Release

Create a projectile for the player to release

**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

**Object_Avoid**

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

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

Each time a object_release destroys an object_avoid, the score will go up 10 points.