

Power Up

Part 1 of 2

Create a collectable that changes the player's abilities

NOTE: You should wait until you have finished programming all of your game objects before adding "power up," so you don't have to continue programming separate objects.

Right-click your **object_player** in the resource folder and select "Duplicate." Name the copy **object_superplayer** and open up the properties. You can make whatever changes you'd like. Examples:

Change the *sprite* (you can duplicate the sprite to make color or animation changes)


Increase the object_superplayer's *speed* (In Keyboard events)


Change the player's *release* to a new object




Delete a *collision* with object_enemy or object_avoid to make the player "invincible"

Now create a power up sprite (32x32 or larger) and object that will change the object_player into object_superplayer.

Object_Powerup


**Event: Collision<Object_player>**
Action: Change Instance
Applies to: Other
Change Into: object_superplayer
Perform Events: not

**[same event]**
Action: Destroy Instance
Applies to: Self

Events:	Actions:
 object_player	 Change instance into object_su
	 Destroy the instance

Place the object_powerup in the game to test it. You may notice the object_superplayer move out of the visible screen if you have Scrolling Camera set up. *This is because the view can only follow one object which is currently set to the player.* You need to make a **object_camera** with a 32x32 colored sprite (just so you can see it in the room until you know it works)

Object_Camera

**Event: Step<Step>**
Action: Test Instance Count
Object: object_player
Number: 1
Operation: Equal to
No NOT

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Power Up

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[same event]
Action: Jump to Position
Applies to: Self
x: object_player.x
y: object_player.y
Not Relative

[same event]
Action: Else

[same event]
Action: Jump to Position
Applies to: Self
x: object_superplayer.x
y: object_superplayer.y
Not Relative



This means that the camera will jump to the player, if one exists. Otherwise it will jump to the super player. Go into **room properties** and in the "views" tab select object following: **object_camera**. Add the object anywhere in the room.

Test it out and if it works you can open the object_camera properties and uncheck *Visible* and check *Persistent*. Make sure that you put it in the first room and it should carry into the other rooms on its own throughout the game.

To lose the power up, you can change collision events with the avoids, enemies, or hazards to change object_superplayer to object_player. (See **Power Up Timer** card to set a limited time of use)

Example:

Object_Superplayer

Event: Collision<Object_avoid>
Action: Change Instance
Applies to: Self
Change Into: object_player
Perform Events: not

[same event]
Action: Destroy Instance
Applies to: Other

