





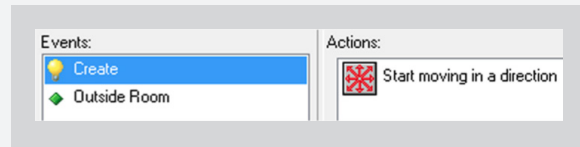
Contact: Projectile

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


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

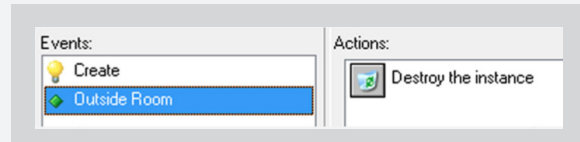
Object_Contact

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



The screenshot shows the 'Events' panel with 'Create' and 'Outside Room' listed. The 'Actions' panel shows 'Start moving in a direction' with a red crosshair icon.

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




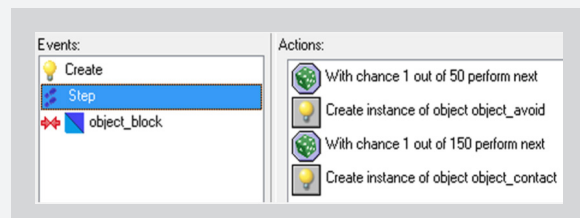
The screenshot shows the 'Events' panel with 'Create' and 'Outside Room' listed. The 'Actions' panel shows 'Destroy the instance' with a trash can icon.

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



The screenshot shows the 'Events' panel with 'Create', 'Step', and 'object_block' listed. The 'Actions' panel shows three actions: 'With chance 1 out of 50 perform next', 'Create instance of object object_avoid', 'With chance 1 out of 150 perform next', and 'Create instance of object object_contact'.

 **[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**.