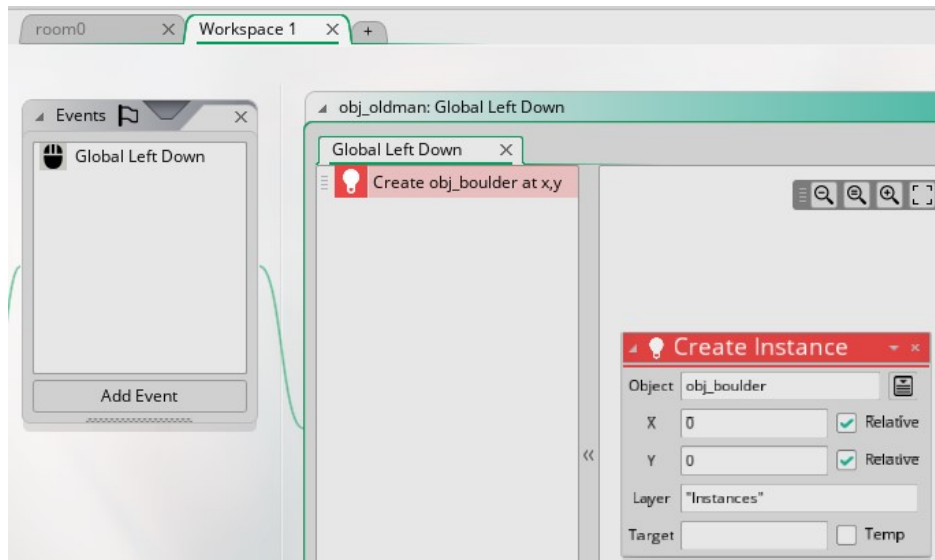
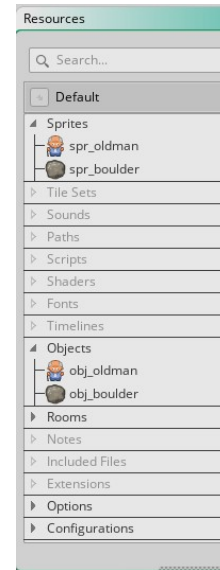


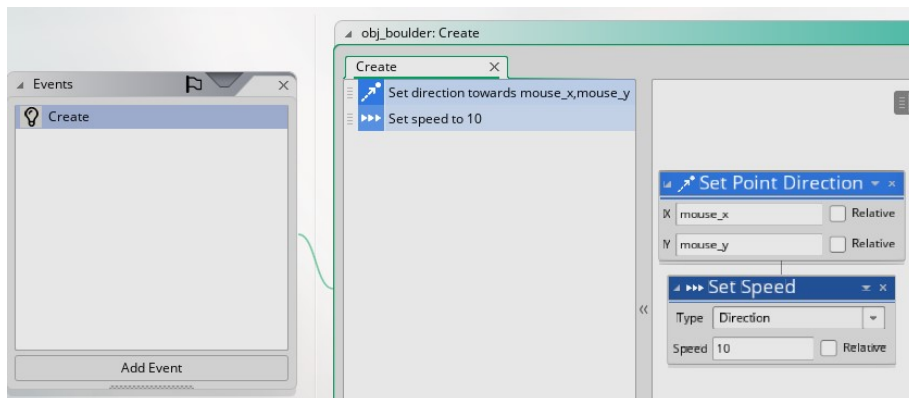
Shooting in GameMaker

You can make your game more interesting by enabling your character to fire things at the enemy.

1. From the library select two sprites and rename them accordingly. (spr_oldman and spr_boulder)
2. Use these sprites to create two objects. (obj_oldman and obj_boulder)
3. You need to attach the following events to your character (obj_oldman). This will create an instance of obj_boulder when you click on the left button of the mouse. Make sure you use the **Global** settings for the mouse click.
4. This will create an instance of obj_boulder at (x,y). Make sure it is relative as you want the obj_boulder to appear from your character.



5. You then need to think about what you want obj_boulder to do once an instance of it has been created. In this case after it has been created it will travel in the direction of the mouse (mouse_x and mouse_y) at the speed of 10.



6. When you have done this you need to think about what you want obj_boulder to do when it collides with your enemy, walls...etc.