

How I made Freddie Trims a Tree

This game was made using [Klik & Play](#). It took me about a year to finish it working off and on. If you have [Klik & Play](#) and would like to edit it to see how it was made here are some things to help you. Please don't edit it with [Klik & Play](#) until after you beat it. Also don't use my graphics I drew in any other [Klik & Play](#) game.

I started by drawing a lot of the graphics. This took about a week working at a good pace. At different times later in the making of the game I redrew certain graphics.

Next I started working on making the Living Room screen. This was definitely the hardest screen to make for two reasons. One: At that point I was not as experienced with [Klik & Play](#). For instance, if you look at the living room with the event editor you will see a lot of things like if $X > 153$ and $X < 157$. This was because I did not know how to test if an object is in a zone. I had to compare an object's location to a value, instead of just checking if it was in a zone. And two: It has a huge number of things you can do - putting on different balls, stacking ladders, and a ton of other things. The way I kept track of all these things that Freddie might be doing was with his alterable value B. Alterable value B would be a different number depending on what he was doing. For instance if he was walking over to put the brown ladder down on the right hand side of the tree then B would equal 32. And when he was bending over to put down the brown ladder on the right hand side of the tree it would equal 33. So each thing Freddie did had a value. There are 40 different things he does which means there are forty possibilities for alterable value B.

That was the hardest part, but once I got past that the rest wasn't too bad.

My brother Matthew helped a lot with the values to keep track of your objects between screens. This was very complex because [Klik & Play](#) only allows 8 values to be carried between screens. We used a formula as follows: Each object had a number. Here is a list of some of the numbers. Ax = 1, Bone = 2, Brown ladder = 4, Blue ladder = 8, Etc. Each one is twice the value of the one before it. Each time you picked

up an object we added its number to one of the valuse that can be carried between screens.

At the end I spent some time trying to clean out all the bugs. There are still some left that I was unable to fix. However it is very unusal for them to occur. A few times a bug has occurred which makes your objects go away and makes new ones appear that you never picked up and makes a lot of other wierd things happen. Another bug is that sometimes in the Living Room when you are getting down from ladders and picking up ladders and that kind of thing, Freddie will start jigglng around so fast that he looks like a blur. When this hapens your mouse also locks up. If you expierence any of these bugs or any others just restart the game and try playing it again in a slightly different order.

[If you have any questons click here to E-Mail me.](#)



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