

Torque Game Builder – Fish Demo Tutorial - Part 3

3. Adding our Fish

3.1 Dropping our fish animation in

First we must choose the fish animation we want to start with. A good one to start with is the first animation in your *Animated Sprites* object library (as shown in Figure 3.1.1). Drag and drop the animated sprite from your object library into the center of your level (as shown in Figure 3.1.2). Now hold down the *Shift* key, and click one of the corners of the image to resize it down to a much more appropriate size for a fish. Holding shift will allow you to maintain a proper image ratio while scaling down (as shown in Figure 3.1.3). Now we have properly added our fish, and resized it down to a reasonable size. As you can see, adding in animated sprites is just as easy as adding static sprites.



Figure 3.1.1



Figure 3.1.2



Figure 3.1.3

3.2 Setting our fish's layer

Now that we've added our fish animation and have sized it properly, we need to set its layer. If you remember, we set the background rocks to layer 20, and the closer rocks to layer 12. This means we need to place our fish somewhere between. Ensure that the fish is still selected, and click the *Edit* tab (as shown in Figure 3.2.1). Now that our fish properties are shown, you should be able to see a few different values for position, size, rotation, and a bit further down you should see layer. Set your layer to 16. This should give us enough layers to work with (as shown in Figure 3.2.3).



Figure 3.2.1



Figure 3.2.2