**Game Maker – Step Event for Timing**

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| **Constant fire rate of tower using variables**The rate of fire is constant, one arrow per second. No randomness.**Tower CREATE**counter = 0**Tower STEP**counter = counter + 1if counter >= 30 { fireArrow() counter = 0} |
| **Constant fire rate of tower using Alarm**The rate of fire is constant, one arrow per second. No randomness.**Tower CREATE**alarm[0] = 30**Tower Alarm[0]**fireArrow()alarm[0] = 30 |
| **Player can only fire once per second using variables (energy)****Player CREATE**energy = 0**Player STEP**if energy < 30 { energy = energy + 1}**Player SPACEBAR**if energy >=30 { fireSomething() energy = 0} |
| **Player can only fire once per second using Alarm****Player CREATE**canfire = 1**Player SPACEBAR**if canfire = 1 { fireSomething() canfire = 0 alarm[0] = 30}**Player ALARM[0]** canfire = 1 |