on to make a more complex game.