

Power Up

Create a collectible that changes the player's abilities.

WARNING: You should wait until you have finished programming all of your game objects before adding power ups, so you don't have to continue programming separate objects.

Right-click your **Object_Player** in the resource folder and select "duplicate." Name the duplicate object **Object_Superplayer** and open up the properties. You can make whatever changes to the **Object_Superplayer** you'd like. For example:

- Change the sprite (you can duplicate the sprite to make color or animation changes)
- Increase the **Object_Superplayer's** speed (in Keyboard events)
- Change the player's release to a new object
- Delete a collision with **Object_Enemy** or **Object_Avoid** to make the player "invincible."

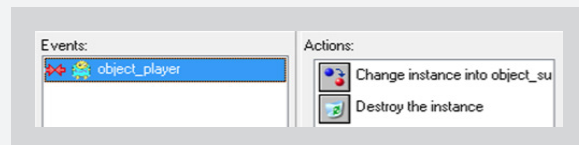
Now create a power up sprite (32 x 32 or larger) and power up object that will change the **Object_Player** into **Object_Superplayer**.

Object_PowerUp



Event: Collision <Object_Player>

Action: Change instance
Applies to: Other
Change Into: Object_SuperPlayer
Perform Events: not



[same event]



Action: Destroy instance
Applies to: Self

Place the **Object_Powerup** in the game to test it. You may notice the **Object_Superplayer** move out of the visible screen if you have **Scrolling Camera** set up. This is because the view can only follow one object which is currently set to the player. You need to make an **Object_Camera** with a 32 x 32 colored sprite (just so you can see it in the room until you know it works).

Object_Camera



Event: Step <Step>
Action: Test Instance Count
Object: Object_Player
Number: 1
Operation: Equal to
No NOT

Power Up



[same event]

Action: Jump to position

Applies to: Self

x: Object_Player.x

y: Object_Player.y



[same event]

Action: Else



[same event]

Action: Jump to position

Applies to: Self

x: Object_Superplayer.x

y: Object_Superplayer.y

Not Relative

NOTE: This means that the camera will jump to the player, if one exists. Otherwise it will jump to the super player. Go into the room properties and in the views tab, select object following: **Object_Camera**. Add the object anywhere in the room.

Test it out, and if it works, you can open the **Object_Camera** properties and uncheck **Visible** and check **Persistent**. Make sure that you put it in the first room and it should continue into the other rooms on its own throughout the game.

To lose the power up, you can change collision events with the avoids, enemies or hazards to change **Object_Superplayer** to **Object_Player** (see the **Timed Object** card to set a limited time of use).

Object_Superplayer



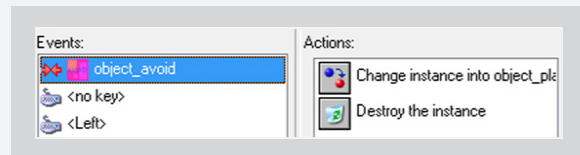
Event: Collision <Object_Avoid>

Action: Change Instance

Applies to: Self

Change into: Object_Player

Perform Events: Not



[same event]

Action: Destroy instance

Applies to: Other