

Contact: Collectable

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

You will need to create a sprite_collect before making a objects.

Examples of game collectables: coins, health boost, extra life, food, keys, money



Example Sprites from YOYO Games website

Object_Collect

Event: Collision <Player>

Action: Destroy the Instance

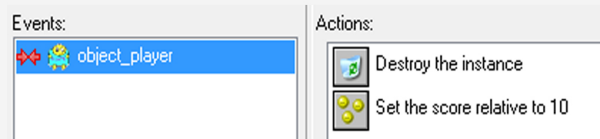
Applies to: Self

[same event]

Action: Set Score

New Score: 10

Check Relative



You must place the object_collect in the game room.

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**