|  |  |
| --- | --- |
| **PLAYER CREATE**  mylife = 100   **PLAYER COLLIDES WITH WALL**  mylife = mylife – 1 if mylife <=0 {  show\_message(“Out of life!”) } | **PLAYER CREATE**  keys = 0  **PLAYER COLLIDES WITH KEY**  keys = keys + 1 with other{   instance\_destroy()  }  **PLAYER COLLIDES WITH DOOR**  if keys>0 {  with other{ instance\_destroy() }  } |
| **WALL CREATE**  hits = 0  **WALL COLLIDES WITH BALL**  with other{  instance\_destroy() }  hits = hits + 1 if hits = 5 {  instance\_destroy() } | **PLAYER CREATE**  foodnum = 0  **PLAYER COLLIDES WITH FOOD**  foodnum = foodnum + 1  **PLAYER PRESSES FIRE KEY**  if foodnum < 3 {  bid=instance\_create(x,y,ball1)  bid.speed = 4  bid.direction = direction  }  if foodnum >=3 {  bid=instance\_create(x,y,superball)  bid.speed = 4  bid.direction = direction  } |