Collecting Letters Example

for GameMaker Studio

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This is an example of how to create a bunch of collectables (in this case Letters) that a player must collect to earn an extra life and display which letters have been collected.

The Objects and What They Do

GameInitObject - This object is placed in the first room (TitleScreenRoom) and its purpose is to define and set all of the global variables needed to their defaults. It also has a Press Space Bar event to advance to the next room.

Player Object - Moves around with the arrow keys.

The Letter Objects - When "Collected" by the *PlayerObject*, these will self destruct and set the corresponding global variable to 1.

The LetterTracker Object - This object draws the Heads Up Display (HUD) to show the number of lives and the letters the *PlayerObject* has collected. This is done in the DRAW EVENT. When all of the letters are collected, the *LetterTrackerObject* will draw a little animation indicating that "EXTRA" has been completed and set Alarm[0] for 60 cycles. When Alarm[0] goes off, an +1 will be added the Lives variable and reset the status of all of the letters back to 0.