

Digi-Dodgy®:

C# Coding detailed list

- Select and back (buttons) on every screen.
- SAVE SYSTEM FOR 1 PLAYER.

1. Language select (at the beginning):

- Left and right arrow navigations. (light blue arrows: outer shiny silver when selected).

2. Main menu (Continue/New game/Options/Credits):

- Continue (button) after a save file has been created.
- Either yellow text navigation or DigiOrb navigation.
- The 'New game' button resets the game if a previous save system exists.
- 'New game' POP-UP warning if there is a prior save system. [yes/no] options (pixelates in).

3. Story scenes:

- Holding the skip button. (X button).

4. Chapter select screen:

- The chapter name changes at the top as you navigate.
- Keeping score of player progression (save system) (Stage/Lives/points to next life).
- Digi pixelates in (animation) every time the chapter selection is loaded on the Isometric 3D map.

Isometric 3D navigation configuration:

- When Digi is on a chapter. The chapter glows green.
- When the player comes back. Digi pixelates back to the last place they were.
- When Digi is not standing on the chapter. The chapter glows red.
- Digi's navigation (animation) on the Isometric 3D map from stage to stage.
- DigiBot stands still until Digi sits on chapter 1. Then he starts to move around.
- Digi's jumping (animation) plays as he jumps on the jump pads.

- HoppyBot stands still until Digi is near. Then his jumping (animation) plays.
- Digi's speed boost animation plays as he goes through the speed boost.
- SpeedyBot stands still until Digi is near. Then his speeding (animation) plays.
- BlastyBot: Gold stands still until Digi is near. Then his shooting (animation) plays.
- BlastyBot: Silver stands still until Digi is near. Then his shooting (animation) plays.
- BlastyBot: Bronze stands still until Digi is near. Then his shooting (animation) plays.
- The moving platform stands still until Digi is on it. Then it moves.
- The moving platform stays on the side that Digi is on.
- DigiBlast pick up (animation) when Digi touches it.
- DigiBlast pixelates back on both sides when Digi is away from it.
- Digi's small jump pad jumping (animation) to go over the InvisiBots.
- Digi's shield (animation) plays as he touches the DigiShield.
- Digi's shield (animation) turns off as soon as he passes through the InvisiBots.
- The DigiShield pixelates back when Digi is away from it.
- (if) Digi goes back. Digi's small jump pad jumping animation.
- The invinciBot: malfunction stands still until Digi comes near it. Then it's bouncing off the wall (animation) plays.
- The MegaBot is standing still with normal eyes. Then when Digi is near it. The MegaBot's eyes go angry (animation) and plays with its grunting sound.
- When a stage is unlocked the top part opens animation.

5. Level select screen:

- Keeping score of player progression (save system) (Stage/Lives/points to next life).
- Left and right arrow navigations. (light blue arrows: outer shiny silver when selected).
- Levels get unlocked after the previous level is completed.
- Blue square = level is unlocked.
- Blue square with silver wall outer = level is selected.
- Silver square = level is locked.

6. A level scenario:

- Digi digitises in.
- Updated UI save system.
- Once Digi collects the last orb the game stops (Digi pixelates out).
- [Level completed] goes to a scene where Digi is celebrating on a platform.
- [Level completed] (NEXT button) takes you to the next level. (x button).
- [Level completed] (LEVEL SELECT button) takes you back to the level select scene. (Circle button)

[Level completed] (PLAY AGAIN button) Play the same level again. (Square button).

7. The final scene (after beating the megaBot):

Holding the skip button.

8. Options scene (from the main menu):

Configure buttons (control/sound/language).

9. Controls:

(Circle back button).

10. Sound:

Configure selection (music/SFX/voice/subtitles).

MUSIC (5 bars).

SFX (5 bars).

VOICE (5 bars).

SUBTITLES (on/off).

Joystick (controls bars and on/off for the subtitles).

11. Pause menu (continue/options/restart level/quit level):

The real-time game pauses when in the pause menu.

CONTINUE: back to the game.

OPTION: same options menu from the main menu.

RESTART LEVEL: reset level stats.

RESTART LEVEL (pop-up warning): [yes/no] options. (pixelates in).

RESTART LEVEL (pop-up warning): [no] (pixelates out).

QUIT LEVEL: takes the player back to the LEVEL SELECT scene.

QUIT LEVEL (pop-up warning): [yes/no] options. (pixelates in).

QUIT LEVEL (pop-up warning): [no] (pixelates out).

12. MegaBot [fight 1] (HoppyBot):

Trigger scene where MegaBot changes its eyes to green. Then, it pixelates out.

MegaBot then pixelates in and starts hopping around fast (15 seconds). Then, it pixelates out again.

- MegaBot then pixelates onto the small platform and shows the HoppyBot projection.
- Then the HoppyBots pixelate onto the big platform and hop around. (15 seconds). Then they pixelate out.
- MegaBot then pixelates out.
- A small jump pad pixelates on the platform, and the big jump pads pixelate in.
- LEVEL GETS CHECKPOINTED.
- MegaBot pixelates in and chases Digi. (If Digi gets killed. He revives on the checkpoint, and MegaBot is pixelating in resets).
- Then when Digi jumps through the trigger, the chasing MegaBot pixelates out.
- The same trigger pixelates the MegaBot on the platform and it chases Digi. (chases for 15 seconds).
- Then the MegaBot pixelates out and the jump pads pixelate in.
- LEVEL GETS CHECKPOINTED.
- MegaBot pixelates in and chases Digi. (If Digi gets killed. He revives on the checkpoint, and MegaBot is pixelating in resets).
- When Digi jumps through the trigger onto the slim platform, the chasing MegaBot pixelates out and the LEVEL GETS CHECKPOINTED (Digi will reset in the slim platform).
- The MegaBot then pixelates onto the opposite slim platform and start chasing Digi from slim platform to slim platform and changes direction. (20 seconds). If the player dies when being chased. Digi gets reset onto the slim and the MegaBot also pixelates out and then in on the opposite slim platform. (the 20-second timer also resets).
- Then the MegaBot pixelates out and a middle platform pixelates in with the MegaBot on it and he does the angry eyes and then pixelates out.
- On that middle platform, a Megaorb pixelates in with a pathway to it.
- When the player collects the MegaOrb the level ends and the player is taken to a level complete scene.

13. MegaBot [fight 2] (SpeedyBot):

- Once Digi goes through the trigger. The MegaBot pixelates in and changes his eyes to purple.
- The MegaBot then chases Digi fast.
- The MegaBot pixelates out because of the trigger at the start of the speed boost. LEVEL GETS CHECKPOINTED.
- At the end of the speed boost is a trigger that pixelates the MegaBot on the opposite side of the platform and the MegaBot chases Digi around in one direction. (15 seconds).
- Then the MegaBot and the 4-speed boosts pixelates out.
- Then a jump pad appears on the other side of the platform.
- LEVEL GETS CHECKPOINTED as soon as Digi gets off the speed boost.

- When Digi touches the trigger, the game's real-time event stops and the MegaBot appears and shows the SpeedyBot projection. The MegaBot then pixelates out. The real-time event of the game is then resumed. The trigger for all this action is deleted from the scene.
- There is then another trigger slightly ahead and 4 SpeedyBots are then pixelated in and chase Digi. If Digi dies. The 4 SpeedyBots are pixelated out and Digi is reset where the last checkpoint is. The slightly ahead trigger is reset to play out this action again.
- The 4 SpeedyBots are pixelated out because of a trigger right at the start of the speed boost.
- The trigger makes the MegaBot appear and chase Digi fast down the dead end and back and this trigger also pixelates in a small jump pad for the player to jump over to the other side of the wall once it u-turns the MegaBot. **LEVEL GETS CHECKPOINTED.** The MegaBot pixelates out.
- Then the player jumps onto the platform with a lot of jump pads. A trigger pixelates the MegaBot and it chases Digi around that platform fast. (20 seconds).
- The MegaBot then pixelates out and then pixelates in on a platform. Shakes its head and shows his angry eyes and then pixelates out.
- The MegaOrb then appears in the middle of the platform which has a lot of jump pads.
- The player can then collect the MegaOrb and complete the level.

14. MegaBot [fight 3] (BlastyBots):

- One-time moving platform.
- When the player touches the trigger on the platform. (The one-time moving platform pixelates out) A second later, MegaBot animation shows him turning into gun mode with aggressive eyes.
- If the player dies, the one-time moving platform is reset along with the MegaBots animations.**
- MegaBot starts shooting from left to right in BlastyBot gold style and changes directions in between (20 seconds).
- MegaBot then pixelates out.
- One-time long moving platform appears.
- LEVEL GETS CHECKPOINTED.**
- As soon as the player gets off the one-time-long moving platform. There will be a trigger there that pixelates out the long-moving platform and the **LEVEL GETS CHECKPOINTED (The checkpoints trigger box will be bigger).**
- As soon as the player lands on the one-time-long moving platform with walls. A trigger on it will make the real-time of game stop and play the animation of the MegaBot pixelating in and revealing the BlastyBot: Bronze on his projection.
- The MegaBot then pixelates out.

- The one-time-long moving platform with walls starts to move.
- If the player dies, the one-time moving platform with walls is reset along with the MegaBots animations.
- When the player reaches the end destination of the one-time-long moving platform. A trigger will pixelate the platform and the LEVEL GETS CHECKPOINTED (The checkpoints trigger box will be bigger).
- When the player jumps onto the platform. A new scene is triggered. (Digi pixelates onto the middle of the platform).
- The MegaBot spray shoots at Digi after 2 seconds. (20 seconds). Touching the MegaBot results in death.
- If the player dies, The MegaBot's timer resets and Digi resets in the middle of the platform.
- The real-time event stops and the MegaBot animation projecting the BlastyBot: Silver is played.
- The player enters a (new scene) on the platform. The player pixelates at the bottom south of the platform and 1 second later the BlastBots: silver pixelates in as well.
- The player has to dodge for (20 seconds).
- The BlastyBots: Silver then pixelate out.
- Jump pads pixelate in. LEVEL GETS CHECKPOINTED.
- Just before the zig-zag platform. A trigger that stops the real-time of the game and the MegaBot's animation projecting the BlastBot: Gold plays. (There should be a checkpoint added here). (The checkpoint trigger box will be bigger).
- When the player lands on the zig-zag platform on its right side. A trigger is activated that pixelates the BlastyBot: Gold in and starts the (20-second) countdown to dodge it.
- If the player dies, The player is reset at the checkpoint and the BlastyBot pixelates in and the 20 seconds reset).
- After 20 seconds the BlastyBot: Gold pixelates out and a speed boost on the left side of the zig-zag platform is pixelated in. LEVEL GETS CHECKPOINTED. (The player if they die, they restart on the right side of the zig-zag platform).
- When Digi picks up the DigiBlast. The game's real-time stops and the Digi looking at the camera and transforming into the gun mode animation plays out.
- A pop-up appears explaining how to use the gun mode. (space bar for keyboard or R2 for controllers).
- When the player shoots the MegaBot. It pixelates out.
- When the player collects the MegaOrb. The celebration scene is played.

15. MegaBot [fight 4] (InvinciBots):

- Once the player touches the trigger. The player pixelates out. the real-time of the game stops and the very angry MegaBot's animation projecting the InvinciBots plays.
- The player pixelates not in real time in at the south side of the platform.
- Then the InvinciBots pixelates in and there animation of sparking out play. (1 second).
- Then the MegaBot's frustration animation plays and it pixelates out.
- LEVEL GETS CHECKPOINTED.
- When the player lands on the platform that has InvinciBots everywhere. The trigger activates the MegaBot's animation to pixelate in and then turn 50% invisible. The trigger also gets deactivated from the scene.
- If the player dies, They get reset on the last checkpoint and the MegaBots animations get reset. The trigger gets reset.
- The 50% invisible MegaBot chases the player around for (20 seconds).
- After (20 seconds) The MegaBot pixelates out.
- Then the DigiShield pixelates in.
- LEVEL GETS CHECKPOINTED.
- When the player touches this DigiShield. The game's real-time stops and Digi's transforming into shield mode plays out (Digi faces the camera).
- When the player lands on the straight path that is surrounded by InvinsiBots a trigger plays slightly a bit forward. The 50% invisible MegaBot pixelates in.
- The MegaBot chases Digi down the path. (DigiShield doesn't work on the MegaBot).
- If the player dies, They get reset on the last checkpoint and the MegaBots animation and chase get reset. The trigger gets reset.
- Just before the checkpoint, a trigger pixelates the MegaBot out. LEVEL GETS CHECKPOINTED. (The checkpoint trigger box will be bigger).
- When the player lands inside the boxed platform where the InvinciBot: malfunction is in. A trigger activates the timer for the small jump pad to appear and the trigger gets deactivated. (The player has to survive for 15 seconds).
- If the player dies, They get reset on the last checkpoint and the jump pad appearing timer resets. The trigger resets.
- The next checkpoint deactivates the small jump pad's timer trigger.
- The final moment. The 50% invisible MegaBot can go through walls.

16. MegaBot [fight 5] (FINAL):

- When the player drops down a trigger activates a new scene.
- The player pixelates in the middle of the platform. (The camera should be zoomed out).
- A really angry MegaBot starts chasing Digi around (20 seconds).

- If the player dies, Both Digi and the MegaBot reset in their start positions and the 20-second timer resets.
- The MegaBot then pixelates out and so does Digi.
- The walls and the DigiBots pixelate in.
- Then the player pixelates into the middle.
- LEVEL GETS CHECKPOINTED.
- If the player dies, the player gets reset into the middle and the DigiBots get reset and the 20-second timer resets.
- The player must dodge the DigiBots for (20 seconds).
- Once the (20 seconds) are up. A DigiOrb will appear that the player has to collect.
- If the player dies, the player gets reset and so do the DigiBots, The DigiOrb also gets reset along with the 20-second timer.
- When the player collects it. The middle walls and the DigiBots pixelate out.
- Then the player pixelates out.
- Then the main platform pixelates out.
- Then the small platform pixelates in.
- LEVEL GETS CHECKPOINTED.
- Then the player pixelates in.
- Then the MegaBots with green eyes pixelate in and is hopping around everywhere.
- The player has to dodge it for (20 seconds).
- If the player dies, the player, the hopping MegaBot, and the 20-second timer are reset.
- After (20 seconds) the hopping MegaBot pixelates out.
- And then the player.
- And then the platform.
- Then the small square platform pixelates in.
- LEVEL GETS CHECKPOINTED.
- Big jump pad pixelate in.
- The player pixelates onto a big jump pad on the south.
- HoppyBots then pixelate in.
- The player has to dodge for (20 seconds) and then the DigiOrb on a separate platform appears in the middle.
- If the player dies, the player gets reset and so do the HoppyBots, The DigiOrb also gets reset along with the 20-second timer.
- Once the player touches the DigiOrb, the HoppyBots pixelate out.
- The player pixelates out.
- Then the big jump pads and middle platform pixelate out.
- The large-sized platform pixelates in with speed boosts on it.
- The player pixelates in the middle.
- LEVEL GETS CHECKPOINTED.

- The MegaBot with purple eyes pixelates in and chases Digi very fast for (20 seconds).
- If the player dies, the player gets reset and so does the purple-eyed MegaBot. The (20-second) timer is also reset.
- After (20 seconds) The MegaBot pixelates out.
- The player pixelates out.
- The platform with the speed boosts pixelates out.
- The next platform with speed boosts and walls pixelates in.
- The player then pixelates in at the south side of the platform.
- The 2 SpeedyBots pixelate in the platform and go around their circuit for (20 seconds).
- LEVEL GETS CHECKPOINTED.
- If the player dies, the player gets reset and so do the 2 SpeedyBots. The (20-second) timer is also reset.
- After the (20 seconds) a DigiOrbs appears on the left side of the Platform.
- If the player dies, the player gets reset and so do the 2 SpeedyBots and the DigiOrb gets reset. The (20-second) timer is also reset.
- When the player collects the DigiOrb, the 2 speedyBots pixelate out.
- The player pixelates out.
- Then the platform with the speed boosts and walls pixelates out.
- A small platform pixelates in.
- The player pixelates on the south side of the platform.
- LEVEL GETS CHECKPOINTED.
- The MegaBot in gun mode pixelates in and spray-shoots everywhere for (20 seconds).
- If the player dies, the player gets reset and so does MegaBot in gun mode. The (20-second) timer is also reset.
- After (20 seconds) The MegaBot in gun mode pixelates out.
- Then the player pixelates out.
- The player then pixelates in.
- LEVEL GETS CHECKPOINTED.
- A BlastyBot: Gold pixelates in and shoots at the player for (10 seconds).
- If the player dies, the player gets reset and so does the BlastyBot: Gold. The (10-second) timer is also reset.
- After (10 seconds) the BlastyBot: Gold pixelates out.
- Then the player pixelates out
- The small platform then pixelates out.
- A medium-sized platform pixelates in.
- The player then pixelates on the south side of the platform.
- LEVEL GETS CHECKPOINTED.
- 5 BlastyBot: Silvers appear on the platform and shoot at the player for (10 seconds).

- If the player dies, the player gets reset and so do the 5 BlastyBot: Silvers. The (10-second) timer is also reset.
- After (10 seconds) the 5 BlastyBot: Silvers pixelate out.
- Then the player pixelates out.
- Then the medium-sized platform pixelates out.
- A small rectangular platform pixelates in.
- The player and 2 square-length protective moving walls appear on both sides of the player.
- LEVEL GETS CHECKPOINTED.
- The MegaBot appears standing still on a floating platform ahead.
- Many BlastyBots: Bronze appears on both sides of the rectangular platform. They shoot for (15 seconds).
- If the player dies, the player gets reset, the moving walls reset and so do the BlastyBots: Bronze. The (15-second) timer is also reset.
- After (15 seconds) A DigiBlast appears on the south side of the rectangular platform.
- The player then has to shoot the MegaBot with Digi's gun.
- If the player dies, the player gets reset, the moving walls reset and so do the BlastyBots: Bronze. The DigiBlast also gets reset. The (15-second) timer is also reset.
- The MegaBot then pixelates out.
- The BlastyBots: Bronze also pixelate out at the same time.
- The moving walls then pixelate out.
- The DigiBlast pixelates out.
- LEVEL GETS CHECKPOINTED.
- A DigiOrb appears on the south side of the rectangular platform.
- When the player collects it. The player pixelates out.
- A new scene is triggered.
- LEVEL GETS CHECKPOINTED.
- The DigiOrb should be visible from the player reset point. (the player pixelates in).
- After (1 second) The 50% transparent MegaBot pixelates in and chases Digi. (The MegaBot should chase Digi all the way, jumping to lower and higher platforms).
- If the player dies, the player gets reset. The 50% transparent MegaBot also gets reset.
- When the player collects the DigiOrb.
- The MegaBot pixelates out.
- The player pixelates out.
- A new scene is triggered.
- An animation is played out of Digi turning Gold.
- A new scene is triggered. (no music)
- On a medium platform with walls.
- A gold Digi is pixelated onto the middle.

- Then a scared MegaBot running away from Digi is pixelated in.
- The player has to touch the MegaBot.
- When the player touches the MegaBot the screen goes white and you hear a load pixelation sound.
- A new scene is triggered.
- Digi Celebrating scene. (the player has to press next).
- A new scene is triggered.
- Cut scene of the Bots of the DigiWorld celebrating Digi.
- Holding the skip button.
- The scene automatically takes the player to the credits scene.
- The credit scene if watched takes the player back to the map before they complete the last mission. They can also skip the credits scene.

17. DigiBlast:

- UI: The DigiBlast UI come out when the player collects the DigiBlast power-up. (comes out in 0.5 seconds).
- UI: The 10-second timer starts.
- UI: If the player touches another DigiBlast in-between, 10 seconds are added to the timer.
- UI: Once the timer runs out of the DigiBlast power up. The DigiBlast UI goes back into the main UI. (goes back in 0.5 seconds).
- When the player touches the DigiBlast. Digi turn into gun mode. (animation). SFX sounds too.
- After the timer runs out. Digi turns back to normal mode from gun mode. (animation). SFX sounds too.
- Target sign pick-up animation when the player touches it. (animation). SFX sounds too.
- Target sign idle mode for 15 seconds. (animation).
- The target sign reappears animation after 15 seconds. (animation). SFX sounds too.
- When the player holds the R2 (button) on a controller or the SPACE BAR on the keyboard when Digi is in gun mode. Digi shoots. When the player is shooting the player cannot move with the LEFT STICK on the controller or directional buttons on the keyboard, instead, the LEFT STICK and directional buttons are used to rotate Digi's shooting on the X-AXIS.
- When the player is shooting. Digi's shooting (animation) plays. SFX looping sound too.

18. DigiShield:

- UI: The DigiSheild UI come out when the player collects the DigiSheild power-up. (comes out in 0.5 seconds).
- UI: The 10-second timer starts.

- UI: If the player touches another DigiShield in-between, 10 seconds are added to the timer.
- UI: Once the timer runs out of the DigiShield power up. The DigiShield UI goes back into the main UI. (goes back in 0.5 seconds).
- When the player touches the DigiShield, Digi turns into shield mode. (animation). SFX sounds too.
- During shield mode. The shield SFX sound should be playing on a loop.
- After the timer runs out. Digi turns back to normal mode. (animation). SFX sounds too.
- Shield sign pick-up animation when the player touches it. (animation). SFX sounds too.
- Shield sign idle mode for 15 seconds. (animation).
- The shield sign reappears in animation after 15 seconds. (animation). SFX sounds too.

19. DigiBot:

- When shot by Digi's bullet. The DigiBot goes into dizzy mode for (10 seconds).
- DigiBot Dizzy (animation) plays for (10 seconds).
- If Digi touches the DigiBot when it is dizzy. The player gains a life. A SFX sound also goes off. (already configured).
- The DigiBot sparks out (animation) plays when Digi touches the DigiBot in dizzy mode.
- The DigiBot blank screen (animation) plays for (5 seconds) when the DigiBot is in sparked-out mode.
- After the (5 seconds) The DigiBot sparks back normal (animation) plays with the SFX sound. Leading to the DigiBot going back to normal mode.

20. HoppyBot:

- When shot by Digi's bullet. The HoppyBot goes into dizzy mode for (10 seconds).
- HoppyBot Dizzy (animation) plays for (10 seconds).
- If Digi touches the HoppyBot when it is dizzy. The player gains a life. A SFX sound also goes off.
- The HoppyBot sparks out (animation) plays when Digi touches the DigiBot in dizzy mode.
- The HoppyBot blank screen (animation) plays for (5 seconds) when the HoppyBot is in sparked-out mode.
- After the (5 seconds) The HoppyBot sparks back normal (animation) plays with the SFX sound. Leading to the HoppyBot going back to normal mode.

21. HoppyBot 2:

- The HoppyBot 2 chases Digi when it is in its radius and tries to land on Digi.

- When shot by Digi's bullet. The HoppyBot 2 goes into dizzy mode for (10 seconds) and is randomly hopping around in its radius area.
- HoppyBot 2 Dizzy (animation) plays for (10 seconds).
- If Digi touches the HoppyBot 2 when it is dizzy. The player gains a life. A SFX sound also goes off.
- The HoppyBot 2 sparks out (animation) plays when Digi touches the DigiBot in dizzy mode.
- The HoppyBot 2 blank screen (animation) plays for (5 seconds) when the HoppyBot is in sparked-out mode.
- After the (5 seconds) The HoppyBot 2 sparks back normal (animation) plays with the SFX sound. Leading to the HoppyBot going back to normal mode.

22. SpeedyBot:

- When shot by Digi's bullet. The SpeedyBot (main body) goes into a dizzy mode for (10 seconds).
- SpeedyBot (main body) Dizzy (animation) plays for (10 seconds).
- If Digi touches the SpeedyBot (main body) when it is dizzy. The player gains a life. A SFX sound also goes off.
- The SpeedyBot (main body) sparks out (animation) plays when Digi touches the SpeedyBot (main body) in dizzy mode.
- The SpeedyBot (main body) blank screen (animation) plays for (5 seconds) when the HoppyBot is in sparked-out mode.
- After the (5 seconds) The SpeedyBot sparks back normal (animation) plays with the SFX sound. Leading to the SpeedyBot going back to normal mode with all the transparent parts (80%, 60% 40%, 20%, 10%).
- When any part of the Speedy Bot is shot (including 80%, 60%, 40%, 20%, 10%) The SpeedyBot goes into the dizzy mode.
- SpeedyBot speed effect 80% shot pixelation (animation) plays.
- SpeedyBot speed effect 60% shot pixelation (animation) plays.
- SpeedyBot speed effect 40% shot pixelation (animation) plays.
- SpeedyBot speed effect 20% shot pixelation (animation) plays.
- SpeedyBot speed effect 10% shot pixelation (animation) plays.
- SpeedyBot speed effect 80% regenerate pixelation (animation) plays.
- SpeedyBot speed effect 60% regenerate pixelation (animation) plays.
- SpeedyBot speed effect 40% regenerate pixelation (animation) plays.
- SpeedyBot speed effect 20% regenerate pixelation (animation) plays.
- SpeedyBot speed effect 10% regenerate pixelation (animation) plays.

23. BlastyBot: Gold:

- When shot by Digi's bullet. The BlastyBot: Gold goes into dizzy mode for (10 seconds).
- BlastyBot: Gold Dizzy (animation) plays for (10 seconds).
- If Digi touches the BlastyBot: Gold when it is dizzy. The player gains a life. A SFX sound also goes off.
- The BlastyBot: Gold sparks out (animation) plays when Digi touches the BlastyBot: Gold in dizzy mode.
- The BlastyBot: Gold blank screen (animation) plays for (5 seconds) when the BlastyBot: Gold is in sparked-out mode.
- After the (5 seconds) The BlastyBot: Gold sparks back normal (animation) plays with the SFX sound. Leading to the BlastyBot: Gold going back to normal mode.

24. BlastyBot: Silver:

- When shot by Digi's bullet. The BlastyBot: Silver goes into dizzy mode for (10 seconds).
- BlastyBot: Silver Dizzy (animation) plays for (10 seconds).
- If Digi touches the BlastyBot: Silver when it is dizzy. The player gains a life. A SFX sound also goes off.
- The BlastyBot: Silver sparks out (animation) plays when Digi touches the BlastyBot: Silver in dizzy mode.
- The BlastyBot: Silver blank screen (animation) plays for (5 seconds) when the BlastyBot: Silver is in sparked-out mode.
- After the (5 seconds) The BlastyBot: Silver sparks back normal (animation) plays with the SFX sound. Leading to the BlastyBot: Silver going back to normal mode.

25. BlastyBot: Bronze:

- When shot by Digi's bullet. The BlastyBot: Bronze goes into dizzy mode for (10 seconds).
- BlastyBot: Bronze Dizzy (animation) plays for (10 seconds).
- If Digi touches the BlastyBot: Bronze when it is dizzy. The player gains a life. A SFX sound also goes off.
- The BlastyBot: Bronze sparks out (animation) plays when Digi touches the BlastyBot: Bronze in dizzy mode.
- The BlastyBot: Bronze blank screen (animation) plays for (5 seconds) when the BlastyBot: Bronze is in sparked-out mode.
- After the (5 seconds) The BlastyBot: Bronze sparks back normal (animation) plays with the SFX sound. Leading to the BlastyBot: Bronze going back to normal mode.

26. Game over:

- When the player loses all their lives, the latest chapter they are on gets reset.