<div style="border: 2px solid black; text-align: center;">

INTRODUCTION TO GAME MAKER:
## ADDING OBJECTS TO OUR FRUIT CATCHER GAME

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CREATING OBJECTS

You will remember from our lesson on sprites that sprites are just images. They don't do anything. But objects in your game must perform actions. They must move around, react to mouse clicks, etc. So the next step is create some objects. We will start with the wall object.
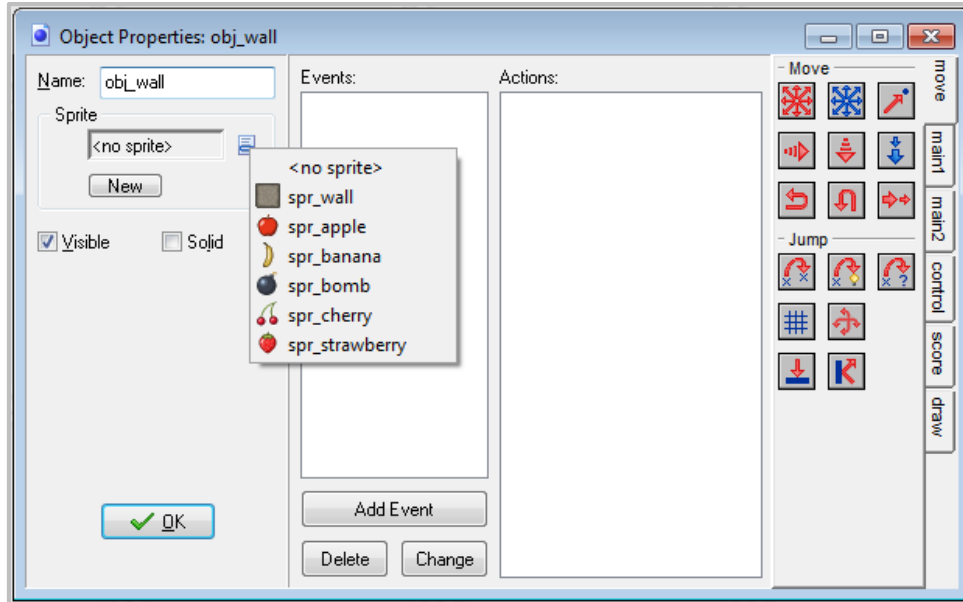
1. To create an Object, click the **Create an Object** icon. Alternatively, you can use the keyboard shortcut **SHIFT + CTRL + O**, or select **Resources > Create Object** from the menu bar.
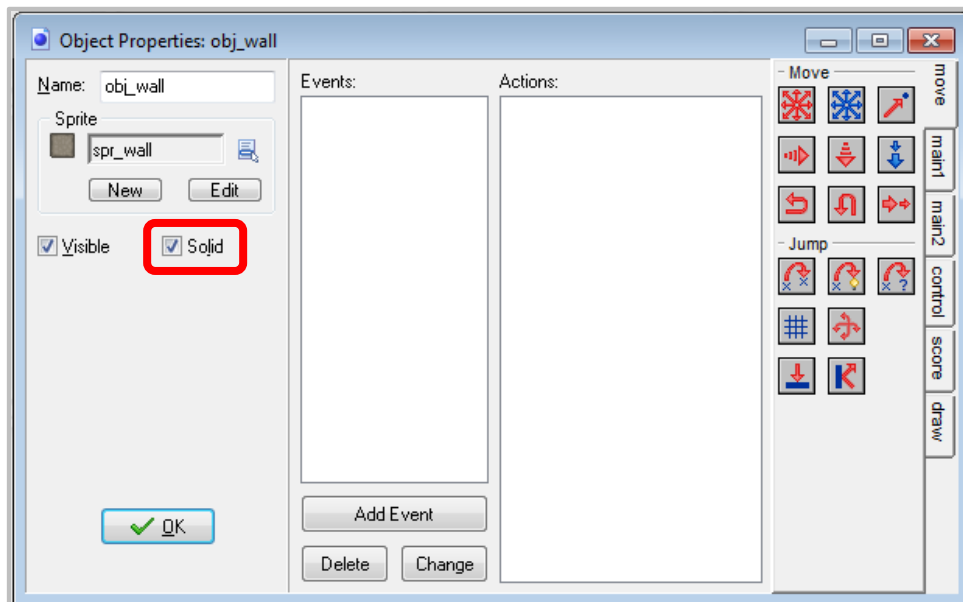

2. When the Object Properties window appears, in the **Name** field type **obj_wall**.
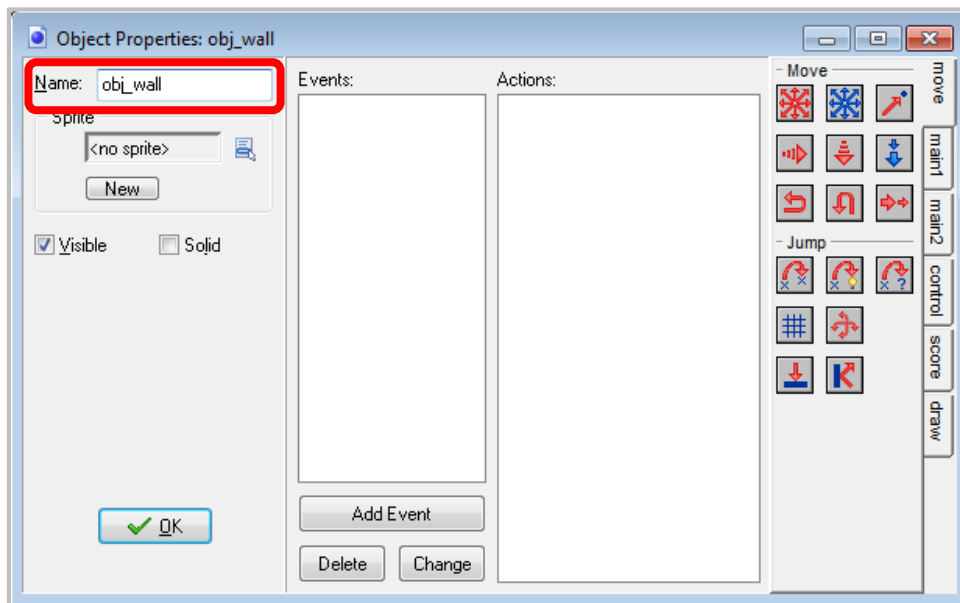
3. Next, assign the appropriate sprite, by clicking on the menu icon to the right of <no sprite> and select the sprite we called **spr_wall**.
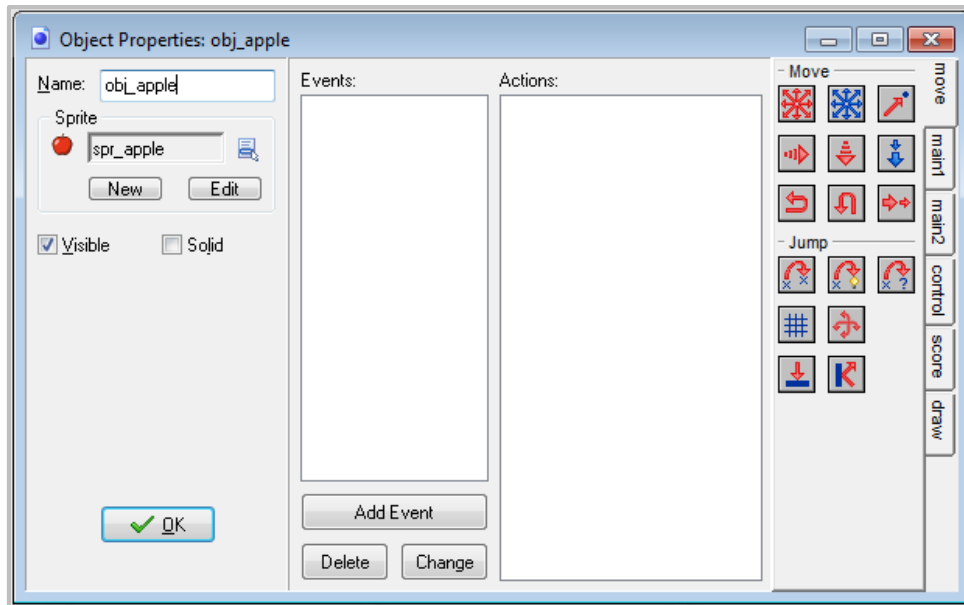
4. We want the wall object to be solid because we do not want the fruit to move through it. Therefore, make sure you select the **Solid** checkbox, and then press **OK**.

THE APPLE OBJECT

1. Create an apple object in the same way you created a wall object. Name the apple object **obj_apple**, select the apple sprite, and make sure the apple object is **not solid**.

2. Click **OK**.

Eventually we will want to add events and actions so that the apple object actually does something. For now, however, simply create object for all your other sprites in the same way that you create an the apple object.