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| **PLAYER CREATE**mylife = 100**PLAYER COLLIDES WITH WALL**mylife = mylife – 1if mylife <=0 { show\_message(“Out of life!”)} | **PLAYER CREATE**keys = 0**PLAYER COLLIDES WITH KEY**keys = keys + 1with 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 + 1if 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 } |