Create a projectile for the player to release. For example: laser, scream, pillow, fears, etc.

**Object_Release**

**Event: Create**
- Action: Move fixed
- Applies to: Self
- Select Right Arrow
- Speed: 30
- Not Relative

**Event: Collision <Wall>**
- Action: Destroy the instance
- Applies to: Self

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

**Object_Player**

**Event: Key Press <Space>**
- Action: Create instance
- Select **Object_Release**
- x: 0
- y: 0
- Check Relative

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Allow the **Object_Release** to destroy the **Object_Avoid**.

**Object_Avoid**

**Event: Collision <Release>**
- Action: Destroy instance
- Applies to: Self

[Same event]
- Action: Set score
- New Score: 10
- Check Relative

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NOTE: Each time an **Object_Release** destroys an **Object_Avoid**, the score will go up 10 points.