**Get The Ghost – All Modifications!**

1. Give the player a new variable called *hitpoints* and draw them on the screen.  
   The player should start with 100 hitpoints.
2. The player loses 20 *hitpoints* when they are hit by the laser.
3. When the hit points reach 0 or lower, show a message and go to the next room. (you will need to make a new room… just leave it empty)  
     
   *show\_message(“All your life are belong to us”)  
   room\_goto\_next()*
4. Create a new object called *healthPack*. When a ghost is destroyed, there is a 20% chance that a *healthPack* is created and falls downward toward the player.
5. When the player collides with a health pack, increase the player’s health by 10, but don’t let the health go above 100.
6. Give a ghost *hitpoints*. Start a ghost with 2 *hitpoints*.   
   Each time a ghost is hit, it’s *hitpoints* drop by 1.  
   If a ghost has 0 or less *hitpoints*, the ghost should be destroyed.
7. Give the player a variable called *myspeed* = 6.  
   Go to the move commands and replace the numbers you typed with the variable name *myspeed.* Test the game out to make sure you can still move.
8. Create a new object called *speedPowerUp*. When a player contacts a speed power up, change the player’s *myspeed* variable to 10.
9. When a ghost is destroyed, there is a 10% chance that a *speedPowerUp* is created and drops downward.
10. Use an alarm so that the speed power up only lasts for a few seconds.
11. Give the player a variable called *points* and draw the player’s point onto the screen. When the player destroys a ghost, increase their points.
12. Create a new object called *pointChecker* . In the STEP method of *pointChecker* check if the player has reached 10 points. If they have, create a small explosion where the points are drawn and play a good sound.
13. Create a new type of weapon for the ghosts to fire, call it *bomb*.  
    Every now and then, a ghost will fire a bomb.   
    When a bomb hits the ground, it stops. Three seconds later it explodes.  
    Use an alarm!
14. Create a new type of power-up called *multifire*.   
    Sometimes a *multifire* power-up drops when a ghost is destroyed.  
    When a player gets this power-up, the player will fire a spread of three lasers every time they fire.   
    This power-up should last for 10 seconds.
15. Create a new type of laser called *superlaser*. When the game starts, the player fires the regular laser. When the player presses “2”, they switch to firing superlasers. Pressing “1” goes back to regular laser firing.
16. Let the player know which weapon they have selected by drawing  
    the word “LASER” or “SUPERLASER” on the screen as they select their weapon.
17. Reverser – Three Steps!  
    Create a new object called *Producer*. Create a new object called *Reverser*.  
      
    The producer will, once and a while, create a reverser along the ground. You can position a reverser along the ground with lines like  
    *xpos = irandom(500+50)  
    ypos = 500  
    rid = instance\_create(xpos, ypos, reverser)*  
      
    When the player collects the reverser, it will make it so that the player’s controls are reversed; left moves right and right moves left. This will last for a few seconds.
18. Create a new object called *Shields*. When the player picks it up, the player, for the next 6 seconds will not be hurt when lasers hit.  
      
    To let the players know they have shields, use the Draw Object to draw a yellow circle around the player *if* they have shields. Use code like  
    *draw\_set\_color(c\_yellow)*  
    *draw\_circle(player.x, player.y, 25, true)*