**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 + 1  if 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 |