

Contact: Projectile

Create a projectile to be collected by the player through contact

Object_Contact

Event: Create
Action: Move Fixed
Applies to: Self
Select All Left Arrows:
Speed: 16
Not Relative

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

Events: Create, Outside Room
Actions: Start moving in a direction, Destroy the instance

NOTE: You could set the object_contact to destroy itself when it collides with an object_wall so it can't get through them.

Make the object_boss release the object_contact at random

Object_Boss

Event: Step
Action: Test Chance
Sides: 150
No NOT

[same event]
Action: Create Instance of Object
Select object_contact
x: 0
y: 0
Check Relative

Events: Create, Step, object_block
Actions: With chance 1 out of 50 perform next, Create instance of object object_avoid, With chance 1 out of 150 perform next, Create instance of object object_contact

The Step Event above shows programming 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.