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

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



🚼 Action: Test Instance Count

Object: object_player

Number: 1

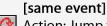
Operation: Equal to

No NOT

Continued on Part 2 of 2

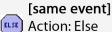
Power Up

Part 2 of 2



Action: Jump to Position

Applies to: Self x: object_player.x y: object_player.y Not Relative





[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