

# Release: Projectile

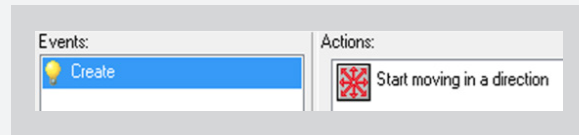
Create a projectile for the player to release. For example: laser, scream, pillow, fears, etc.

## Object\_Release

### Event: Create



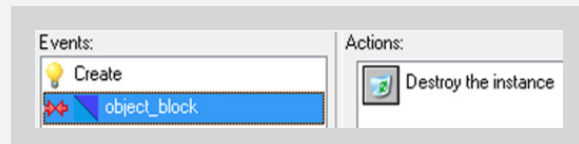
Action: Move fixed  
Applies to: Self  
Select Right Arrow  
Speed: 30  
Not Relative



### Event: Collision <Wall>



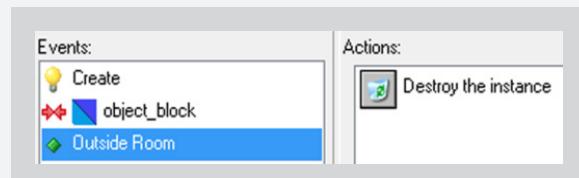
Action: Destroy the instance  
Applies to: Self



### Event: Other <Outside>



Action: Destroy the instance  
Applies to: Self

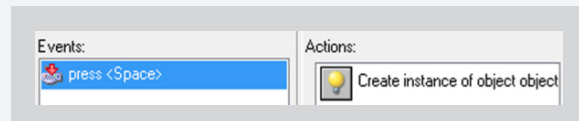


## Object\_Player

### Event: Key Press <Space>



Action: Create instance  
Select **Object\_Release**  
x: 0  
y: 0  
Check Relative



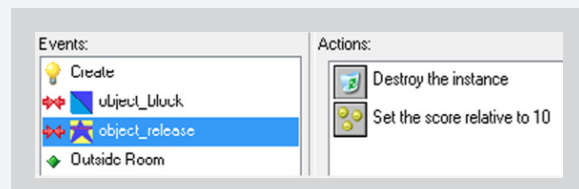
Allow the **Object\_Release** to destroy the **Object\_Avoid**.

## Object\_Avoid

### Event: Collision <Release>



Action: Destroy instance  
Applies to: Self



### [same event]



Action: Set score  
New Score: 10  
Check Relative

NOTE: Each time an **Object\_Release** destroys an **Object\_Avoid**, the score will go up 10 points.