**2 – First Interactions**

Now to create Events and Actions.

1. **objWall – NO Events**



1. **objPlayer – Create and Step Events**



// CREATE CODE

//-----set player speed

n\_spd = 2; //-----normal speed

r\_spd = 3; //-----run speed

spd = n\_spd; //-----set start speed

hspd = 0;

vspd = 0;

runspd = 0;



// STEP CODE

//-----keyboard input

hspd = (keyboard\_check(vk\_right)-keyboard\_check(vk\_left)) \* spd;

vspd = (keyboard\_check(vk\_down)-keyboard\_check(vk\_up)) \* spd;

runspd = keyboard\_check(vk\_space);

//-----alter speed

if (runspd){

 spd = abs(runspd \* r\_spd);

}

else {

 spd = n\_spd;

}

//-----collision checks

//-----horizontal

if (hspd != 0){

 if (place\_meeting(x+hspd, y, obj\_wall)){

 while (!place\_meeting(x+sign(hspd), y, obj\_wall)){

 x += sign(hspd);

 }

 hspd = 0;

 }

}

x += hspd;

//-----vertical

if (vspd != 0){

 if (place\_meeting(x, y+vspd, obj\_wall)){

 while (!place\_meeting(x, y+sign(vspd), obj\_wall)) {

 y += sign(vspd);

 }

 vspd = 0;

 }

}

y += vspd;

1. **objEnemy – Collision with objPlayer**



// COLLISION WITH OBJ\_PLAYER CODE

game\_restart();

1. **objTarget – Collision with objPlayer code**



//COLLISION WITH OBJ\_PLAYER CODE

score += 10;

instance\_destroy(self);

1. **objController – NO Sprite,**

Now, to show score, we need a special object withot a sprite – *objController or objManager*. This controls things such as Health, Lives, Scores, etc. **It is placed on the first room**, but does not show in the game.

In this case, the Score is set initially to 0. Health might 100, say, etc. In other programs these are called global initialisers and global values.

The Scores, etc, are displayed using Draw Events, which can be place in the room.



//CREATE CODE

score = 0;

//DRAW GUI CODE

//-----setup the font

draw\_set\_font(Font1);

//-----print out the text

var mystring = "Score: "+ string(score);

draw\_text(10, 0, mystring);

1. Save your work and RUN THE GAME.

\*\* Next -> Create a maze game or something for tutorials \*\*