Information about object: obj_wall
Sprite: spr_wall
Solid: true
Visible: true
Depth: 0
Persistent: false
Parent:
Children:
Mask:
No Physics Object
Collision Event with object obj_bullet:

```
for other object: bounce precisely against solid objects
```

Information about object: obj_outer_wall
Sprite: spr_fake_wall
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent:
Children:
Mask:
No Physics Object
Collision Event with object obj_bullet:

```
for other object: bounce precisely against solid objects
```

Information about object: obj_zombie
Sprite: spr_zombie
Solid: false
Visible: true
Depth: -3
Persistent: false
Parent: enemyPARENT
Children:
Mask:
No Physics Object
Create Event:

```
execute code:

my_speed = global.e_speed
health_e = 5
initialized = false
frozen = false
max_speed = true
```

Destroy Event:

```
create instance of object money at position (x,y)

execute code:

global.killed++
```

Step Event:

```
execute code:

if (initialized = false){
    health_e = global.z_health
    initialized = true
}
if (my_speed <=0 ){
    my_speed = 0.05
}
if (frozen = false){
    if (max_speed = false){
        my_speed += 0.03
    }
    if (my_speed >= global.e_speed){
        my_speed = global.e_speed
        max_speed=true
    }
}

      if health_e is less than or equal to 0
```

```
            destroy the instance
perform a step towards position (obj_human.x,obj_human.y) with speed my_speed avoiding solid only
```

Begin Step Event:

```
execute code:
frozen = false
```

Collision Event with object obj_human:

```
perform a step towards position ((obj_human.x)+random_range(-70,70),(obj_human.y)+random_range(-70,70)) with speed 50 stop at solid only
```

Collision Event with object obj_bullet:

```
reverse vertical direction
reverse horizontal direction
execute code:
health_e-=global.quarter_dmg
bounce precisely against solid objects
```

Collision Event with object obj_dime:

```
reverse horizontal direction
reverse vertical direction
execute code:
health_e-=global.dime_dmg
bounce precisely against solid objects
```

Collision Event with object obj_nickel:

```
reverse horizontal direction
reverse vertical direction
execute code:
health_e-=global.nickel_dmg
bounce precisely against solid objects
```

Collision Event with object shotgun_bullets:

```
reverse horizontal direction
reverse vertical direction
execute code:
health_e-=global.penny_dmg
```

Collision Event with object autoBULLETS:

```
execute code:
health_e-=global.turret_dmg
```

Collision Event with object freeze_ray:

```
execute code:

my_speed -= global.freeze_rate
max_speed=false
frozen = true
```

Information about object: obj_boss
Sprite: spr_boss
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: enemyPARENT
Children:
Mask:
No Physics Object
Create Event:

```
execute code:
my_speed = global.boss_speed
```

```
health_e = 5
initialized = false
frozen = false
max_speed = true
```

Destroy Event:

```
create instance of object money at position (x+2,y+2)

create instance of object money at position (x-1,y-2)

execute code:

global.killed++
```

Step Event:

```
execute code:

if (initialized = false){
    health_e = global.boss_health
    initialized = true
}
/*if (my_speed <=0 ){
    my_speed = 0.1
}
if (frozen = false){
    if (max_speed = false){
        my_speed += 0.035
    }
    if (my_speed >= global.boss_speed){
        my_speed = global.boss_speed
        max_speed=true
    }
}*/

      if health_e is less than or equal to 0

            destroy the instance

perform a step towards position (obj_human.x,obj_human.y) with speed my_speed avoiding solid only
```

Begin Step Event:

```
execute code:

//frozen = false
```

Collision Event with object obj_human:

```
perform a step towards position ((obj_human.x)*-1,(obj_human.y)*-1) with speed 50 stop at solid only
```

Collision Event with object obj_bullet:

```
reverse vertical direction

reverse horizontal direction

execute code:

health_e-=global.quarter_dmg

bounce precisely against solid objects
```

Collision Event with object obj_dime:

```
reverse horizontal direction

reverse vertical direction

execute code:

health_e-=global.dime_dmg

bounce precisely against solid objects
```

Collision Event with object obj_nickel:

```
reverse horizontal direction

reverse vertical direction

execute code:

health_e-=global.nickel_dmg

bounce precisely against solid objects
```

Collision Event with object shotgun_bullets:

```
reverse horizontal direction

reverse vertical direction

execute code:
```

```
health_e-=global.penny_dmg
```

Collision Event with object autoBULLETS:

```
execute code:

health_e-=global.turret_dmg
```

Collision Event with object freeze_ray:

```
execute code:

/*my_speed -= global.freeze_rate
max_speed=false
frozen = true*/
```

Information about object: obj_human
Sprite: spr_hum
Solid: true
Visible: true
Depth: -5
Persistent: false
Parent:
Children:
Mask:
No Physics Object
Create Event:

```
set the friction to .5

execute code:

firerate = 3
reload = 30
dime_active = false
quarter_active = true
penny_active = false
```

Step Event:

```
execute code:

if (global.p_money > 0){
    firerate -= 1
}

if collision_circle(x, y, 25, obj_zombie, false, true){
   global.p_money-=global.e_steal
}
```

Collision Event with object obj_wall:

```
start moving in directions 000010000 with speed set relative to 1

execute code:

/*if collision_rectangle(bbox_left-speed, bbox_top,bbox_right+speed,bbox_bottom,obj_wall,false,false) {

  if bbox_left<other.bbox_right+speed then move_contact_solid(180,speed);

  else if bbox_right>other.bbox_left-speed then move_contact_solid(0,speed);

} else {

  if bbox_top<other.bbox_bottom+speed then move_contact_solid(90,speed);

  else if bbox_bottom>other.bbox_top-speed then move_contact_solid(270,speed);

}
*/
```

Collision Event with object obj_outer_wall:

```
start moving in directions 000010000 with speed set relative to 1

execute code:

/*if collision_rectangle(bbox_left-speed, bbox_top,bbox_right+speed,bbox_bottom,obj_wall,false,false) {

  if bbox_left<other.bbox_right+speed then move_contact_solid(180,speed);

  else if bbox_right>other.bbox_left-speed then move_contact_solid(0,speed);

} else {

  if bbox_top<other.bbox_bottom+speed then move_contact_solid(90,speed);
```

```
  else if bbox_bottom>other.bbox_top-speed then move_contact_solid(270,speed);

}
*/
```

Collision Event with object obj_zombie:

```
execute code:

global.p_money -= global.e_dmg

reverse vertical direction

reverse horizontal direction
```

Collision Event with object obj_boss:

```
execute code:

global.p_money -= global.boss_dmg

reverse vertical direction

reverse horizontal direction
```

Keyboard Event for <Space> Key:

```
execute code:

dime_active = false
quarter_active = true
penny_active = false
```

Keyboard Event for A-key Key:

```
set the horizontal speed to -5
```

Keyboard Event for D-key Key:

```
set the horizontal speed to 5
```

Keyboard Event for E-key Key:

```
execute code:

dime_active = false
quarter_active = false
penny_active = true
```

Keyboard Event for Q-key Key:

```
execute code:

if (firerate < 0 and global.p_money >= 0.50){
    //instance_create (mouse_x, mouse_y, obj_location)
    instance_create (obj_human.x+random(10), obj_human.y+random(10), obj_nickel)
    instance_create (obj_human.x+random(10), obj_human.y+random(10), obj_nickel)
    instance_create (obj_human.x+random(10), obj_human.y+random(10), obj_nickel)
    instance_create (obj_human.x+random(10), obj_human.y+random(10), obj_nickel)
    instance_create (obj_human.x+random(10), obj_human.y+random(10), obj_nickel)
    instance_create (obj_human.x+random(10), obj_human.y+random(10), obj_nickel)
    instance_create (obj_human.x+random(10), obj_human.y+random(10), obj_nickel)
    instance_create (obj_human.x+random(10), obj_human.y+random(10), obj_nickel)
    instance_create (obj_human.x+random(10), obj_human.y+random(10), obj_nickel)
    instance_create (obj_human.x+random(10), obj_human.y+random(10), obj_nickel)
    firerate = 30
    global.p_money-=0.5
}
```

Keyboard Event for R-key Key:

```
execute code:

dime_active = true
quarter_active = false
penny_active = false
```

Keyboard Event for S-key Key:

```
set the vertical speed to 4
```

Keyboard Event for W-key Key:

```
set the vertical speed to -5
```

Mouse Event for Glob Left Button:

```
execute code:

if (dime_active = true){
    if (firerate < 0 and global.p_money >= 0.10){
        instance_create (obj_human.x, obj_human.y, obj_dime)
```

```
        firerate = 1
        global.p_money-=0.10
    }
}

if (quarter_active = true){
    if (firerate < 0 and global.p_money >= 0.25){
        instance_create (obj_human.x, obj_human.y, obj_bullet)
        firerate = 3
        global.p_money-=0.25
    }
}


if (penny_active = true){
    if (firerate < 0 and global.p_money >= 0.10){
        instance_create (obj_human.x, obj_human.y, shotgun_bullets)
        instance_create (obj_human.x, obj_human.y, shotgun_bullets)
        instance_create (obj_human.x, obj_human.y, shotgun_bullets)
        instance_create (obj_human.x, obj_human.y, shotgun_bullets)
        instance_create (obj_human.x, obj_human.y, shotgun_bullets)
        instance_create (obj_human.x, obj_human.y, shotgun_bullets)
        instance_create (obj_human.x, obj_human.y, shotgun_bullets)
        instance_create (obj_human.x, obj_human.y, shotgun_bullets)
        instance_create (obj_human.x, obj_human.y, shotgun_bullets)
        instance_create (obj_human.x, obj_human.y, shotgun_bullets)
        firerate = 3
        global.p_money-=0.1
    }
}
```

Information about object: obj_bullet
Sprite: spr_quarter
Solid: true
Visible: true
Depth: 0
Persistent: false
Parent:
Children:
Mask:
No Physics Object
Create Event:

```
start moving in the direction of position (mouse_x,mouse_y) with speed 15

set Alarm 11 to 50

play sound sound1; looping: false
```

Alarm Event for alarm 11:

```
destroy the instance
```

Collision Event with object obj_wall:

```
destroy the instance

play sound wall_hitQ; looping: false
```

Collision Event with object obj_outer_wall:

```
destroy the instance

play sound wall_hitQ; looping: false
```

Collision Event with object obj_zombie:

```
play sound e_hit; looping: false

destroy the instance
```

Collision Event with object obj_boss:

```
play sound e_hit; looping: false

destroy the instance
```

Information about object: obj_dime
Sprite: spr_dime
Solid: true
Visible: true
Depth: 0
Persistent: false
Parent:

Children:
Mask:
No Physics Object
Create Event:

```
start moving in the direction of position (mouse_x,mouse_y) with speed 15
set Alarm 11 to 50
play sound sound1; looping: false
```

Alarm Event for alarm 11:

```
destroy the instance
```

Collision Event with object obj_wall:

```
destroy the instance
play sound wall_hitQ; looping: false
```

Collision Event with object obj_outer_wall:

```
destroy the instance
play sound wall_hitQ; looping: false
```

Collision Event with object obj_zombie:

```
play sound e_hit; looping: false
destroy the instance
```

Collision Event with object obj_boss:

```
play sound e_hit; looping: false
destroy the instance
```

Information about object: obj_nickel
Sprite: spr_nickel
Solid: true
Visible: true
Depth: 0
Persistent: false
Parent:
Children:
Mask:
No Physics Object
Create Event:

```
start moving relative in the direction of position (random_range(-360,360),random_range(-360,360)) with speed 20
set Alarm 11 to 50
play sound sound1; looping: false
```

Alarm Event for alarm 11:

```
destroy the instance
```

Collision Event with object obj_wall:

```
play sound wall_hitQ; looping: false
destroy the instance
```

Collision Event with object obj_outer_wall:

```
play sound wall_hitQ; looping: false
destroy the instance
```

Collision Event with object obj_zombie:

```
play sound e_hit; looping: false
start moving relative in the direction of position (random_range(-360,360),random_range(-360,360)) with speed 25
```

Information about object: shotgun_bullets
Sprite: spr_penny
Solid: true
Visible: true
Depth: 0

Persistent: false
Parent:
Children:
Mask:
No Physics Object
Create Event:

```
start moving in the direction of position (mouse_x+random_range(-50,50),mouse_y+random_range(-50,50)) with speed random_range(12,15)

set Alarm 11 to 20

execute code:

soundVAR = random_range(0,5)
```

Alarm Event for alarm 11:

```
destroy the instance
```

Step Event:

```
execute code:

if (soundVAR > 0 and soundVAR < 6){
    soundVAR --
}

if (soundVAR <=0){
    audio_play_sound(sound0, 10, false)
    soundVAR = 7
}
```

Collision Event with object obj_wall:

```
destroy the instance

play sound wall_hitP; looping: false
```

Collision Event with object obj_outer_wall:

```
destroy the instance

play sound wall_hitP; looping: false
```

Collision Event with object obj_zombie:

```
play sound e_hit; looping: false

destroy the instance
```

Collision Event with object obj_boss:

```
play sound e_hit; looping: false

destroy the instance
```

Information about object: autoBULLETS
Sprite: spr_penny
Solid: true
Visible: true
Depth: -3
Persistent: false
Parent:
Children:
Mask:
No Physics Object
Create Event:

```
set Alarm 11 to 20

execute code:

audio_play_sound(turretSOUND, 10, false)
```

Alarm Event for alarm 11:

```
destroy the instance
```

Step Event:

```
execute code:
```

Collision Event with object obj_zombie:

```
play sound e_hitTURRET; looping: false
```

```
destroy the instance
```

Collision Event with object obj_boss:

```
play sound e_hitTURRET; looping: false

destroy the instance
```

Information about object: CONTROLLER
Sprite:
Solid: false
Visible: true
Depth: -7
Persistent: false
Parent:
Children:
Mask:
No Physics Object
Create Event:

```
execute code:

initialized = false
cursor_sprite = spr_cursor
global.p_money = 40
global.money_val = 1.2


//LEVEL AND SPAWNER
global.spawned = 0
global.spawnrate = 50
global.level = 1
global.level_delay = 500
global.killed = 0
global.enemies = 0
global.difficulty = 3

global.e_speed = 2
global.e_dmg = 2
global.e_steal = 0.27
global.z_health = 0.5

global.boss_speed = 2.5
global.boss_dmg = 3
global.boss_steal = 0.70
global.boss_health = 1.5
global.boss_enabled = false


global.turretCOST = 5
global.freezeCOST = 7
global.quarter_dmg = 0.27
global.dime_dmg = 0.13
global.nickel_dmg = 0.3
global.penny_dmg = 0.072
global.turret_dmg = 0.1
global.freeze_rate = 0.12
```

Step Event:

```
      execute code:

if (initialized = false){
    global.enemies = (((global.le
```