# Creating Collectable Items

## You will be making the following events:
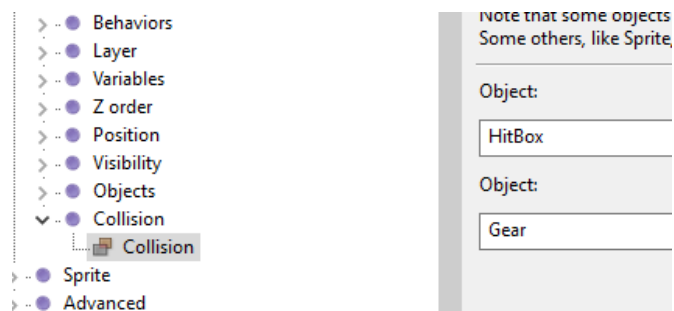
| Start page | Collectable Items × |
|---|---|

Edit as if the events were included to scene : No scene

| 1 | HitBox is in collision with Gear<br>The opacity of Gear is =255 | Do =254 to the opacity of Gear<br>Var Do +100 to variable Score |
|---|---|---|
| 2 | The opacity of Gear is <255 | Do -255*TimeDelta() to the opacity of Gear<br>Add to Gear a force of 0 p/s on X axis and -30 p/s on Y axis |
| 3 | The opacity of Gear is =0 | Delete object Gear |
| 4 | No conditions | txt Do ="Score: " + VariableString(Score) to the text of Score |

## Prerequisites:

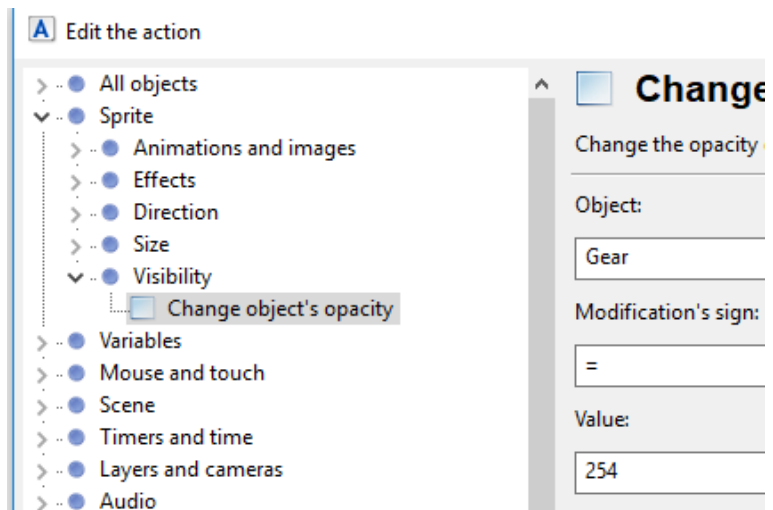- You need to create a sprite with an animation for your collectable.
- You also need to create a text sprite for Score.

- Gear
- Score

## Hitbox collision is found here:

- Behaviors
- Layer
- Variables
- Z order
- Position
- Visibility
- Objects
- Collision
  - Collision
- Sprite
- Advanced

Note that some objects
Some others, like Sprite,

Object:

HitBox

Object:

Gear

- Opacity is located here:
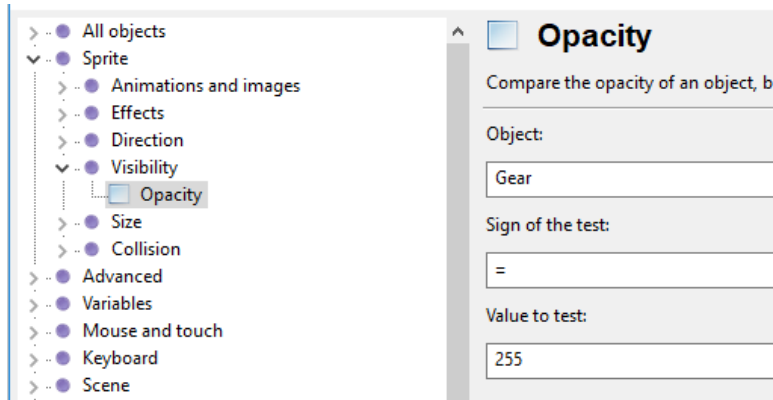
- You will have to create a local Score variable (can also be a global variable) and add it to the game.

- You will have to add a force to the object



**A** Edit the action

- All objects
  - Behaviors
  - Movement
    - Add a force (angle)
    - Add a force to move toward an object
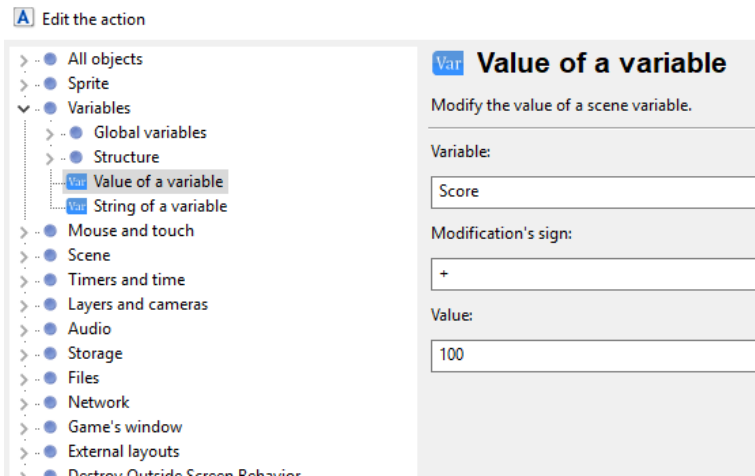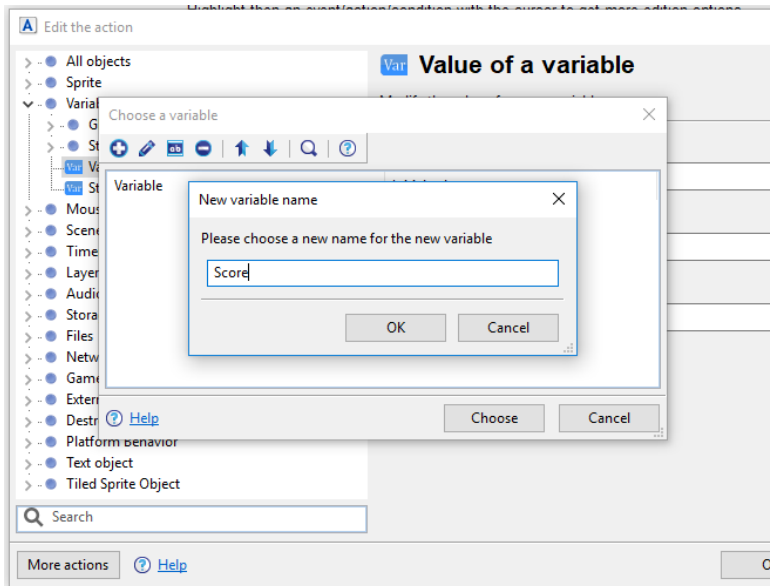    - Add a force to move toward a position
    - Add a force
    - Stop the object
    - Apply objects movement
  - Visibility
  - Layers and cameras
  - Z order
  - Objects
  - Position
  - Variables
  - Angle
- Sprite
- Variables
- Mouse and touch

**Add a force**

Add a force to an object. The object will move acco

Help on this action

Object:

Gear

Speed on X axis (in pixels per second):

0

Speed on Y axis (in pixels per second):

-30

Damping (Default: 0):

0

**A** Edit the action

- Variables
- Mouse and touch
- Scene
- Timers and time
- Layers and cameras
- Audio
- Storage
- Files
- Network
- Game's window
- External layouts
- Destroy Outside Screen Behavior
- Platform Behavior
- Text object
  - Rotation
  - Effects
  - Style
  - Opacity
  - Size
  - Modify the text
- Tiled Sprite Object

*txt* **Modify the text**

Modify the text of a Text object.

Object:

Score

Modification's sign:

=

Text:

"Score: " + VariableString(Score)