

# Variable Wall

## Create a wall that destroys itself after objects are collected or destroyed

A variable wall can be used to barricade a portal, part of the level, or collectables like health or an extra life. This keeps the player from reaching those things until they collect all of one object or destroyed all of the enemies, a boss, or hazards.

Create a new 32x32 sprite labeled **sprite\_varwall**, then create **object\_varwall**.

You will put the object you want collected or destroyed before the wall “disappears” in the “Object: *Your Choice*” line below.

## Object\_Varwall

Check Visible and Solid

### Event: Step<Step>



Action: Test Instance Count

Object: *Your Choice*

Number: 0

Operation: Equal To

No NOT

Events:

Step

Actions:

If the number of instances is a v

Start of a block

Destroy the instance

End of a block

### [same event]



Action: Start Block

### [same event]



Action: Destroy the Instance

Applies to: Self

### [same event]



Action: End Block

NOTE: You can place as many collectables or objects to destroy as you want, but be sure that the player has the access to all of the objects. For instance, don't put a boss behind the variable wall and expect the player to be able to destroy the boss that in return destroys the variable wall. You also don't want to accidentally place collectables outside the room or under walls as the game will count them and the player won't be able to get through the level.