//Rewards- PUT IN COLLISION EVENT with player & rewards

//Click circle next to "other" at the top-->VERY IMPORTANT

score += 5

instance\_destroy();

if score >= 15

{

room\_goto\_next();

}

---------------------------------------------------------------

//PUT IN PLAYER STEP EVENT (FROM TUTORIAL 4)

//Animate

if (move!=0) image\_xscale = move; //if move doesn't = 0 (in other words if we are moving)

//change xscale (direction of sprite) to the move value (left -1 or right facing 1)

//if we're on the ground

if (place\_meeting(x,y+1,obj\_wall))

{

if (move!=0) //& if move doesn't = 0 (in other words if we are moving)

{

sprite\_index = spr\_player; //then change to the animated sprite

image\_speed = 1; // with a image speed of 1 - this needs to be 1 or less cannot be higher

}

else sprite\_index = spr\_player\_idle; //otherwise if we aren't move changing to idle sprite

//change above to match your sprite names

}

else

{

//operate jump & fall sprites if you have those available

//if vsp is < 0 in other words it is decreasing which means jumping

if (vsp < 0) sprite\_index = spr\_player\_jump; else sprite\_index = spr\_player\_fall;

//change above to match your sprite names

}