# Contact: Projectile

Create a projectile to be collected by the player through contact

### Object\_Contact

Not Relative





#### Event: Other < Outside Room>



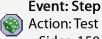
Action: Destroy the Instance Applies to: Self



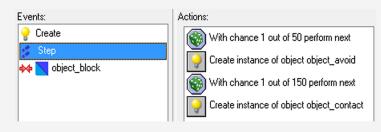
NOTE: You could set the object\_contact to destroy itself when it collides with an object\_wall so it can't got through them.

Make the object\_boss release the object\_contact at random

## Object\_Boss



**Action: Test Chance** Sides: 150 No NOT



# [same event]

Action: Create Instance of Object

Select object\_contact

x: 0

y:0

**Check Relative** 

The Step Event above shows programing for object\_avoid above the object\_contact. An event will never duplicate because these actions will happen at the same time in response to the event. The order of the Actions is important, if put out of order, they will occur out of order and likely give you an 'error' during testing.

NOTE: You can make the game harder by allowing the object release to destroy the object\_contact.