


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

Events:	Actions:
 Create	 Start moving in a direction


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

Events:	Actions:
 Create  object_block	 Destroy the instance

 **Event: Other <Outside>**
Action: Destroy the Instance
Applies to: Self

Events:	Actions:
 Create  object_block  Outside Room	 Destroy the instance


Object_Player


 **Event: Key Press <Space>**
Action: Create Instance
Select object_release
x: 0
y: 0
Check Relative







Events:	Actions:
 press <Space>	 Create instance of object object

Allow the object_release to destroy the object_avoid

Object_Avoid

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

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

Events:	Actions:
 Create  object_block  object_release  Outside Room	 Destroy the instance  Set the score relative to 10

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