Create an object for the player to collect in the game room through contact

You will need to create a sprite_collect before making an objects.
Examples of game collectables: coins, health boost, extra life, food, keys, money

Object_Collect

**Event:** Collision <Player>
**Action:** Destroy the Instance
**Applies to:** Self

[same event]
**Action:** Set Score
**New Score:** 10
**Check Relative**

Each time the object_contact is collected, the score will go up 10 points. You can put as many contacts in a room as you would like.

Other ways to program a collectable:

**Increase Health:** Same as above with Action: Set Health instead of Action: Set Score. Be sure to check Relative.

**Increase Lives:** Same as above with Action: Set Lives; value: 1; Check Relative. Would give an extra life with each collectable.

**Unlock Doors:** (or “Collect all the tokens to get to the boss/next level/power up/key”) See Test Instances or Variable Wall Card

**Power Up:** See Power Up Card