Objective : Assassination :: [mohaa\_rox](http://www.mohaaaa.co.uk/phpBB2/profile.php?mode=viewprofile&u=201)  
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*This is an intermediate tutorial, and I assume you can make a basic room and light. You should also know basic scripting.*

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Getting Started  
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Ok, first make a room and apply any texture. Create an info\_player\_start.

Make a small area away from the player\_start. Place some of your enemies inside this small room. Make sure the room is accessible, or you won't be able to reach the enemies.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/sp_assassination/image1.jpg |

Make an officer and press "i" to bring up the properties. Give the officer a targetname of "officer" or anything else. Place him with other German soldiers to sort of be his bodyguards.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/sp_assassination/image2.jpg |

Place a script origin above the officer and give it a targetname of obj1

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| http://www.mohaaaa.co.uk/mohaa/tutorials/sp_assassination/image3.jpg |

Ok, now for the scripting part.

Let's say our map is called test\_assassination. Save your scripts as test\_assassination.scr and test\_assassination\_precache.scr .

This is for the test\_assassination.scr:

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| // Test Assassination // Architecture: mohaa\_rox // Scripting: mohaa\_rox  main: exec global/ai.scr  level waittill prespawn level waittill spawn $player item weapons/thompsonsmg.tik // gives you a gun $player ammo smg 300 $player useweaponclass smg fadein 2 0 0 0 1 wait 2 thread objectives end  /////////////OBJECTIVES objectives: waitthread global/objectives.scr::add\_objectives 1 2 "Kill the officer." $obj1.origin //this makes the compass point to the officer set\_objective\_pos $officer // this makes the officer to be killed an objective thread objective1 end  ////////// objective1: waitthread global/objectives.scr::current\_objectives 1 if (IsAlive $officer) // the "if" must be a lower case, MOHAA is case sensitive $officer waittill death // if the officer is killed, then the mission will complete thread mission\_complete end  /////////// mission\_complete: waitthread global/objectives.scr::add\_objectives 1 3 "Kill the officer." $obj1.origin waitthread global/objectives.scr::current\_objectives 0 // clears objectives iprintln\_noloc "The officer has been killed. Mission complete!" wait 1 exec global/missioncomplete.scr test\_assassination 1 // loads the mission complete screen end |

Compile your map and play!

[ Download the [Example Map](http://www.fileplanet.com/dl.aspx?/planetmedalofhonor/map/assassination_tut.zip) ]

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)