Create a projectile to be collected by the player through contact.

You will need to create a Sprite_Contact before making an Object_Contact.

Object_Contact

Event: Create
Action: Move fixed
Applies to: Self
Select all Left arrows
Speed: 16
Not Relative

Event: Other <Outside Room>
Action: Destroy instance
Applies to: Self

NOTE: You could set the Object_Contact to destroy itself when it collides with an Object_Wall so it can’t go through the wall.

The boss will be creating the Object_Contacts and releasing them towards the player.

Object_Boss

Event: Step
Action: Test Chance
Sides: 150
No NOT

[same event]
Action: Create instance of object
Select Object_Contact
x: 0
y: 0
Check Relative

NOTE: The Step Event above shows programming for Object_Avoid above the Object_Contact. The order of the actions is important. If you put them out of order, they will likely occur out of order and give you an “error” during testing. Also, you can make the game harder by allowing the Object_Release to destroy the Object_Contact.