Variable Wall

Create a wall that is in the game until a particular object is collected or destroyed.

A variable wall can be used to block an area of the game room, preventing the player from reaching that part of the game until the player clears all of one kind of object from the room, either by collecting or destroying the chosen object.

Object_Varwall
Check Visible and Solid

**Event:** Step <Step>
**Action:** Test Instance Count
- Object: Your Choice*
- Number: 0
- Operation: Equal To
- No NOT

[same event]
**Action:** Start Block

[same event]
**Action:** Destroy the Instance
- Applies to: Self

[same event]
**Action:** End Block

*Your Choice is the object that must be cleared from your game room before the variable wall “disappears” (IE: collectables, a boss, enemies, hazards, etc)

**NOTE:** You can place as many Your Choice objects in your game room as you want, but be sure the player can get to all of them so the variable wall can be destroyed. For instance, you don’t want to accidentally place Your Choice objects outside the room or under walls because the game will still count them and the player won’t be able to get through the level.