Display\_Name..

Computer Programming Using Kivy - **OpenGL 7 - Using Variables in 3D Scene**

**GOAL: Apply variables to 3D characters and create a conditional event when changes.**

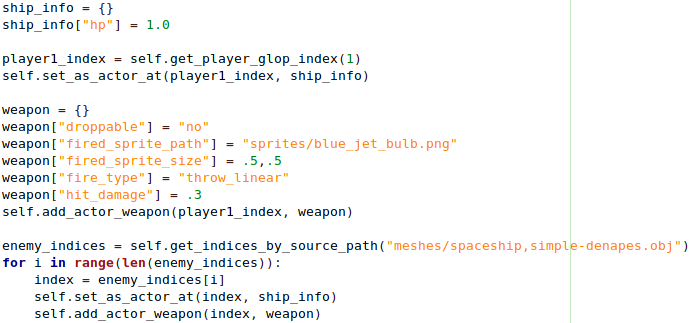
(You must first have a completed and working opengl6.py)

Update the 3D engine:

* Go to your home drive (File Explorer, Computer, T:\*username* or H:)
* Go to your opengl folder, then double-click update-kivyglops

Load the HUD image in your program:

* Open Geany
* File, Open, your home drive (such as T:\*username* or H:), opengl, opengl6.py
* File, Save As, go to your opengl folder, then name this file opengl7attack.py
* In the load\_glops method after the code that loads the spaceship, setup characters with hit points and give them weapons. A dictionary can be declared with “dict()” or “{}”:



* In MainForm, handle the attacked\_glop method and cause the character to explode if hp is 0 or lower:

