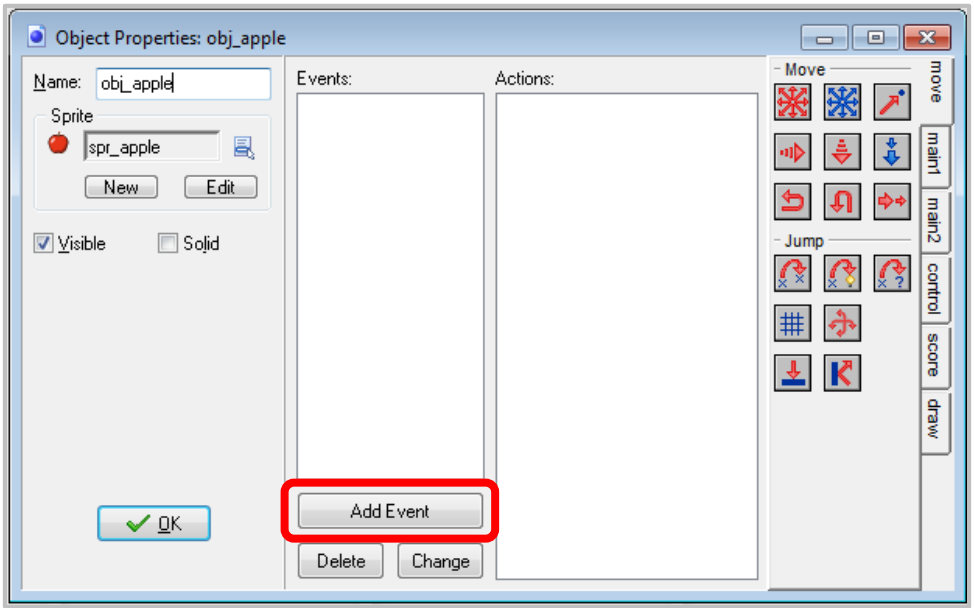
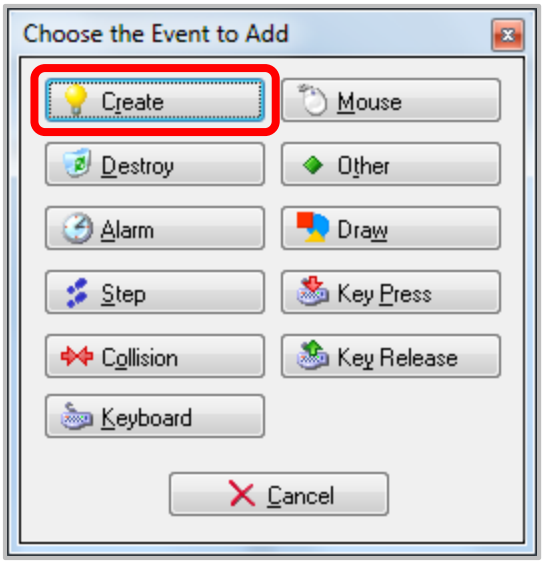
INTRODUCTION TO GAME MAKER:
ADDING EVENTS AND ACTIONS TO OUR OBJECTS

Now that we have created the objects for our Fruit Catcher game, it's time to make these objects do something. In order to make objects do something, we will need to add events and actions.

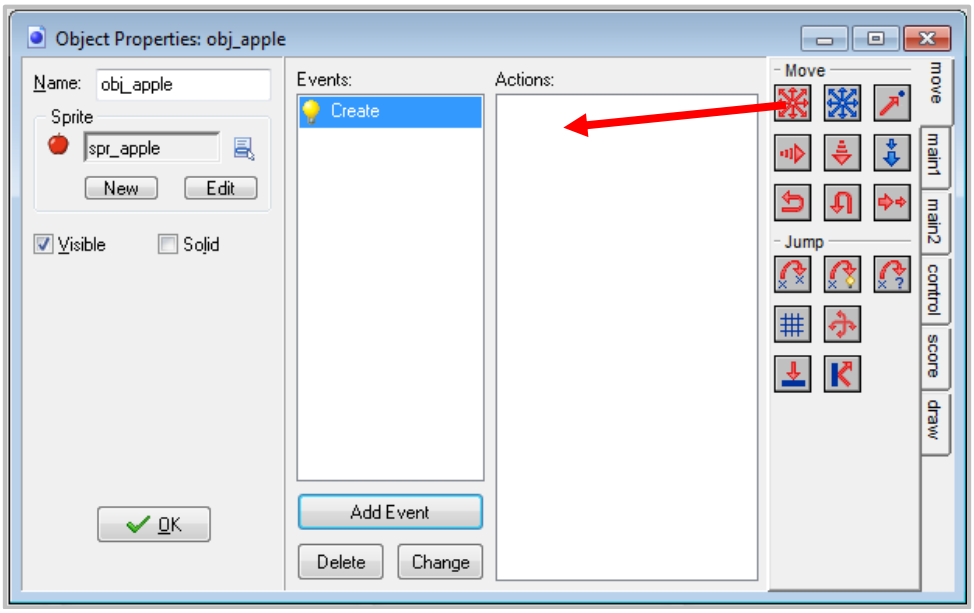
1. Our apple object will need some behavior. First of all it must move around. And secondly it must react to mouse clicks. So we will need to define events and actions for those events. Let's start by making sure the apple starts moving when it is created.

   Press the **Add Event** button and then select the **Create** button.

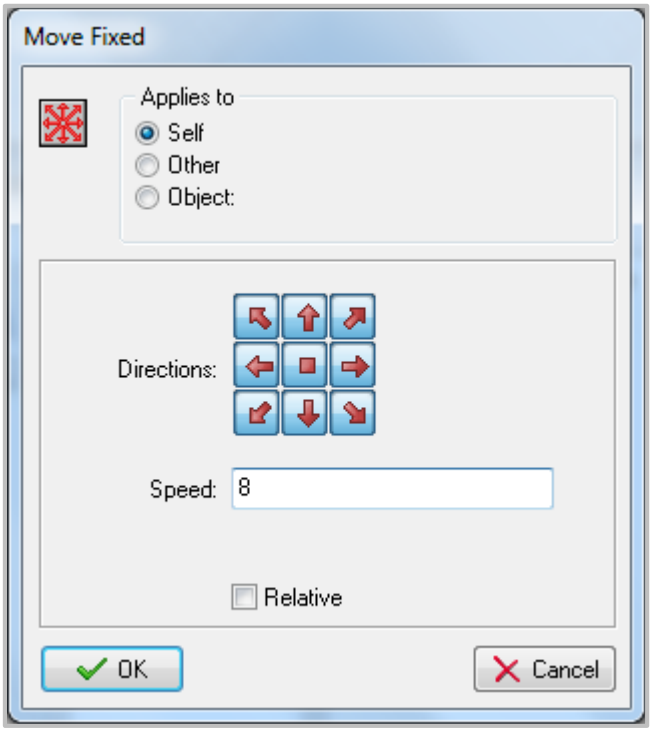




2. The event is added to the list. We can now include actions in this event by dragging them into the action list. Press and hold the mouse on the **Move Fixed** button (top-left action with the eight red arrows), drag it into the action list and release the mouse button.

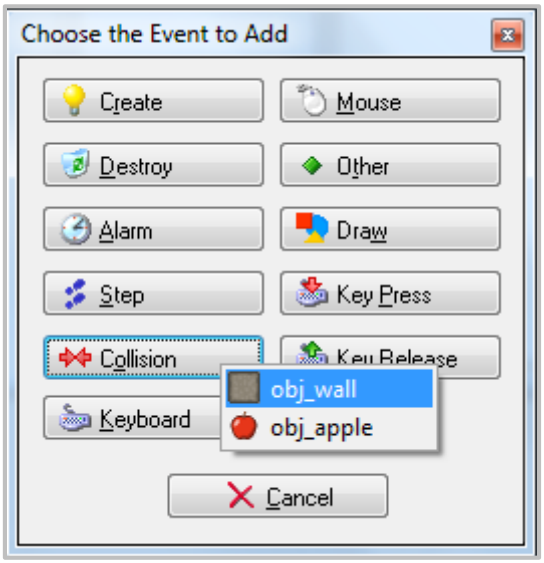


3. A form will appear in which you can indicate the directions of motion and the speed. **Press all eight arrows** to indicate the apple can move in any of these directions. As a speed, type in **8**. Finally press **OK**.

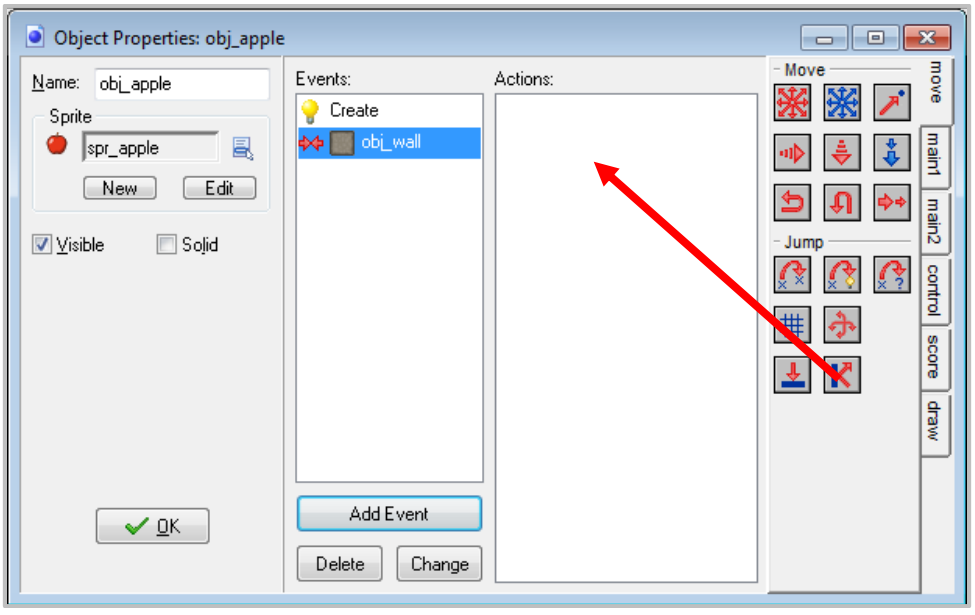


4. Next we need to make the apple bounce off the walls. In order to make this happen, we need to create a **collision event**.

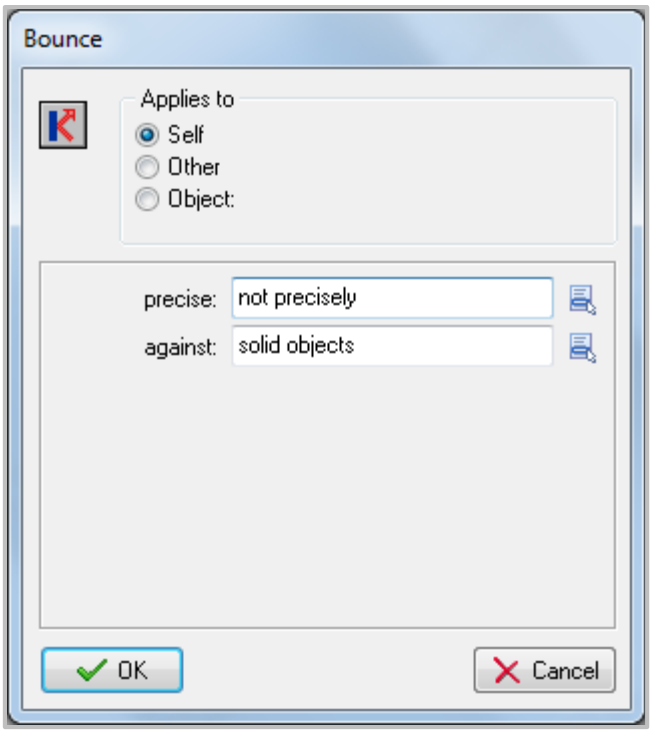
   Press the **Add Event** button again, select **Collision** and then select the wall object (**obj_wall**).



5. The event is added to the list. Make sure it is selected, and then click the **Bounce** action (the bottom right one) and drag it into the action list.

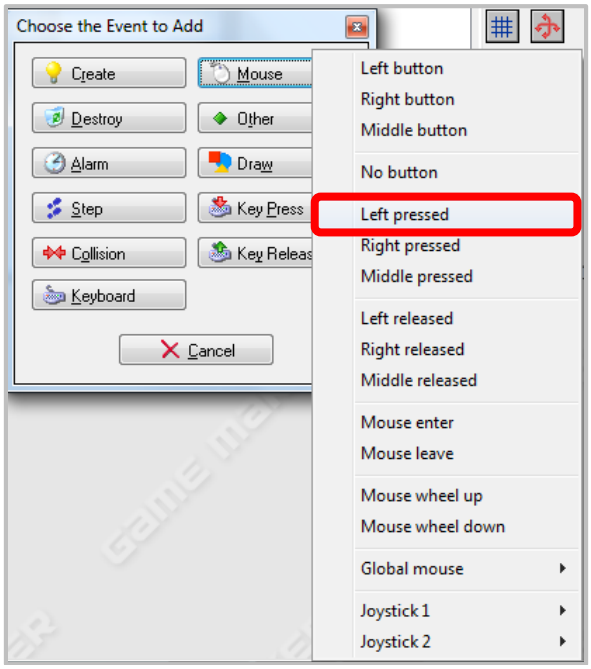


6. When the Bounce Properties window appears, simply click **OK**. We'll talk about these properties in a later lesson.

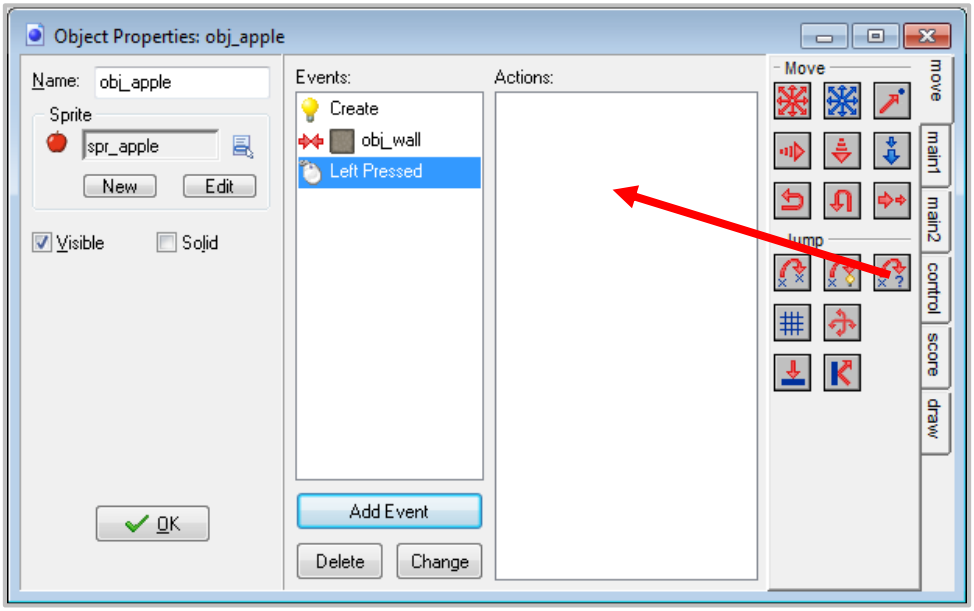


7. Our final step is to make sure the player can press the mouse on the apple. When the user clicks on the apple, we want to move the apple to a random location (to make it harder for the user to press on it again) and we want to give the player some score.

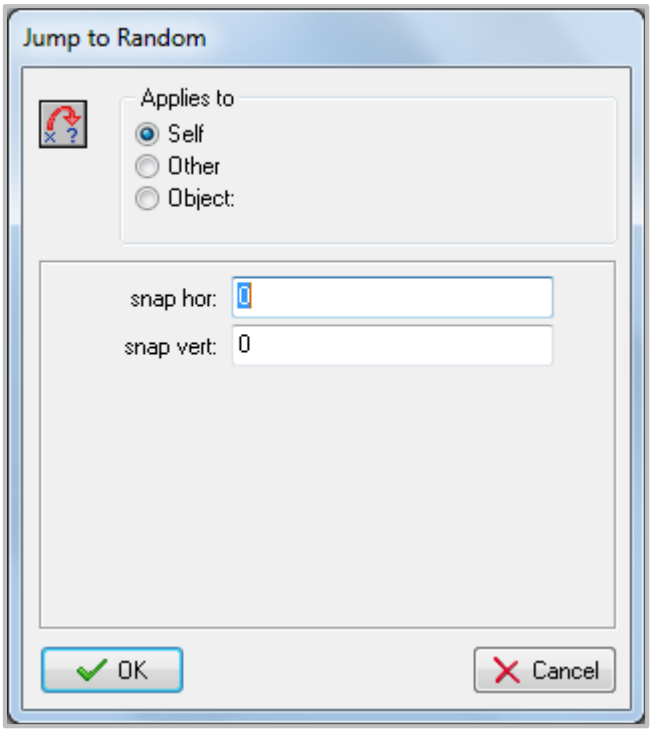
   To do this, press the **Add Event** button, select **Mouse**, and select **Left pressed**.



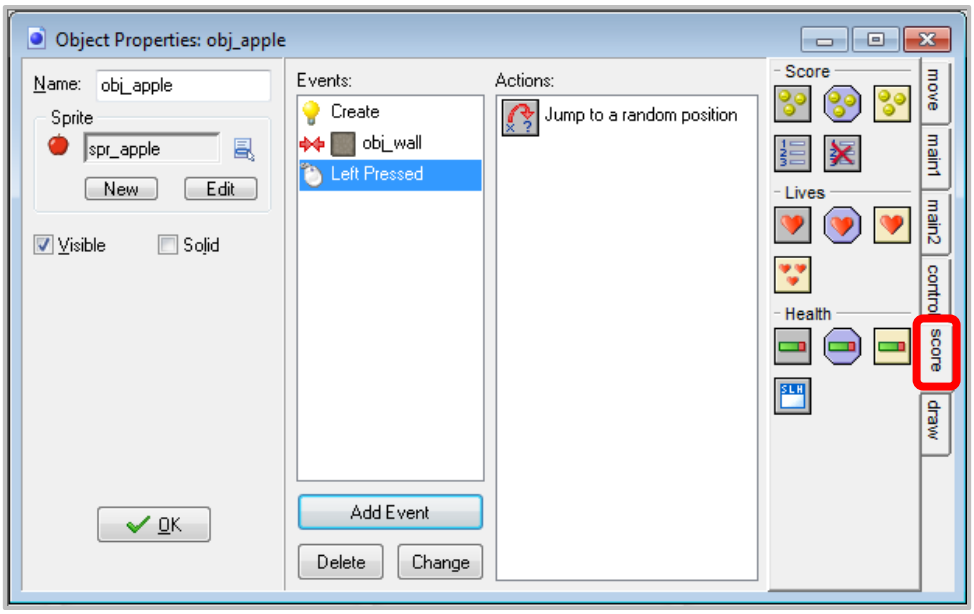
8. Drag the **Jump to Random** action to the list.



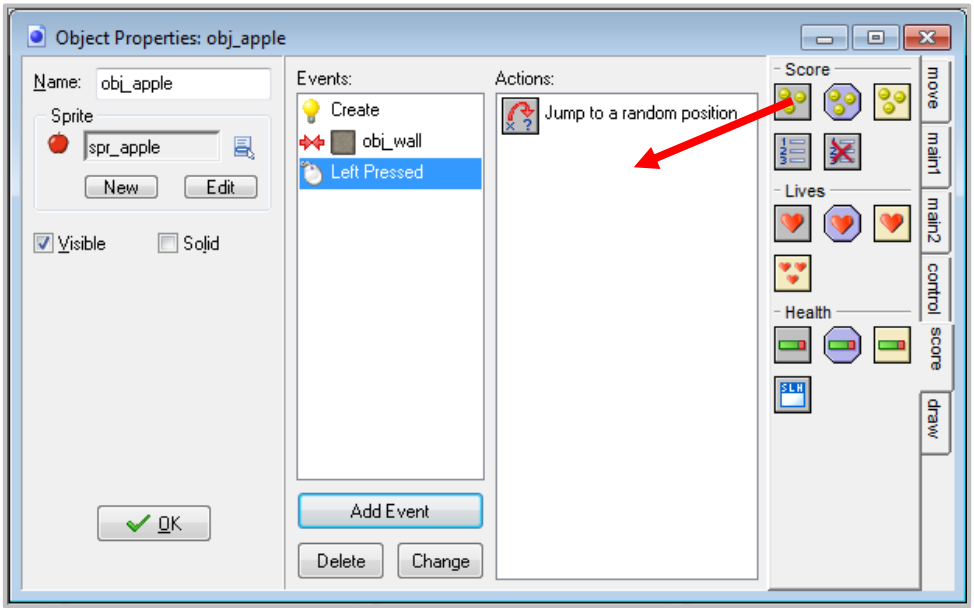
9. When the Jump to Random properties window appears, simply click **OK**. Again, we will go through these properties in a later lesson.



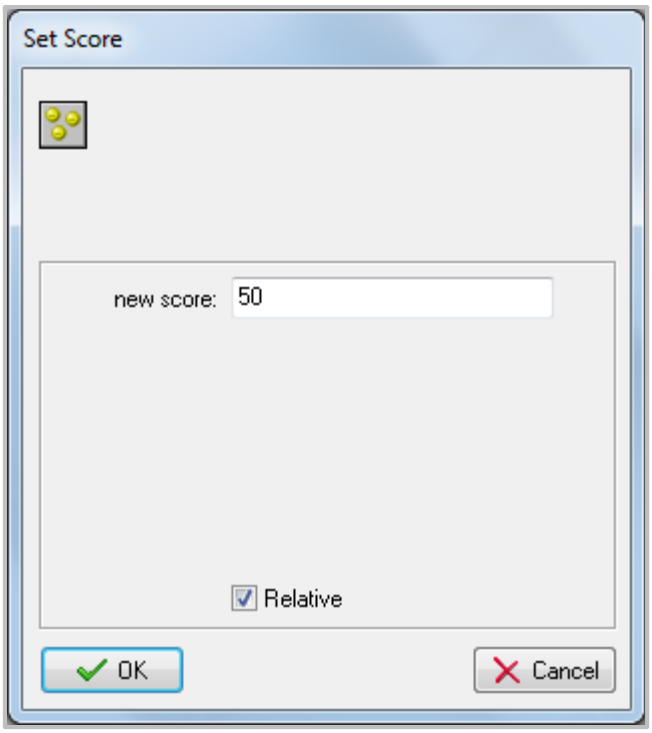
10. Next we need to give the player some score. At the right of the form, select the tabbed page labeled **score**.



11. Drag the **Set Score** action to the action list.



12. In the Set Score properties window, indicate a new score of **50**. This will not set the score to 50 but rather add 50 to the score. In order for this to happen, you will need to select the **Relative** checkbox. Once you have done that, click **OK**.


Set Score
new score:
50
Relative
OK
Cancel