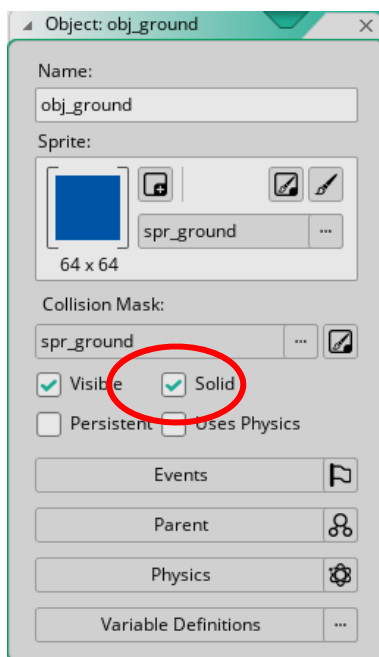
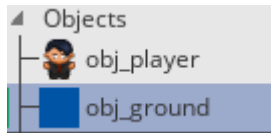


Creating platform games using gravity

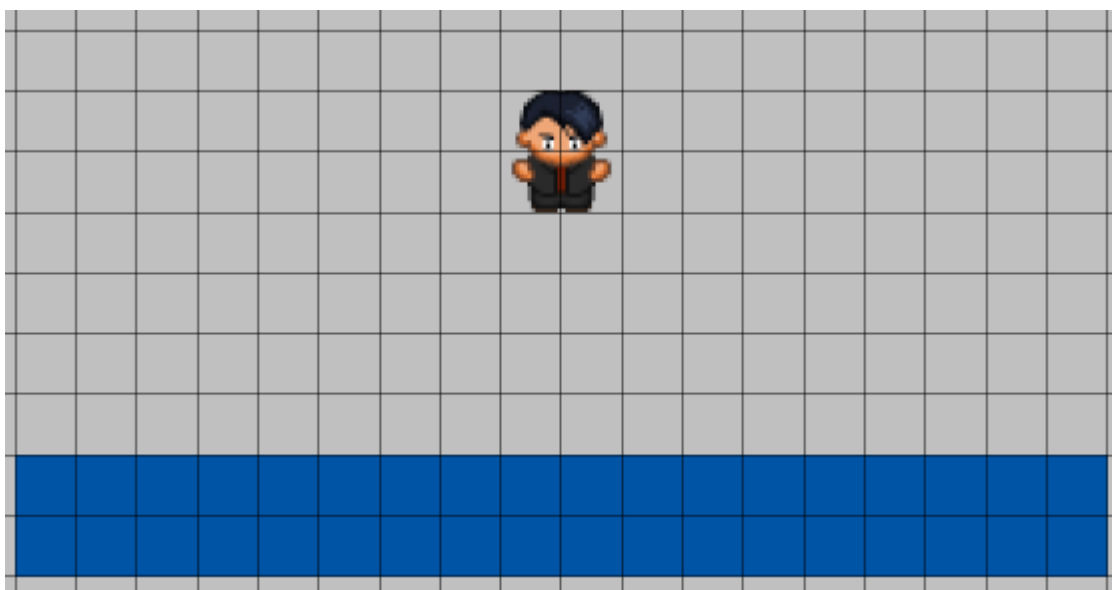
1. Create two sprites, one for the ground and one for the player



2. Create objects for these sprites. Make sure that the ground object is set to solid



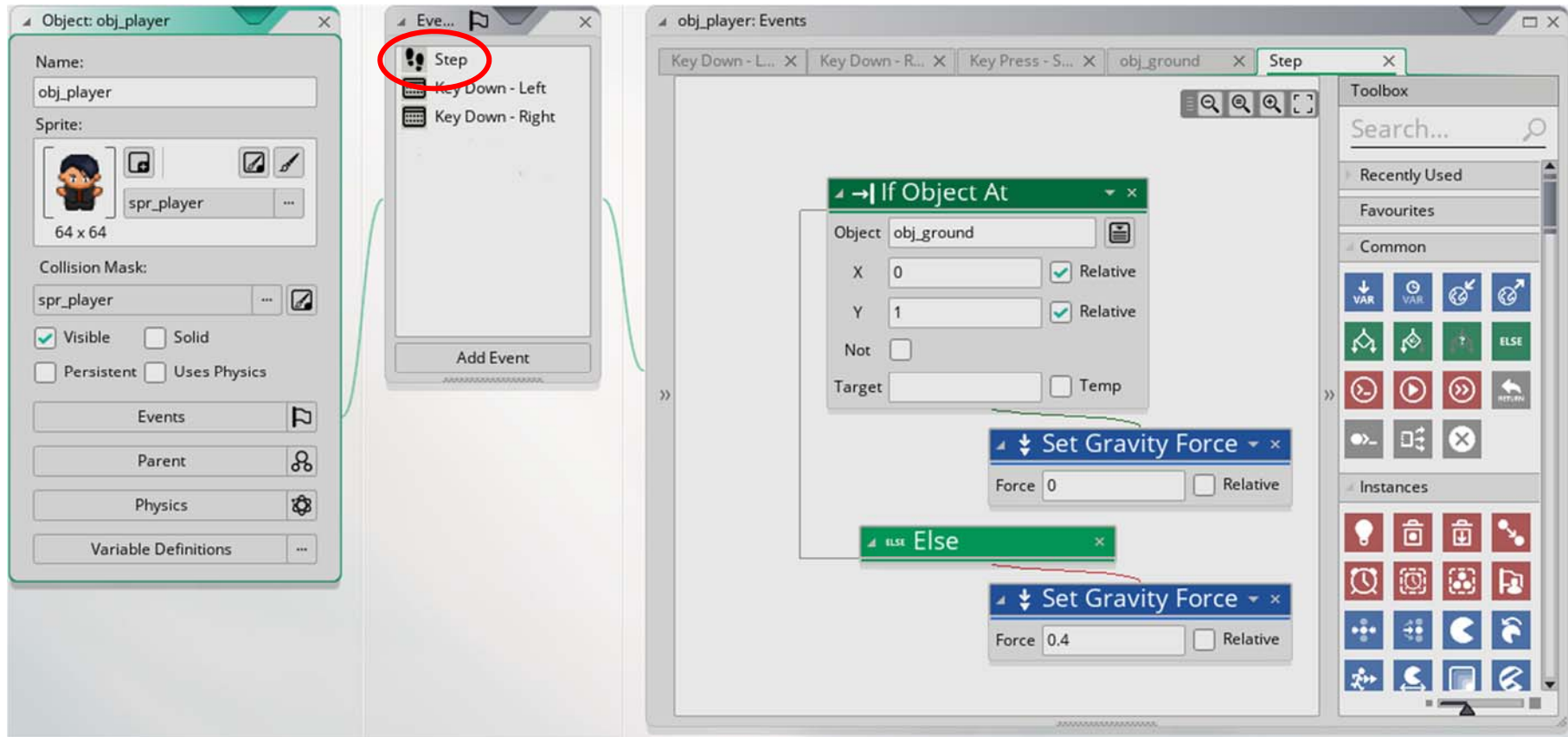
3. Add the ground to your room with the player above it



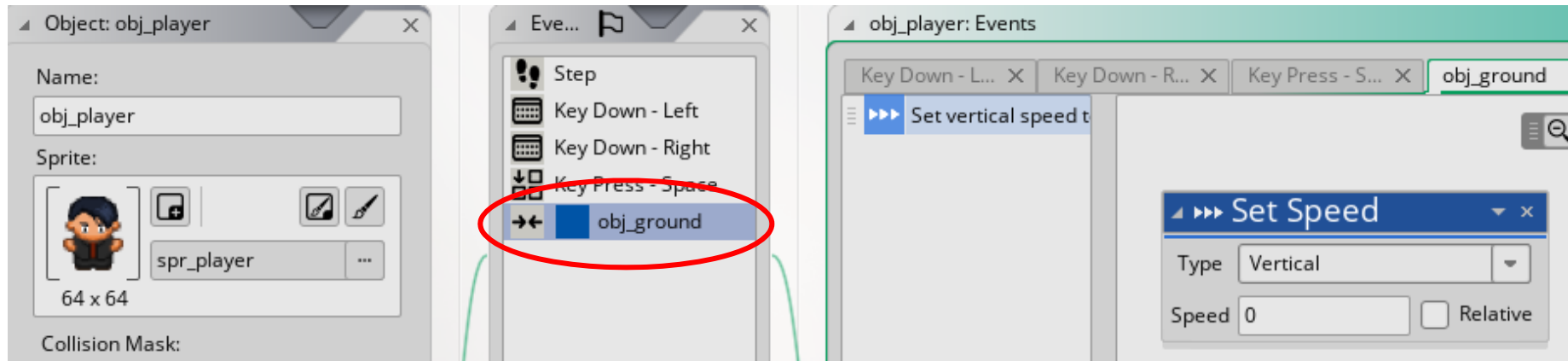
4. Add the left and right movement in the same way as before (with the jump to command)

5. Add a step event to obj_player and add the following. It says:

'If the player is stood on the ground turn the gravity off, otherwise turn the gravity on.'



6. As well as turning the gravity off we need to stop the player falling through the ground so we need to set the vertical speed to 0 when we collide with the ground as shown:



7. Finally add a jump key. When the space bar is pressed, it checks that the player is stood on the ground and if he is it will fire him into the air and gravity will bring him back down

